

Illustration of the \bimatrixgame macro

Example: 2×3 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 $\backslash[\backslash]$ gives displayed equation. Slightly larger boxes (5mm instead of 4mm).

		II		
		l	c	r
I	T	4 0	2 1	-1 2
	B	1 3	3 0	2 1

Example: 4×6 game with strategy names referring to game tree, and boxes around best-response payoffs. Naked display without surrounding $\backslash[\backslash]$. Note $\{\frac{1}{2}\}$.

		II					
		<i>ad</i>	<i>ae</i>	<i>bd</i>	<i>be</i>	<i>cd</i>	<i>ce</i>
I	X^*	4 $\boxed{3}$	4 3	$\boxed{5}$ $\boxed{2}$	$\boxed{5}$ 2	$\boxed{5}$ $\boxed{4}$	$\boxed{5}$ $\boxed{4}$
	Y^*	$\boxed{3}$ 2	$\boxed{3}$ 2	$\boxed{3}$ $\boxed{2}$	$\boxed{3}$ 2	$\boxed{3}$ 2	$\boxed{3}$ 2
	ZP	3 $\frac{1}{2}$	$\boxed{5}$ 0	3 1	$\boxed{5}$ 0	3 1	$\boxed{5}$ 0
	ZQ	$\boxed{3}$ 1	2 $\boxed{4}$	$\boxed{3}$ 1	2 $\boxed{4}$	$\boxed{3}$ 1	2 $\boxed{4}$

Example: zero-sum game

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