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Minecraft among us map layout

Among us has become really popular lately. So we decided to create a map and addon from it. Thats right its 2 in a price of 1! So download it now to add it to your minecraft game and have a first person experience. Thanks to Innersloth for a fantastic game. ■ MAP Among us is a game of fraud where crewmates find 1, 2, or 3 scammers among them. Our team Built The among us map The Skeld and Mira HQ to minecraft. DISCLAIMER THIS IS JUST A CREATION MAP NO AMONG US GAMEPLAY INCLUDED! ■ ADDON It adds all 12 available colored player characters from the game that you could convert to you can get it from the creative inventory. To return simply use / function remove To remove all dead bodies around the map simply use / function remove_dead •Known Bugs Moving animation does not play when one becomes one but on other player perspective its playing well. A large shadow appears under the player's feet when transform Previews: Skeld Top View Reactor - Skeld Cafeteria -Skeld MedBay -Skeld Top View-Mira HQ Reactor-Mira HQ Green House-Mira HQ HQ Office-Mira HQ Lobby Credits: ESG TEAM ItzGamerBonz ItzSkelebonz Tiny Bonz Bear ItsKingEric For suggestions just comment downstairs. TERMS OF USE: DO NOT POST THIS ON OTHER WEBSITES WITHOUT MY PERMISSION. DONT SHOW THIS UP ON YOUTUBE WITHOUT CREDITS TO ME OR CLAIM THIS AS YOUR OWN AND IF YOU DO SHOWCASE THIS PLEASE DIRECT THEM TO MCPEDL NOT CREATE MONETIZED LINK AND EARN FROM THIS. YOU CAN CREATE A GAMEPLAY OF THIS MAP MAKE SURE TO PROVIDE CREDIT TO ITS CREATORS. Note: If you experience bugs with this map/addon be sure to report these bugs to the comments below. Sorry for ad.ly on the links I need to have some income because of the situation now hope you understand. Join Planet Minecraft! We are a community of creative sharing all minecraft! Even if you don't post your own creations, we appreciate feedback on ours. Join us! Have you ever wanted to betray your friends and make them question their confidence in you for weeks? If you answered Yes, than developer InnerSloth's Among Us is the game for you. This multiplayer game tasks players with repair a futuristic base as 1-2 fake crewmates attempt to systematically murder the opposing users. Among us encourages people to only talk during specific Discussion moments to create a level playing field for scammers. This craft tense scenarios, where people try to divert, accuse and save themselves from being thrown into space. One of the keys to surviving Among Us is a core understanding of the three different maps. Each comes with their own mini-games and challenges that you must understand as both a crew mate or a con man. Here's a breakdown of Skeld's map, which is probably the first level you've experienced in Among Us. The Skeld map above is the general layout of Skeld's map. At the beginning of the game and after discussion, players will start in the cafeteria. From here they can out to any of the thirteen extra rooms to complete their tasks. Each corridor has doorways that impostors can lock, making it impossible for the crew mate to pass until an invisible timer expires. One of the most important rooms on the map is the Admin room, as this includes a map players can interact with to see where everyone is. This includes when scammers use valves to jump between locations, making it a handy sleuthing tool for the knowledgeable player. In addition, there are fourteen valves that scammers can use. Not all valves are connected, so knowing where they go will be important if you want to escape suspicion after a clean kill. Below is a map of Skeld with the valve places marked in red and which valves are connected in green. I highly recommend either memorizing or have this map present when playing. The last thing you want is to kill someone and pop out into a valve where people are! Always, always, always make sure that no one is around you when you leave a valve. The Skeld Beginner Tip The Skeld is a great map and it's easy to get lost as you roam the corridors. Try to complete your tasks in either a counterclockwise or clockwise rotation if you are a crewmate. This will let you quickly pick up where you left off after meetings and keep you from aimlessly wandering the entire level. In addition, there are three mini-games that have visual signifiers that other users can see when you're done with them. These are the medical scans in Medbay, destroying asteroids in weapons, and flushing out the garbage in Storage. Save this information for after your first discussion with the crew. Since scammers can't physically perform tasks, you can prove that you're not a killer by showing the rest of the crew via the visual signifiers. This is perfect for driving away suspicion while giving you more power during discussions if you call someone out. As for scammers, you want to try to isolate players who foolishly roam themselves. Utilize the valves to jump around the level right after a death. Also try to stay in the group or have a credible alibi that others can confirm. For example, say you want to kill someone in Electrical, but there's a group in the Reactor. Hangout the reactor for a few seconds so people see you, then quickly go to Security, use the valve, kill the crew mate in Electric and then take the valve back so you can join the group. This makes it seem like you have been either with or close to the group so you couldn't possibly have killed the poor one in Electric. You always want an apology, otherwise people will probably send your butt rushing into the void! ... but your activity and behavior on this site made us think you are a bot. Note: A number of things may be going on here. If you are trying to access this site using an anonymous Private/Proxy network, please disable it and try access the site again. Due to previous detection of harmful behaviour which from the network you are using, please unblock to the location. Please solve this CAPTCHA to request unblock to the website in: Newcomers, Maps, The Skeld This ARTICLE MAY BE USEFUL FOR NEWCOMERSFor those who recently started playing Among Us, this article can be very useful for learning how the game works and what to do. The Skeld is the primary and first map created in Among Us, set on a spaceship in outer space. It is automatically selected at the opening of the game for the first time. The map was the only one included in the first version of the game's launch in 2018, with MIRA HQ, Polus and The Airship being added accordingly. This map is the most popular because of its design and tasks and some characteristics that it integrates. Rooms Rooms Cafeteria is the spawning point at The Skeld. The place includes five lunch tables, with the Emergency Button on the center table. It is connected to three corridors and contains a valve. Weapons Weapon is connected to two corridors and has a valve. It's east of cafeteria. The navigation includes the stabilize control, chart path, Accept diverted stream, and Get data tasks. There is also a Fix Wiring panel in the corridor outside Navigation. There are two valves at the top and bottom of the room. Tasks: Accept Diverted Power (top-left) Chart Course (top right) Download Data (top right) Fix Wiring (left) Stabilize steering (right) O2 O2 houses Empty Chute and Clean O2 Filter tasks and a number pad to solve Oxygen depletion. This room is connected to a single hall. Details: Clean O2 Filter (top left) Empty Chute (bottom left) Accept Diverted Power Shields Shields is connected to two halls and contains a valve. Tasks: Accept Diverted Power (top right) Prime Shields (bottom left) Communication communication includes the actions for accepting diverted power and retrieval of data and a computer to fix the communication sabotage. It's connected to a single hall. Tasks: Accept Diverted Power (top right) Get Data (top) Storage Storage Storage contains containers in the center of the room, which prevents vision to the other side. It's connected to three corridors. Admin Admin contains the Admin Map and Swipe Card task. Admin also houses Fix Wiring and Upload Data tasks and a number pad to solve Oxygen Depletion. It is connected to a hallway and contains a valve. Details: Fix Wiring (top left) Swipe Card (right) Upload Data (top left) Electrically electrically contains the Calibrate distributor, Divert power, download data, and fix wiring tasks. There is also an electric panel to solve Fix Lights. It is connected to a single hall and contains a valve. Tasks: Calibrate Distributor (top right) Divert Power (top-left) Get Data (top left) Fix wires Lower engine lower engine has the Accept diverted power, direct engine output, and fuel engine data. It is connected to two corridors and contains a valve. Tasks: Accept Diverted power (top left) Align engine output (bottom left) Fuel engines Fuel engines Security Security includes Security for Monitoring Players and the Accept Diverted Power task. It is connected to a hallway and contains a valve. Details: Accept Diverted Power (top right) Fix Wiring (left) Reactor reactor contains restart reactor and Unlock Manifold data. The reactor also has two hand readers to solve Reactor Meltdown. It is connected to a hallway and contains two valves. Tasks: Start Reactor (center) Unlock manifold (top left) Upper engine upper engine has the Accept diverted power, direct engine output, and fuel engine data. It is connected to two corridors and contains a valve. Details: Accept Diverted Power (top) Align Engine Output (bottom right) Fuel engines (bottom right) MedBay MedBay is connected to a hallway and contains a valve. Tasks: Inspect Sample (bottom right) Send Scan (bottom right) Trivia There are four visual tasks on The Skeld. Crewmates can prove their innocence by filling these out in front of other Crewmates if visual task effects are enabled in the game's options. Various vent systems are littered throughout Skeld, similar to Polus. During April Fools, textures and layout of Skeld are reversed, which makes the map appear as if it is flying backwards. Shear name is also changed to eHT dleKS. Because of the many visual tasks in Skeld, it is considered the simplest map when visual task effects are enabled. The Skeld is known as the most popular map in the game. Ghosts can fly out of Skeld, although there is an invisible barrier that eventually prevents them from going further if they go too far out. During Halloween in 2019 and 2020, Skeld, along with MIRA HQ, received some visual changes, giving it Halloween decorations like nets, spiders, bats, pumpkins, candles, etc. Players' devices may have their date set to October 31, 2019 to play the game with these maps, even in online games. Skeld's map ID is 0. Skeld is the third largest map in the game, the smallest being MIRA HQ, the second largest being Polus, and the largest being The Airship. Each room at The Skeld contains a valve in it, excluding O2, Communication and Storage. Videos Among Us Beta Launch Trailer Gallery If you want to see the gallery of The Skeld, click here. Maps Français ￼ Português do Brasil Русский Community content is available under CC-BY-SA unless otherwise stated. Noted.

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