

The most well known game is:

Prisoners Dilemma

Simultaneous move non-repeated game of two players: A and B (or the first player and the second player). In general case, Prisoners dilemma is **not a zero-sum** game.

Both players have a choice: to flunk or to not to flunk (or to cooperate with police or not) (to non cooperate with each other or to cooperate with each other). Players make their moves simultaneously. The payoff matrix is:

	Player A does not Flunk	Player A Flunks
Player B does not Flunk	(-1, -1)	(0,-15)
Player B Flunks	(-15,0)	(-10,-10)

In each cell the first number is the payoff of player A (the first player), and the second number is the payoff of player B (the second player).

Example: If the payoffs are (-25, 0), player A payoff is -25, and player B payoff is 0. It is a convention that the first player actions are in the first row, and the second player actions are in the column:

	NF	F
NF	(-1, -1)	(0,-15)
F	(-15,0)	(-10,-10)

	Coop	Not
Coop	(-1, -1)	(0,-15)
Not	(-15,0)	(-10,-10)

This table is called a normal form representation of the game.

Nash equilibrium in the Prisoners dilemma game: exists and is unique: (-10,-10)