

# Lunatic

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## 1. Overview

This agent is a modified version of the Python agent from HALU, which was a finalist in the 3rd competition. It mainly follows the emotion model and the model for evaluating other agents but with modifications to make the speech more valid and natural.

## 2. 5-player game method

Our agent employs the emotion model. It estimates which agents are most likely to be human or werewolf by observing the behavior of other agents during the game and increasing or decreasing each agent's score according to their behavior.

## 3. 15-player game method

In the Whispering Phase, our agent considers the camouflage coming-out strategies of other werewolves, declares a change or withdrawal of its camouflage coming-out strategy, and makes a camouflage coming-out following its declaration.

## 4. Acknowledgments

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