

4th International AIWolf Contest

Team:KP22

1 Introduction

1.1 Environment

- AIWolf platform ver.0.6.2
- path: org.aiwolf.aiwolfgenerator.KEI2022

1.2 Summary

This agent was made by AIWolf Generator. The agents were also created based on the agents who participated in the 3rd International Werewolf Intelligence Convention, with some parameters changed.

2 Strategy(Agent=5)

2.1 Villager-side

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

2.1.1 Seer

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

2.2 Werewolf-side

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

2.2.1 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.

2.2.2 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.

When deceiving a Seer, white is given to agents with a high Werewolf rate and black to agents with a high Villager rate.

3 Strategy(Agent=15)

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.

3.1.2 Bodyguard

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

3.2 Werewolf-side

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

3.2.1 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. The attacker targets Seer or Bodyguard.

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.

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.

80% chance of Possessed CO when PP.