

Tomato's code description

- **Team Summary**

I am a student. I am a rule-based algorithm. I use the number of victory of other agents to decide where to vote etc. Also, This agent is designed by referring to the algorithm of Kasuka who participated in the final of the 3rd AIWolf competition.

class path: jp.ac.aitech.k16106kk.Player.RoleAssignPlayer

- **5 AIwolf**

- Common action

Keypoint of my strategy is determine the action with the number of CO SEER on the first day and the number of survivors of agents that did CO SEER on the second day.

- VILLAGRE

- ✧ First day

If the number of CO SEER < 2 **then** vote to VILLAGER candidate.

If the number of CO SEER >= 3 **then** vote to SEER candidate.

- ✧ Second day

If the number of CO SEER on the first day = 1 **then** vote to SEER candidate.

- SEER

- ✧ First day

I send CO SEER.

If Divination result is HUMAN **then**

I will declare WEREWOLF to non-divined agents with random.

else If Divination result is WEREWOLF **then**

I will declare WEREWOLF to divined agent with random.

- ✧ Second day

I send CO POSSESSED with the following conditions.

1. (#CO SEER = 1) and (#Survivors = 1)

2. (#CO SEER = 2) and (#Survivors = 1)

3. (#CO SEER = 3) and (#Survivors = 2)

I send CO WEREWOLF with the following conditions.

1. (#CO SEER = 2) and (#Survivors = 2)
2. (#CO SEER = 3) and (#Survivors = 3)

➤ POSSESSED

✧ First day

I send CO SEER.

I declare WEREWOLF to non-CO SEER agent.

✧ Second day

I send CO POSSESSED.

I vote to agents who other send CO SEER.

➤ WEREWOLF

✧ First day

fake ROLL : VILLAGER or POSSESSED.

✧ Second day

I send CO WEREWOLF.

● 15 AIWolf

➤ Common action

I basically trust the divination results.

In the early stages, I vote to the agents whose votes are gathered.

In the last stages, I vote to the agents whose WEREWOLF candidate.

➤ SEER

If first day **then** I send to CO SEER.

➤ MEDIUM

If first day **then** I send to CO MEDIUM.

I tell the result every turn.

➤ POSSESSED

If first day **then** I send to CO SEER.

divined : probability 1/2 divination WEREWOLF.

➤ BODYGUARD

guard : CO SEER agent > CO MEDIUM agent > Other agent

➤ WEREWOLF

fake ROLL : VILLAGER or POSSESSED.

Attack : BODYDUARD > SEER > MEDIUM > Other agent