

AI-Tournament #5

I present to you the fifth AI-Tournament in FORTS!

This time we're going back to some 1v1 action. With Forts Map Making Contest #3 came a lot of awesome maps, but only 3 could take the victory. Pyro won the tournament with 268 points, having his map added to the base game and the ranked map pool. Mech70 and Cronkhinator took spots 2 and 3, also having their map added to the base game.

This tournament was originally supposed to be on the winning map of this contest, however Pyro's map is prone to many softlocks so I decided to host this tournament on my own map: Crevice.

Since the map is getting added to the base game, it needs some great AIs to come with it. That means the **best AIs** of this tournament will also **get included together with the map!**

Bracket: <https://www.challonge.com/HowitzerDrop9/>

When?

Saturday, December 11th 2021
9pm CET (UTC+1)

How will it work?

During the tournament the participants' AIs are going to fight each other on stream. It will be a bracket tournament, so only one AI team can win the event and can take home a beautiful ingame badge!

If you're interested in participating, please dm me on Discord (CronkhinatorYT#2418) and I will add you to the list. (16 players max)
You will get access to the map download after I have added you =)

Game Rules:

- best of 1 bracket tournament
- 15 min time limit
- Map: Crevice (from FMMT3 - by Cronkhinator)
- No commanders
- Tons of Guns/Repair Station/Moonshot enabled
- Ultra-Hard AI mod by Endo (really high APM)
- No frustration (AI follows the exact build order given)
- Portals disabled

First AI Tournament:

 [First AI Tournament - Forts RTS - Livestream](#)

Second AI Tournament:

 [New AI Tournament! \(Second AI Battle\) - Forts RTS - Livestream](#)

Third AI Tournament:

 [3rd AI Tournament! - Forts RTS - Livestream](#)

Fourth AI Tournament:

 [Forts AI Tournament 4! - Forts RTS - Livestream](#)

If you're new to making AIs, don't worry. You do not need any coding knowledge whatsoever, all you need to do is **go into Sandbox, select the map**, type **\record** and start building! The game will automatically record a script of whatever you do and the AI will follow said script.

There will be an explanation video in the tournament server.

(Experience in creating Forts AIs is recommended - or at least watch the previous AI tournaments to see what to avoid)

However a lot more tweaking is required to make an actually good AI that will win you the tournament ^^