The authors would like to thank first of all Kristen Roth, and all at IGI Global, for much understanding and a vast reservoir of patience with the repeated delays in the delivery of this manuscript. Apologies, and thanks.

Thanks also to the two anonymous reviewers for their perceptive comments and suggestions, which have greatly benefited this volume.

Benoit Chaperot participated in many fruitful discussions and shared his research findings with us, for which we are very grateful.

We would also like to thank the students of the Paisley University Game AI class for their comments, which have helped us greatly in revising this text.

And finally we would all like to thank our respective wives, families, and friends for all the help and support over the long period that we have been working on this.