



Among Us STEAM: Guide Part 2

Part 2 includes posters to identify stations, extra posters for decoration, and the cards.

We used the Emergency Meeting poster at our start/meeting/sabotage table and set the bell next to it. We also kept our hats, sunglasses, and super hero masks ghosts could choose from; stickers; unused or ghost's cards; sabotage puzzle materials; etc.

The posters can be printed at your preference. I plan to laminate them to reuse them, even if I change what the task actually is at a later time. Again, you'll want to laminate the station directions from Part 1 and the cards if you want them to last long at all.

The drawback of laminating the cards is that it will be a little more difficult for youth to hide their cards from others.

When printing the cards: Unless you want to spend time gluing them together, print double-sided and flip on SHORT edge.

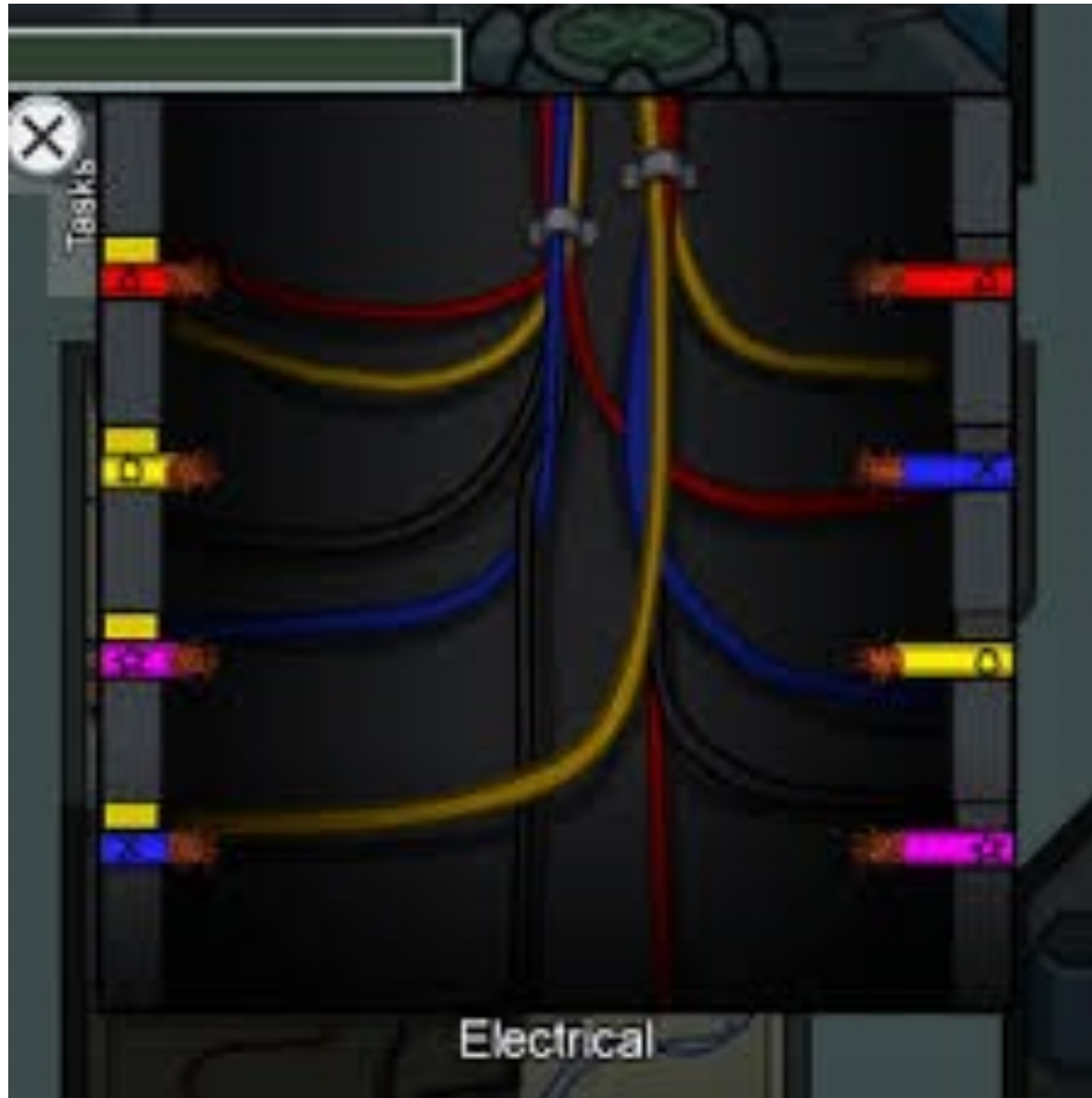


Prepare the Beaker

O2

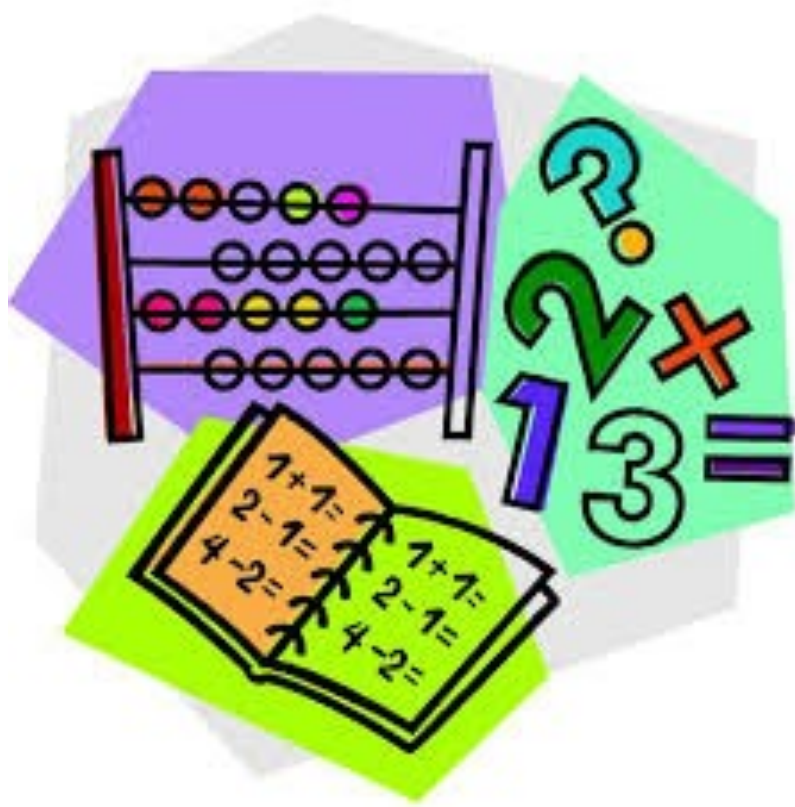
Fix the Wires

Electrical



Align the Output Engines





Destroy the Asteroids

Weapons



Measure Trash

Storage

Upload Data

Navigation



Start Reactor

Reactors





Inspect Sample

Medbay



EMERGENCY MEETING

Cafeteria



AMONG US



AMONG US







Impostor



Player



Kinda Cool

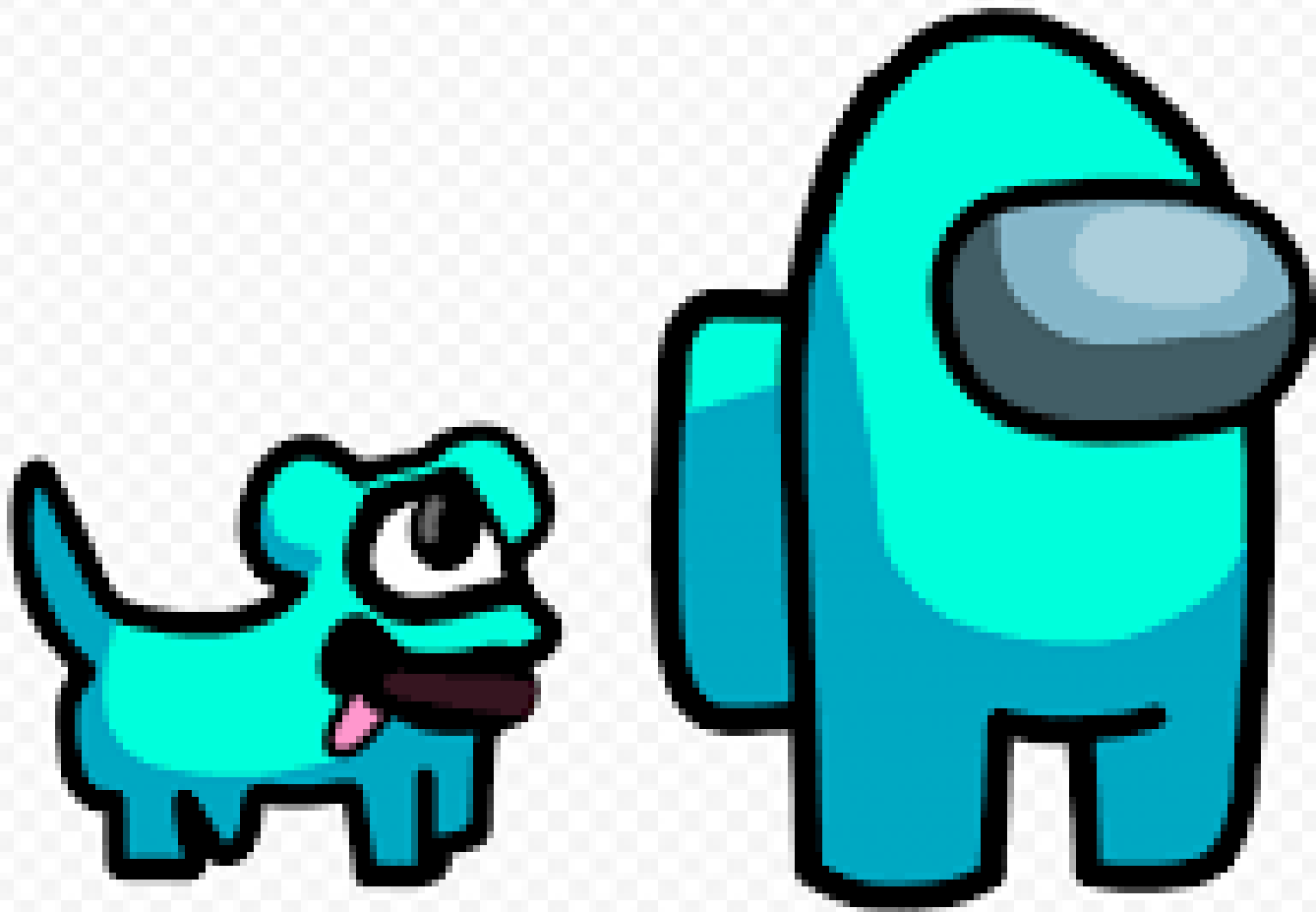


leuluchite

Crewmate

There are 2 **Impostors** among us







Grammarly Peppa pig

Annika

Cece

Clara

Macklemore

Cafeteria



Egg





Impostor



by placing a sticker on someone's hand



by handing staff a sticker and getting away before 8 seconds are up

Impostor



by placing a sticker on someone's hand



by handing staff a sticker and getting away before 8 seconds are up

Impostor



by placing a sticker on someone's hand



by handing staff a sticker and getting away before 8 seconds are up

Crewmate



Storage: Measure Trash



O2: Prepare the Beaker



Engines: Adjust Output



Crewmate



O2: Prepare the beaker



Engines: Align Output

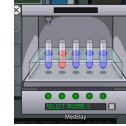


Storage: Measure Trash

Crewmate



Electrical: Fix Wires



Medbay: Inspect Sample



Weapons: Destroy Asteroids

Crewmate



Reactor: Start Reactor



Navigation: Upload Data



O2: Prepare the Beaker

Crewmate



Medbay: Inspect Sample



Weapons: Destroy Asteroids



Electrical: Fix Wires



Crewmate



Navigation: Upload Data



Medbay: Inspect Sample

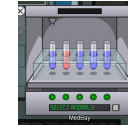


Reactor: Start Reactor

Crewmate



Electrical: Fix Wires



Medbay: Inspect Sample



Weapons: Destroy Asteroids

Crewmate



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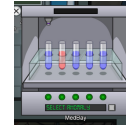


Storage: Measure Trash

Crewmate



Electrical: Fix Wires



Medbay: Inspect Sample



Weapons: Destroy Asteroids

Crewmate



Storage: Measure Trash

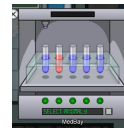


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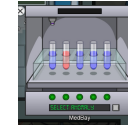


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