1. turn 0

   (a) Deploy: Turret and upgrade at {[3,12],[24,12],[10,10],[17,10]}; Wall at{[2,12],[2,13], [4,12],[23,12],[24,13],[25,12]}.

   (b) Delete: {[2,12],[2,13], [4,12],[23,12],[24,13],[25,12]}

2. turn 1

   (a) Deploy: Wall at{[1,13],[2,12],[3,13],[24,13],[25,12],[26,13]},Support at[17,6], **7** scout at [20,6].

   (b) Delete: {[1,13],[2,12],[3,13],[24,13],[25,12],[26,13],[17,6]}.

3. turn 2

   (a) Deploy: Wall at{[4,11],[5,10],[6,9],[7,8],[8,7],[9,6],[10,5],[11,4],[12,3],[13,2],[14,2]}, {[15,3],[16,4],[17,5],[18,6],[19,7],[20,8]},{[0,13],[1,13],[2,13],[26,13],[27,13]}. Interceptor at{[22,8],[23,9]}.

   (b) Delete: {[0,13],[1,13],[2,13],[26,13],[27,13],[10,10],[17,10]}.

4. turn 3

   (a) Deploy: Wall at[0,13],[1,13],[2,13],[4,13],[24,13],[25,13],[26,13],[27,13], {[4,12],[21,12],[22,12][23,12],[19,9],[19,10],[20,10]}. Turret at {[20,9],[22,11]} **2** Interceptor at [22,8].

   (b) Delete:{[0,13],[1,13],[2,13],[4,13],[24,13],[25,13],[26,13],[27,13]}, {[4,12],[21,12],[22,12][23,12],[19,9],[19,10],[20,10] },{[20,9],[22,11]}.

5. turn 4

   (a) Deploy: Turret and upgrade at [20,9]. Turret at [22,11]. wall at {[0,13],[1,13],[2,13],[4,13],[24,13],[25,13],[26,13],[27,13]} , {[4,12],[23,12]}. **2** Interceptor at [22,8].

   (b) Delete:{[0,13],[1,13],[2,13],[4,13],[24,13],[25,13],[26,13],[27,13]} , {[4,12],[23,12]} .

6. Static Defense start from turn 5

   (a) self-repair-1: make sure those walls exist and delete those with less than half life and rebuild it next turn:(equally important) {[4,11],[5,10],[6,9],[7,8],[8,7],[9,6],[10,5],[11,4],[12,3],[13,2],[14,2]}, {[15,3],[16,4],[17,5],[18,6],[19,7],[20,8]}

(b) self-repair-2: make sure those walls exist and delete those with less than half life and rebuild it next turn:(equally important, if resources is limited, build them with un-upgraded one, if resources is still limited, build them with walls)
{[3,12],[24,12]}

(c) self-repair-3: make sure those walls exist and delete those with less than half life and rebuild it next turn:(equally important, if resources is limited, build them with un-upgraded one, if resources is still limited, build them with walls)
{[20,9],[22,11]}

(d) build wall and delete them:(turn 5 - 20)
{[2,13],[3,13],[24,13],[25,13]} , {[4,12],[23,12]}.

(e) build wall and self-repair-4:(21-50)
{[2,13],[3,13],[24,13],[25,13]} , {[4,12],[23,12]}.

(f) build wall upgraded and self-repair-4:(51-100)
{[2,13],[3,13],[24,13],[25,13]} , {[4,12],[23,12]}.

(g) build and self-repair-5 if we have extra resources:(turn 5-100) the following is in order
wall {[19,11],[20,11]}
Turret [20,10]
Turret [19,10]
Turret upgrade [20,10]
Turret upgrade [19,10]
wall upgrade {[19,11],[20,11]}
Turret [22,12]
Turret update[22,12]
Wall {[4,13],[5,13],[6,13],[17,12],[18,12],[19,12],[17,11][18,11]}
Wall upgrade {[4,13],[5,13],[6,13],[17,12],[18,12],[19,12],[17,11][18,11]}

7. Active Defense from turn 5

(a) build wall and delete them:(turn 5 - 20)(left)
{[0,13],[1,13]}.
if the Opponent's Mobile points is greater than 15 and if {[1,14],[2,14]} or {[1,14],[1,15]} are empty or deleted.
build wall and delete them:
{[1,13]}.

build wall upgraded and delete them:
{[0,13]}.
build wall and delete them:(turn 5 - 20)(right)
{[0,13],[1,13]}.
if the Opponent's Mobile points is greater than 15 and if {[1,14],[2,14]}
or {[1,14],[1,15]} are empty or deleted.
build wall and delete them:
{[1,13]}.
build wall upgraded and delete them:
{[0,13]}.