On the Notion of Value for Games with Infinitely Many Stages

by

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Abstract
The value of a zero-sum two-person game with infinite number of stages can be
defined either directly or as the limit of the values $v_n$ of the truncated games with $n$
stages. It is shown that these two concepts are not equivalent. There are games in
which $\lim v_n$ exists but which do not have values as infinite stage stage games.