

Canonical two-player games

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Formal theory: 1.2

Normal form representation

		Player 2	
		Cooperate	Defect
Prisoners dilemma	Player 1	Cooperate	3, 3
	Player 1	Defect	4, 1
		2, 2	

		Player 2	
		Cooperate	Defect
Assurance game	Player 1	Cooperate	4, 4
	Player 1	Defect	3, 1
		1, 3	2, 2

		Player 2	
		A	B
Coordination game	Player 1	A	4, 3
	Player 1	B	2, 2
		3, 4	

		Player 2	
		Cooperate	Defect
Chicken	Player 1	Cooperate	3, 3
	Player 1	Defect	4, 2
		2, 4	1, 1

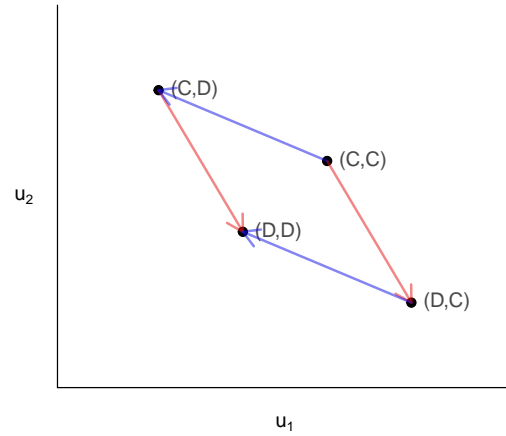
		Player 2	
		A	B
Matching pennies	Player 1	A	1, 0
	Player 1	B	0, 1
		0, 1	1, 0

Payoff plots (à la Bowles)

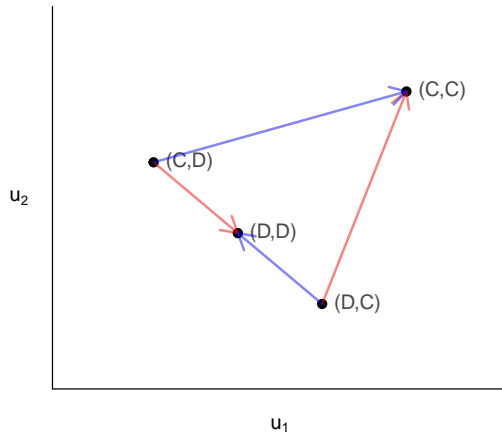
Strategy profiles

		Player 2	
		(Cooperate)	(Defect)
Player 1	(Cooperate)	(C,C)	(C,D)
	(Defect)	(D,C)	(D,D)

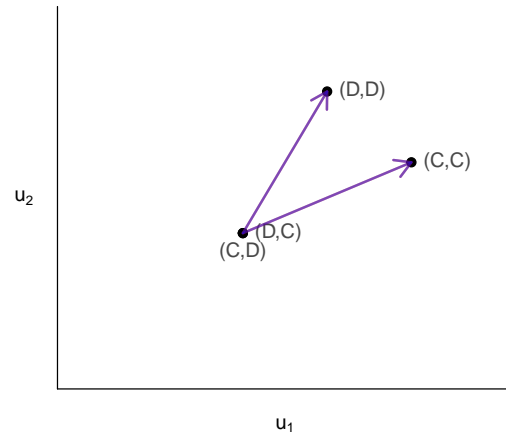
Prisoner's dilemma



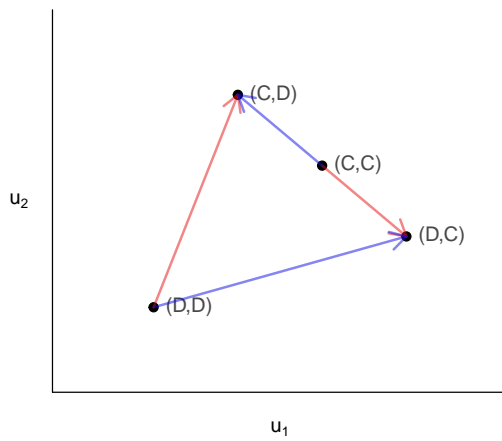
Assurance game



Coordination game



Chicken



Matching pennies

