Our strategy consists of three main missions in which each one is designed to fit a different period of a game. At the first period – first sections of a game, when there are many large empty areas, our robot team tries to occupy as many cells as possible. The team mainly concentrates on conquering empty cells to rapidly expand our area and avoid collisions with other teams. If there are more than one empty area, our robots choose the best one – which has the sufficient large area and not too far from our robots. To make our cells harder to be destroyed, our robots pump more than one ryoma into a cell. Besides, our robots try not to stay too close together in order to separate our regions making opponents harder to find and take our cells. In the middle period, when no empty cell left, our strategy becomes more aggressive. Our robots try to invade their opponents. In order to find where our robots should go, we use Dijkstra algorithm and several other techniques to compute the cost of moving and conquering an area. Destination is chosen based on its cost and area. At last period, when there are few sections left, we try to attack the leading team or the team with closest rank to us. In most sections, our team tries not to stay at the highest position but not too far from it to avoid from being attacked by other team and easy to catch the leading team at the end of the game.