

On the Core and Core Cover of TU-games

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ABSTRACT

The Core Cover is a Core catcher introduced in Tijs and Lipperts (1982). This set takes into account the minimum rights and utopia demands of players as used in the definition of the compromise value cf. Tijs (1981). We examine the class of games for which the Core equals the Core Cover. Interestingly bankruptcy games turn out to play an important role for this class of games and provide a way to compute the nucleolus for this class of games. Applications towards big boss and clan games are given.