

Computation of the Nucleolus for Superadditive 4-Person-Games

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Abstract

This paper is a supplement to the author's former paper [*Brune*, 1976]. It serves the purpose to provide a method to compute the nucleolus for 4-person-games by hand, without using a computer. This may be useful for experimenters who want to compare experimental results with theoretical solution concepts. Furthermore, the paper specifies certain regions in the game space, on each of which the nucleolus is a linear function. The basic ideas and theorems are given in the above mention.

Correction Note

Through the response to "Games with Multiple Payoffs," published in this journal, Vol. 4, Issue 4, pp. 179–191, I have learned that the list of references given was incomplete. Because of the large research interest in the topic of games with vector payoffs, I would like to share the following information with the readers:

Shapley, L.S.: Equilibrium Points in Games with Vector Payoffs, *Naval Research Logistics Quarterly* 6 (1), 1959, 57–61.

Gibbard, A.: Manipulation of Voting Schemes, A General Result, *Econometrica* 41, 1971, 587–608.

Baudier, E.: Competitive Equilibrium in a Game, *Econometrica* 41, 1973, 1049–1069.

I apologize to the authors for unintentionally omitting their important contributions to this topic.

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