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Transactions on Computational Intelligence and AI in Games - Decision on Manuscript ID TCIAIG-2014-0066.R3

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Címzett: ggab90@gmail.com

09-Mar-2015

Dear Mr. Gévay,

Paper ID: TCIAIG-2014-0066.R3

Paper Title: Calculating Ultra-Strong and Extended Solutions for Nine Men's Morris, Morabaraba, and Lasker Morris

I have now gone through the aforementioned paper and am satisfied with the revision. I am very pleased to accept your paper for publication in the journal. Congratulations on the well-done work!

The IEEE requires that you submit the following materials through the "Awaiting Final Files" queue in your Author Center on Manuscript Central:

1. A pdf of your final manuscript. (Single column, double-spaced)
 2. Acknowledgement of any financial support.
 3. Separate pages for listing figure captions and table captions.
 4. Each figure and table in its own individual file. This includes sub-figures. Figures should be identified with the figure number in the file name. Acceptable file formats are PostScript (PS), Encapsulated PostScript (EPS), Portable Document Format (PDF), Portable Network Graphics (PNG), or Tagged Image File Format (TIFF). Only when the graphic was originally drawn in the program is it acceptable to submit MS Office documents (DOC, PPT, XLS). JPEGs are not acceptable file formats, unless for author photos. Please follow this link for more clarification, should you need it: <http://www.ieee.org/documents/graphicsfaq.pdf>.
 5. A source file (Word or LaTeX) with the exact text of the paper. If possible, TIFF files for figures are helpful. Please note that we must receive this source file to process your paper. A pdf is not sufficient for publication
 6. Author biographies and photos.
- After the final files are submitted you will need to log back into your Author Center and complete the Electronic Copyright form by clicking the "transfer copyright" link located next to the paper in the manuscripts with decisions queue.

If you have any questions regarding file formats etc, please contact our production editor at the IEEE, Joanna Gojlik, who is cc-ed on this email.

I hope you can give this your immediate attention so that we can publish without delay.

Thank you for submitting your work to the Transactions on Computational Intelligence and AI in Games

Sincerely yours,

Graham Kendall
EiC, Transactions on Computational Intelligence and AI in Games

AE's Comments to Author:

Associate Editor

Comments to the Author:

All are fixed satisfactorily now.

Reviewer(s)' Comments to Author: