

3rd International AIWolf Contest

Team:KP22

1 Introduction

1.1 Environment

- AIWolf platform ver.0.6.2
- path: org.aiwolf.aiwolfgenerator.KEI22Agent

1.2 Summary

This agent was made by AIWolf Generator. My strategy is to create multiple agents with strategies that are considered strong in wargames played by humans, and provide the agent with the highest win rate among them.

2 How to choose the agent

I actually like to play werewolf games, and sometimes I even GM them. I made several agents that would take the strategies I had learned so far and that would be strong. I also compared which strategies were the strongest across several parameters of the AIWolf Generator and investigated which parameters had the highest average win rate.

2.1 Playing Environment

1. Decide one agent you want to find out win rate.
2. Choose 4 or 14 agents from past entries.
3. Decide on a position depending on what you want to investigate.
4. Play the game 100 times.
5. Save the results to Excel.
6. Repeat 4. to 5. 10 times
7. After finishing all the games, calculate average winning rate in Excel.

3 Strategy(Agent=5)

3.1 Villager-side

Vote to target Werewolf and protect Seer, Mediums, and Bodyguard. Proactively declare suspicious people. Actively learn.

3.1.1 Seer

Divine the person with the highest win rate, the person you think is a werewolf, and tell the result honestly.

3.2 Werewolf-side

No Seer, Mediums, and Bodyguard protection on voting. Actively learn.

3.2.1 Werewolf [Thema: Act like a villager]

In the case of a 5-member village, the number of people is small, so there is a high possibility that you will be expelled as soon as you are suspected. Therefore, I chose parameters that would make me behave like a Villager. Vote in the same poll as other agents, and speak in sync with them. When attacking, aim for those who have the best chance of winning and Seer. If you are playing a Seer, act like a real one.

3.2.2 possessed [Thema: Assist the Werewolf]

Vote for balance to avoid the Werewolf being hung. If you deceive the Seer, aim to give white to the Werewolf.

4 Strategy(Agent=15)

4.1 Villager-side

Vote to target Werewolf and protect Seer, Mediums, and Bodyguard. Proactively declare suspicious people. Actively learn.

4.1.1 Seer

Divine the person with the highest win rate, the person you think is a werewolf, and tell the result honestly.

4.1.2 Bodyguard

Protect the Seer or the person with the best chance of winning.

4.2 Werewolf-side

No Seer, Mediums, and Bodyguard protection on voting. Actively learn.

4.2.1 Werewolf [Thema: Disrupt the village]

In a village of 15 people, there are many people and three werewolves. They confuse the village by blacking out many agents without worrying about being hung.

Vote in the same poll as other agents, and speak in sync with them. When attacking, aim for those who have the best chance of winning or Seer. If you only give white to allied werewolves, they will be suspicious of your connection, so betray them.

80% chance of Werewolf CO when PP.

4.2.2 Possessed [Thema: Assist the Werewolf]

Vote for balance to avoid the Werewolf being hung. If you deceive the Seer, aim to give white to the Werewolf.

80% chance of Possessed CO when PP.

[Details of my agent made by AIWolf Generator]

5人狼

村人

PP時村人CO率
 PP時人狼CO率
 PP時裏切り者CO率
 狼の字彙

行動	人狼	村人	狼切り役	占い師	野人	占い師	狼切り役	野人	人狼	占い師	占い師
投票	1	0.0	0.0	-0.3	0.0	0.0	0.01	0.0	0.0	0.0	0.0
投票発言	1	0.0	0.0	0.0	0.0	0.0	0.01	0.0	0.0	0.0	0.0

占い師

PP時村人CO率
 PP時人狼CO率
 PP時裏切り者CO率
 狼の字彙

行動	人狼	村人	狼切り役	占い師	野人	占い師	狼切り役	野人	人狼	占い師	占い師
投票	1	0.0	0.0	-0.3	0.0	0.0	0.01	0.0	0.0	0.0	0.0
投票発言	1	0.0	0.0	0.0	0.0	0.0	0.01	0.0	0.0	0.0	0.0
占い報告 (白)	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	1	0.0
占い報告 (黒)	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	1	0.0	0.0
占い先	1	0.0	0.0	0.0	0.0	0.0	0.01	1	0.0	0.0	0.0

人狼

占い師CO率
 PP時村人CO率
 PP時人狼CO率
 PP時裏切り者CO率
 狼の字彙

行動	人狼	村人	狼切り役	占い師	野人	占い師	狼切り役	野人	人狼	占い師	占い師
投票	0.01	0.0	0.0	-0.3	0.0	0.0	1	0.0	0.0	0.0	0.0
投票発言	1	0.0	0.0	0.0	0.0	0.0	0.01	0.0	0.0	0.0	0.0
競争	0.0	0.5	0.0	0.5	0.0	0.0	0.0	1	0.0	0.0	0.0
占い報告 (白)	0.0	0.33	0.33	0.33	0.0	0.0	0.0	0.0	0.0	0.0	0.0
占い報告 (黒)	1	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

裏切り者

占い師CO率
 PP時村人CO率
 PP時人狼CO率
 PP時裏切り者CO率
 狼の字彙

行動	人狼	村人	狼切り役	占い師	野人	占い師	狼切り役	野人	人狼	占い師	占い師
投票	0.5	0.0	0.0	0	0.0	0.0	0.5	0.0	0.0	0.0	0.0
投票発言	0	0.0	0.0	0.0	0.0	0.0	1	0.0	0.0	0.0	0.0
占い報告 (白)	1	0	0	0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
占い報告 (黒)	0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0

15人狼

村人

PP時村人CO率
 PP時人狼CO率
 PP時裏切り者CO率
 狼の字彙

行動	人狼	村人	狼切り役	占い師	野人	占い師	狼切り役	野人	人狼	占い師	占い師
投票	1	0.0	0.0	-0.3	-0.3	-0.3	0.01	0.0	0.0	0.0	0.0
投票発言	1	0.0	0.0	0.0	0.0	0.0	0.01	0.0	0.0	0.0	0.0

占い師

PP時村人CO率
 PP時人狼CO率
 PP時裏切り者CO率
 狼の字彙

行動	人狼	村人	狼切り役	占い師	野人	占い師	狼切り役	野人	人狼	占い師	占い師
投票	1	0.0	0.0	-0.3	-0.3	-0.3	0.01	0.0	0.0	0.0	0.0
投票発言	1	0.0	0.0	0.0	0.0	0.0	0.01	0.0	0.0	0.0	0.0
占い報告 (白)	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	1
占い報告 (黒)	0	0.0	0	0.0	0.0	0.0	0.0	0.0	0.0	1	0.0
占い先	1	0.0	0.0	0.0	0.0	0.0	0.01	1	0.0	0.0	0.0

狩人

PP時村人CO率 0.0
 PP時人狼CO率 0.0
 PP時裏切り者CO率 0.0

狼の字数 1

行動	人狼	村人	狼の字数	占いの確率	狩人	占いの確率	狼の字数	狼の字数	人狼	占いの確率	占いの確率
投票	1	0.0	0.0	0.3	0.3	0.3	0.01	0.0	0.0	0.0	0.0
投票発言	1	0.0	0.0	0.0	0.0	0.0	0.01	0.0	0.0	0.0	0.0
裏切り	0.0	0.1	0.0	0.8	0.0	0.1	0.0	1	0.0	0.0	0.0

霊媒師

PP時村人CO率 0.0
 PP時人狼CO率 0.0
 PP時裏切り者CO率 0.0

狼の字数 1

行動	人狼	村人	狼の字数	占いの確率	狩人	占いの確率	狼の字数	狼の字数	人狼	占いの確率	占いの確率
投票	1	0.0	0.0	0.3	0.3	0.3	0.01	0.0	0.0	0.0	0.0
投票発言	1	0.0	0.0	0.0	0.0	0.0	0.01	0.0	0.0	0.0	0.0

人狼

占いの確CO率 0.0
 PP時村人CO率 0.0
 PP時人狼CO率 0.8
 PP時裏切り者CO率 0.2

狼の字数 1

行動	人狼	村人	狼の字数	占いの確率	狩人	占いの確率	狼の字数	狼の字数	人狼	占いの確率	占いの確率
投票	0.01	0.0	0.0	0	0	0	1	0.0	0	0.0	0.0
投票発言	1	0.0	0.0	0.0	0.0	0.0	1	0.0	0.0	0.0	0.0
裏切り	0.0	0.1	0.0	0.7	0.1	0.1	0.0	1	0.0	0.0	0.0
占いの報告 (白)	0.1	0.01	0.1	0.0	0.01	0.01	0.0	0	0.0	0.0	0.0
占いの報告 (黒)	1	1	1	1	1	1	0.0	0.0	0.0	0.0	0.0

裏切り者

占いの確CO率 0.0
 PP時村人CO率 0.0
 PP時人狼CO率 0.2
 PP時裏切り者CO率 0.8

狼の字数 1

行動	人狼	村人	狼の字数	占いの確率	狩人	占いの確率	狼の字数	狼の字数	人狼	占いの確率	占いの確率
投票	0.5	0.0	0.0	0	0	0	0.5	0.0	0.0	0.0	0.0
投票発言	0.5	0.0	0.0	0.0	0.0	0.0	0.5	0.0	0.0	0.0	0.0
占いの報告 (白)	1	0	0	0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
占いの報告 (黒)	0	1.0	0.0	1.0	1.0	1.0	0.0	0.0	0.0	0.0	0.0