Corrections

The notion of Schmidt game is defined on a complete metric space (X, λ), by using a subset $S \subseteq X$. In the original paper, the game was defined on a metric space $\mathcal{X} \subseteq \mathbb{R}^m$, by using $C[\Omega] \subseteq \mathcal{X}$. Throughout the paper, it is necessary to consider the Schmidt game on the topological closure $\overline{\mathcal{X}}$ of $\mathcal{X}$ to ensure the completeness of the whole space. However, it is possible to prove our results for the set $C[\Omega] \subseteq \mathcal{X} \subseteq \overline{\mathcal{X}}$ because the points $\overline{\mathcal{X}} \backslash \mathcal{X}$ can be avoided. In fact, we first consider theorems on (α, β, ρ)-winning game. For example, in the same way as the proof of Theorem 2.6, Alice can choose a ball A_{n+m+1} so that $A_{n+m+1} \subseteq V_k(b; d) \subseteq [0, 1)$. Next, we consider (α, β)-losing game. In the proof of Theorem 4.1, we choose sufficiently small ρ. Thus, in the same way as the proof of Theorem 4.1, Bob can choose B_0 so that $B_0 \subset \mathcal{X}$.

In the proof of Theorem 3.9, we need to introduce one additional strategy. In fact, Alice uses the following inequality for the winning strategy:

$$\rho(\alpha\beta)^n\alpha - \frac{2\rho(\alpha\beta)^{n+1}(1-\alpha)}{1-\alpha\beta} \leq \frac{1}{2r^k}.$$

Alice must avoid the points $\overline{C_\xi[0]} \backslash C_\xi[0]$. Alice chooses A_{n+m+1} in the same way as the proof of Theorem 3.9 and selects A_{n+m+2} so that A_{n+m+2} is included in the topological interior of B_{n+m+1}.