

Binary Action Games: Deviation Properties, Semi-strict Equilibria and Potentials CORRECTIONS AND SUPPLEMENTS

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Corrections:

1. *Page 67, line 14* ↑: 2. $G = \check{G}$ if G is symmetric and $w_i(\mathbf{m}) = 1/\#\hat{S}(\mathbf{m})$.

Comments:

Further reading:

If You think that some other things should be added here, then please let me know.