

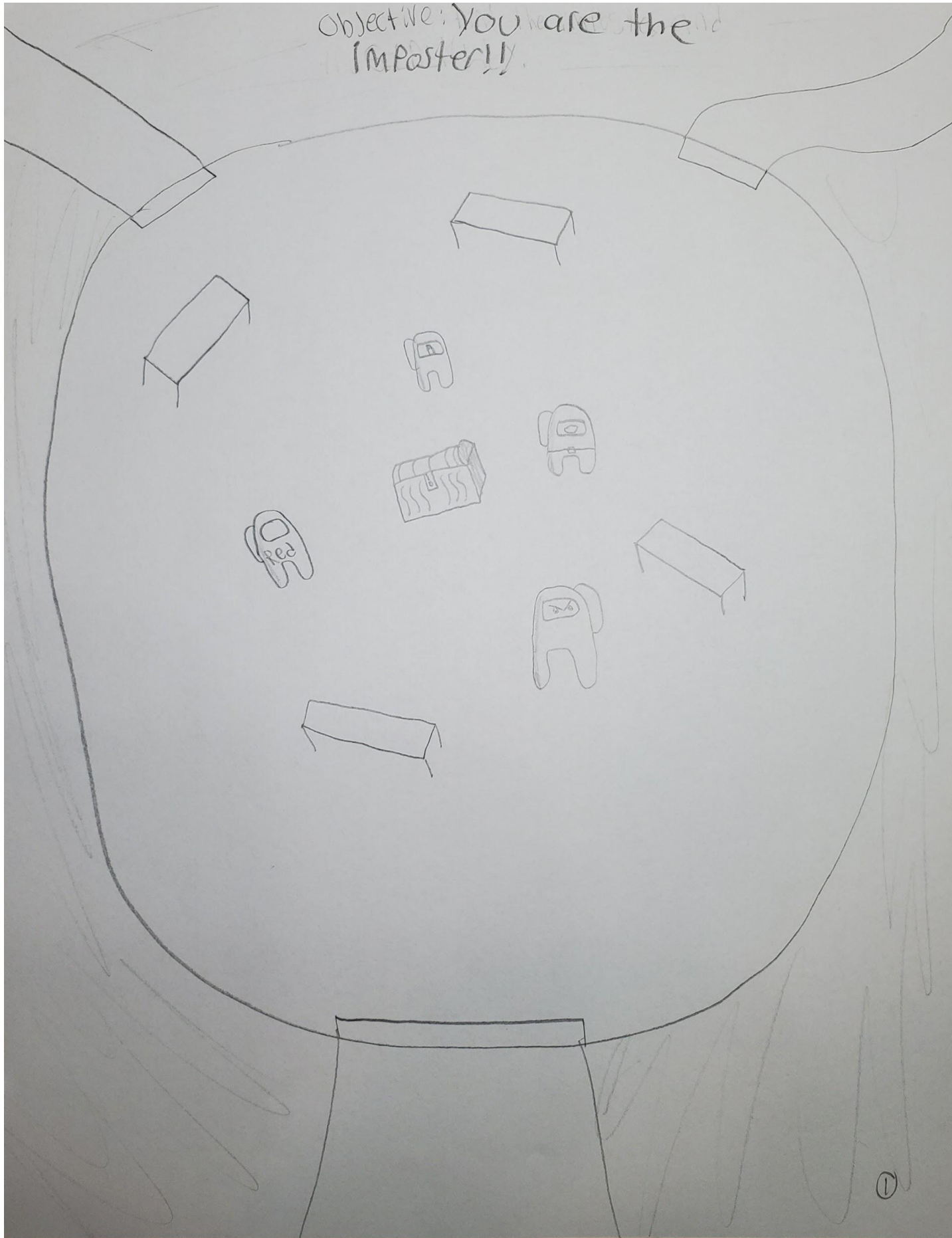
Among Us Red Alert

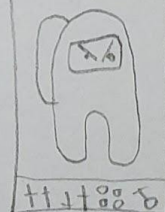
RED

2022
Paper Computer
Game

★ By: EPIC WORLDS P&G

Objective: You are the
Imposter!!









Among Us Red Alert: Script

By: Epic Worlds PCG

2022 Paper Computer Game

Introduction: You play as Red, and you are an imposter on the Among Us ship. Your goal is to assassinate everyone before they can escape, or run away from you. As you can probably tell already this is not a traditional Among Us game, because you play as the imposter, and the rules are different.

Pg#1: You are on the middle left of the screen and Idot is on the top middle, Jerry is on the top right of the page, and Garfen is on the bottom middle. You as the imposter can not kill any of them right now because you are in a lobby, but after the game starts you can come back to this page to unlock the chest with a key you will find. (Once you unlock the chest and kill everyone then the game is won) You can go through different passages from the lobby to get to different rooms. (The PCG Master can decide which rooms lead to which pages).

Pg#2: In this page you start at the top left of the screen. You can hide in the vents on the middle left of the screen to plan a tactic, or hide. To the top right of the screen is a cage that has a bottle of acid in it. You can open that cage with a needle you find in the barrel at the bottom left of the screen. Garfen is in the control room doing his mission. You can call his name while hiding in the vents to make him go towards the barrel. You can then go into the control room and flick a lever once he is standing above the trap door (The zig-zag looking square)

Pg#3: You start at the top left of the screen and can go into the room directly to your right. In the room you find a strange monster guarding a taser. His name is Moutker, and you can threaten him. He gets very scared very easily, you can then grab the lazer and stun Jerry before he can get into the escape pod and leave the ship. (Note: You as the imposter do not want to leave the ship until the game is finished). If you flick the lever to the bottom right of the room it will just open the hatch to the ship exit.

Pg#4: You start at the bottom left of the screen, and the first thing you see are these strange wires sticking out of the walls. If you try to get past them they will shock you, but if you press that small white button it will open a secret passage that leads around the wires and back into the main passage. You can then meet The Fat Guy who is blocking your way. To get past The Fat Guy just throw some acid on him, and he will disappear. Finally you can grab the Key and 2 mercado coins and finish the game!