

# Agent Description

## For The 2<sup>nd</sup> International Aiwolf Contest

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This agent was created by a generator. (<https://aiwolf-generator.herokuapp.com/>)

### Strategy Description.

village of five people

The strategy of this agent is to make similar moves on both the werewolf side and the civil side. In the case of five people, the villager will behave similarly to the werewolf. The possessed will move similarly to the seer. This makes it difficult for other agents to know what your position is. A possessed will always come out as a seer. He will say he is a werewolf to anyone he thinks is not a werewolf. If the seer does not find a werewolf in the fortune-telling, he will also say that he is a werewolf to someone he suspects is a werewolf. The villagers and werewolves will move to match their statements with the other agents.

village of fifteen people

The same is true in the case of 15 people. the villager will behave similarly to the werewolf. The possessed will move similarly to the seer. The villagers and werewolves will move to match their statements with the other agents. Fortune tellers and mediums say the right result. A possessed will say that he is not a werewolf to someone he thinks is a werewolf. The bodyguard basically protects the fortune teller and occasionally the medium. Werewolves, villagers and bodyguards behave the same way. A seer and a possessed act the same way.