

Erratum (May 12, 2006) for

HARD-TO-SOLVE BIMATRIX GAMES

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Econometrica 74 (2006), 397–429.

The second-to-last paragraph on page 410 should read:

It is easy to see that the shortest path lengths are obtained as follows: If d is divisible by four, that is, $d/2$ is even, then the shortest path length occurs for missing label $d/2$, and is given by $L(d, d/2) = 2a_{d/4} - 2$ according to Theorem 8(c). If $d/2$ is odd, then the shortest path length occurs for missing label $3d/2$, where $L(d, 3d/2) = L(d, 3d/2 + 1) = 2b_{(d/2+1)/2}$ by Theorem 8(b) and (d). When $d/2$ is even, the path when dropping label $3d/2$ is only two steps longer than when dropping label $d/2$ since then $L(d, 3d/2) = b_{d/4} + b_{d/4+1} = b_{d/4} + a_{d/4} + c_{d/4} = 2a_{d/4}$. Therefore, the shortest path results essentially when dropping label $3d/2$.