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

I \ II	l		c		r	
T		4		2		−1
	0		1		2	
B		1		3		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 \[\]. Note {$\frac{1}{2}$}. Long diagonal in top left.

I \ II	ad		ae		bd		be		cd		ce	
X∗		4		4		[5]		[5]		[5]		[5]
	[3]		3		[2]		2		[4]		[4]	
Y∗		[3]		[3]		[3]		[3]		[3]		[3]
	2		2		[2]		2		2		2	
ZP		3		[5]		3		[5]		3		[5]
	$\frac{1}{2}$		0		1		0		1		0	
ZQ		[3]		2		[3]		2		[3]		2
	1		[4]		1		[4]		1		[4]	

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

Max \ min	m_M	p_M
R_L	−1/3	0
F_L	0	−1/6

	m_M	p_M
R_L	−1/3	0
F_L	0	−1/6