

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 $\left[\right]$ gives displayed equation. Slightly larger cells of the table (5mm instead of 1em).

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

Example: 4×6 game with strategy names referring to game tree, and boxes around best-response payoffs. Naked display without surrounding $\left[\right]$. 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	4	5	5	5	5
	<i>Y*</i>	3	3	3	3	3	3
	<i>ZP</i>	3	5	3	5	3	5
	<i>ZQ</i>	3	2	3	2	3	2
		3	3	2	2	4	4
		2	2	2	2	2	2
		$\frac{1}{2}$	0	1	0	1	0
		1	4	1	4	1	4

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

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