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THE ADEQUACY OF MATERIAL DIALOGUE-GAMES

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The concept of a material dialogue-game* is explained by P. Lorenzen, by K. Lorenz, and, from a somewhat different point of view, by K. J. J. Hintikka.¹ Whereas in formal dialogues the formulas uttered are meaningless schemata, material dialogues are carried through in an interpreted language: their sentences—at least the elementary ones—may have truthvalues, and these truth-values have their bearing on the possibilities of winning or losing. Each of the three authors mentioned has asserted, at least implicitly that his game is adequate in the following sense: there exists a winning strategy for the proponent of a thesis, iff this thesis is true according to classical semantical theory.² K. Lorenz's proof of Hauptsatz 1 can be reinterpreted to establish the adequacy of his reine (faktische) Dialogspiele.³

In this paper I will present a rather general definition of "material dialogue-game", though one limited to games in which all the elementary sentences are either true or false. This definition makes it possible to state and prove a theorem asserting the *adequacy* with respect to any two-valued model theory \mathfrak{M} of all material dialogue-games that have three properties to be explained shortly: *local finiteness, regularity,* and *accordance in logical rules with the particular model theory under consideration.* These, to my opinion, are properties a reasonable material dialogue-game should have. The proof of the theorem is straightforward, once its key-concept—that of a *P-favorable position* in a game—has been defined. The adequacy of most known material dialogue-games follows as special cases of the theorem.

1 A definition of 'material dialogue-game' Material dialogues must be held in a language. In the following, let \mathfrak{L} be some fixed language, with sentences, A, B, C, \ldots , some of them elementary. It is not required that

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