



## Management Science

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### Errata

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This example may be extended to a superadditive game; i.e.,  $v(S_1 \cup S_2) \geq v(S_1) + v(S_2)$  whenever  $S_1 \cap S_2 = \emptyset$  by changing  $v(\{1, 2, 4, 5\})$  from 0 to 1 and  $v(S)$  from 0 to  $\frac{1}{2}$  for all other  $S$  that are proper supersets of  $\{1, 2\}$  and  $\{4, 5\}$ . The resulting core and unique solution remain the same.

#### Reference

1. KUHN, H. W. (ed.), *Report of an Informal Conference on the Theory of n-Person Games*, held at Princeton University, March 20-21, 1953 (dittoed).

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#### ERRATA†

In the paper, "The Sequential Selection of Approaches to a Task," by J. A. Yahav and myself, the following errata should be corrected:

- p. 634, third line of *Definition*, for "lower" substitute "not higher"
- pp. 641, 642, in the sequence of three equations which begins on p. 641, substitute  $c$  for  $k$  and substitute  $h$  for  $b$ .

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† MARSCHAK, T. A. AND J. A. YAHAV, "The Sequential Selection of Approaches to a Task," *Management Science*, Vol. 12, No. 9 (May 1966), pp. 627-647.