# Illustration of the `\bimatrixgame` macro

Example: $2 \times 3$ game with typical strategy names; note $-1$ written as `{$-1$}`, not needed for single integer payoffs which can even miss surrounding `{ }`. For the whole game, surrounding `\[ \]` gives displayed equation. Slightly larger boxes (5mm instead of 4mm). Note use of `{$\frac{1}{2}$}`

| I \ II | l | c | r |
|---|---|---|---|
| T | 4, 0 | 2, 1 | $-1$, 2 |
| B | 1, 3 | 3, 0 | 2, 1 |

Example: $4 \times 6$ game with strategy names referring to game tree, and boxes arond best-response payoffs. Naked display without surrounding `\[ \]`.

| I \ II | *ad* | *ae* | *bd* | *be* | *cd* | *ce* |
|---|---|---|---|---|---|---|
| $X*$ | $\boxed{4}$, $\boxed{3}$ | $\boxed{4}$, 3 | 5, $\boxed{2}$ | 5, 2 | 5, $\boxed{4}$ | 5, $\boxed{4}$ |
| $Y*$ | 3, 2 | 3, 2 | 3, $\boxed{2}$ | 3, 2 | 3, 2 | 3, 2 |
| $ZP$ | 3, $\frac{1}{2}$ | 5, 0 | 3, 1 | 5, 0 | 3, 1 | 5, 0 |
| $ZQ$ | 3, 1 | 2, $\boxed{4}$ | 3, 1 | 2, $\boxed{4}$ | 3, 1 | 2, $\boxed{4}$ |

Example: zero-sum game

| Max \ min | $m_M$ | $p_M$ |
|---|---|---|
| $R_L$ | $-1/3$ | 0 |
| $F_L$ | 0 | $-1/6$ |