

# Lecture Notes in Computer Science: Authors' Instructions for the Preparation of Camera-Ready Contributions to LNCS/LNAI/LNBI Proceedings

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**Abstract.** In the area of Artificial Intelligence for Videogames, A\* is a commonly proposed algorithm for path-finding. Even though this algorithm guarantees optimality, it tends to bring forth similar behaviours in agents that are close to each other. On the other hand, when the agents are sparsely distributed, the algorithm doesn't secure an attack that comes from different places. Having the generation of ambush behaviours and diversity of paths as the goal, A\*mbush, P-A\*mbush, R-A\*mbush and SAR-A\*mbush are proposed. They are modification of A\* that considers the amount of agents that have a specific node (or edge) in their calculated path, when its computing the cost function of that point in the graph. P-A\*mbush, R-A\*mbush and SAR-A\*mbush are variations of A\*mbush which tries to improve the paths generated by the proposed A\*mbush algorithm.  
*abstract* environment.

**Key words:** We would like to encourage you to list your keywords within the abstract section

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**Fig. 1.** One kernel at  $x_s$  (*dotted kernel*) or two kernels at  $x_i$  and  $x_j$  (*left and right*) lead to the same summed estimate at  $x_s$ . This shows a figure consisting of different types of lines. Elements of the figure described in the caption should be set in italics, in parentheses, as shown in this sample caption.

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or within the contribution, with numbers enclosed in parentheses and set on the right margin – which is the default if you use the *equation* environment, e.g.,

$$\psi(u) = \int_o^T \left[ \frac{1}{2} (A_o^{-1}u, u) + N^*(-u) \right] dt . \quad (1)$$

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### 2.4 Program Code

Program listings or program commands in the text are normally set in typewriter font, e.g., CMTT10 or Courier.

*Example of a Computer Program*

```
program Inflation (Output)
{Assuming annual inflation rates of 7%, 8%, and 10%,...
 years};
const
  MaxYears = 10;
var
  Year: 0..MaxYears;
  Factor1, Factor2, Factor3: Real;
begin
  Year := 0;
  Factor1 := 1.0; Factor2 := 1.0; Factor3 := 1.0;
  WriteLn('Year  7% 8% 10%'); WriteLn;
  repeat
    Year := Year + 1;
    Factor1 := Factor1 * 1.07;
    Factor2 := Factor2 * 1.08;
    Factor3 := Factor3 * 1.10;
    WriteLn(Year:5,Factor1:7:3,Factor2:7:3,Factor3:7:3)
  until Year = MaxYears
end.
```

(Example from Jensen K., Wirth N. (1991) Pascal user manual and report. Springer, New York)

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## References

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