Canonical two-player games

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Formal theory: 1.2

Normal form representation

Prisoners dilemma

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

Assurance game

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

Coordination game

		Player 2: A	Player 2: B
Player 1	A	4, 3	2, 2
Player 1	B	2, 2	3, 4

Chicken

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

Matching pennies

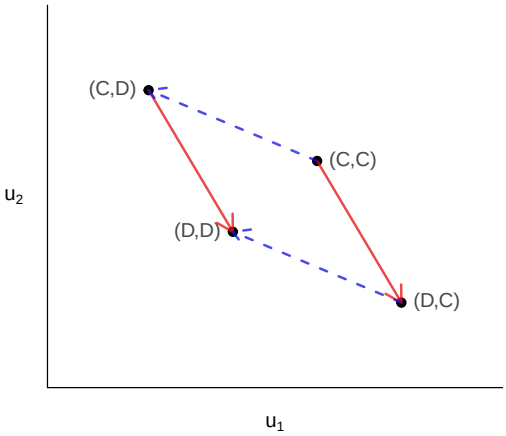
		Player 2: A	Player 2: B
Player 1	A	1, 0	0, 1
Player 1	B	0, 1	1, 0

Payoff plots (à la Bowles)

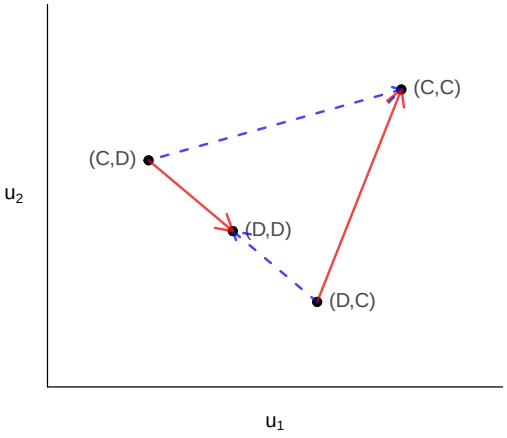
Strategy profiles

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

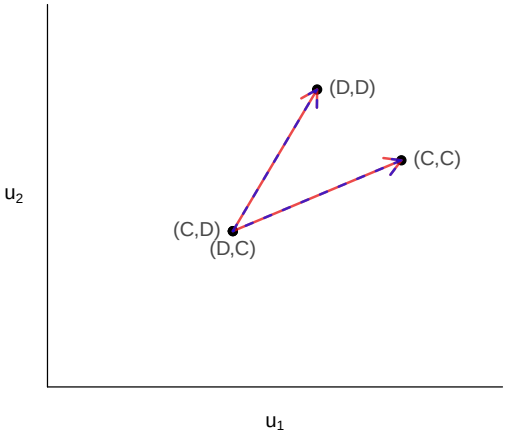
Prisoner's dilemma



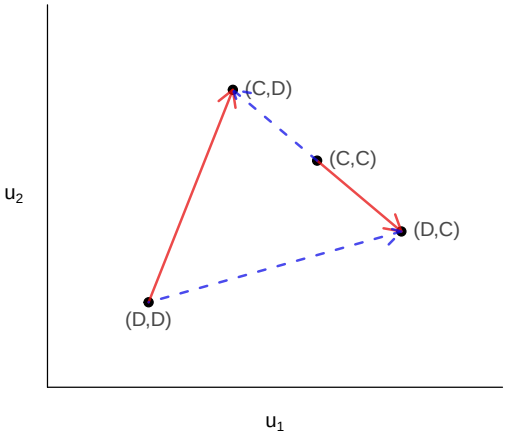
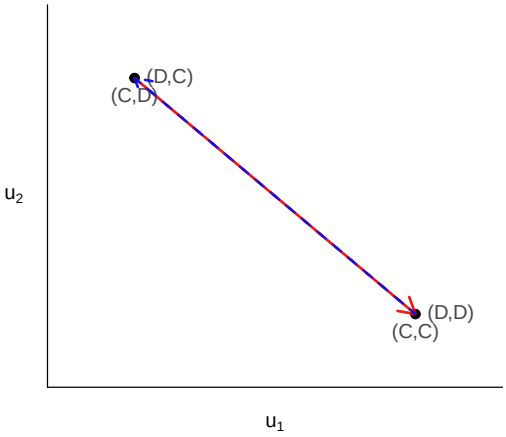
Assurance game



Coordination game



Chicken



Matching pennies