

		Player B	
		<i>Cooperate</i>	<i>Defect</i>
Player A	<i>Cooperate</i>	A → 3, B → 3 Reward for mutual cooperation	A → 0, B → 5 Sucker's payoff and temptation to defect
	<i>Defect</i>	A → 5, B → 0 Temptation to defect and sucker's payoff	A → 1, B → 1 Punishment for mutual defection