

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 $\{\frac{1}{2}\}$. Long diagonal in top left.

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

Example: zero-sum game, also with no players and no diagonal in top left, smaller font.

		\min	
		<i>m_M</i>	<i>p_M</i>
Max	<i>R_L</i>	$-1/3$	0
	<i>F_L</i>	0	$-1/6$

		<i>m_M</i>	<i>p_M</i>
<i>R_L</i>		$-1/3$	0
	<i>F_L</i>	0	$-1/6$