

freedom from bias which was previously commented on. In either case there is no "recurrent carelessness in maintaining a strict distinction" between use and mention, as charged in the editor's preface.) The English word "proposition" has the same connotation. Moreover, it is not necessary, in using it, to settle the question, mentioned in the editor's Note 1, as to what propositions are. But the word "sentence," particularly when accompanied by such a preface, suggests an insistence on the linguistic viewpoint. This imposes on the work a bias which was not there originally; and it interferes somewhat with the intuitiveness of the approach also. If, as the editor himself comments in his Note 1, it is not necessary to decide the nature of the objects of logical study, why insist on a terminology which commits one to a particular view of it? It is a pity that what is otherwise an excellent translation should be marred by such pedantry.

To sum up, the book of Hilbert and Ackermann is one of the classics of the logical literature. In spite of the fact that it reflects the state of the science twenty-five years ago, with some changes of detail but no thorough-going revision, it is still the best textbook in a Western European language for a student wishing a fairly thorough treatment. The English translation is well done. The reviewer regrets certain features of it, and in particular regrets that it was published without consultation of the surviving author; but that does not alter the fact that it is a real service to English speaking students of the subject. Its content does not differ from that of the latest German edition in any important way.

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Introduction to the theory of games. By J. C. C. McKinsey. New York, McGraw-Hill, 1952. 10+371 pp. \$6.50.

This book is intended as a textbook for advanced undergraduate and graduate students. It fills, perhaps uniquely at present, a wide existing need which the now classical book of von Neumann and Morgenstern cannot satisfy on this level. In addition to the normal interest of mathematicians in the theory of games there is also the great interest of economists and many applied mathematicians in the theory; much of what is now called operations analysis, military and otherwise, makes copious use of this theory. This textbook, therefore, which presupposes essentially a knowledge of advanced calculus, will be useful to students and workers in several fields. In the scope of about 360 pages it discusses the principal topics which, by general agreement, should fit into an introductory text. Most of the book is devoted to zero-sum two-person games, but there are several chapters