

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. start from this turn
 - (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)
 $\{[0,13],[1,13],[2,13],[4,13],[24,13],[25,13],[26,13],[27,13]\}$, $\{[4,12],[23,12]\}$.
- (e) build wall and self-repair-4:(21-50)
 $\{[0,13],[1,13],[2,13],[4,13],[24,13],[25,13],[26,13],[27,13]\}$, $\{[4,12],[23,12]\}$.
- (f) build wall and self-repair-4:(21-50)
 $\{[1,13],[2,13],[4,13],[24,13],[25,13],[26,13]\}$, $\{[4,12],[23,12]\}$.
 build upgraded wall and delete them:(turn 51 - 100)
 $\{[0,13],[27,13]\}$.
- (g) build and self-repair-5:(5-50) 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 $\{[4,13],[5,13],[6,13],[17,13],[18,13],[19,13],[17,11]\}$