Strict and Nonstrict equilibria:

For a general game, an equilibrium is strict if each player's equilibrium action is better than all his other actions, given the other players' actions. Precisely, an action profile a^* is a strict Nash equilibrium if for every player i we have $u_i(a^*) > u_i(a_i, a_{-i}^*)$ for every action $a_i \neq a_i^*$ of player i.

E.g.

	L	M	R
T	1,1	1,0	0,1
B	1,0	0,1	1,0

A game with unique Nash equilibrium (T,L), where player 2 chooses L, as in the equilibrium, player 1 is equally happy choosing T or B. So, (T,L) is a nonstrict equilibrium.