F4.1 Types of pure strategies

C OL		
	LEFT	**RIGHT**
TOP	1,2	0,1
BOTTOM	2,1	1,0

B-L: Dominant strategy DS

	L	**R**
T	2,1	0,0
B	0,0	1,2

T-L & B-R: Nash strategies NS

	L	**R**
T	0,0	0,-1
B	1,0	-1,3

Coordination failure
No Nash strategies
Pareto strategies PS

	NC / NM	**C / M**
NC / NM	-1,-1	-6,0
C / M	0,-6	-3,-3

Coordination failure (**PRISONERS GAME**)
C confess, NC deny
M missile, NM no missile
Dominant &Nash but not Pareto

ROW

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PSs

No NSs

Unique NSs

Multiple NSs

DSs
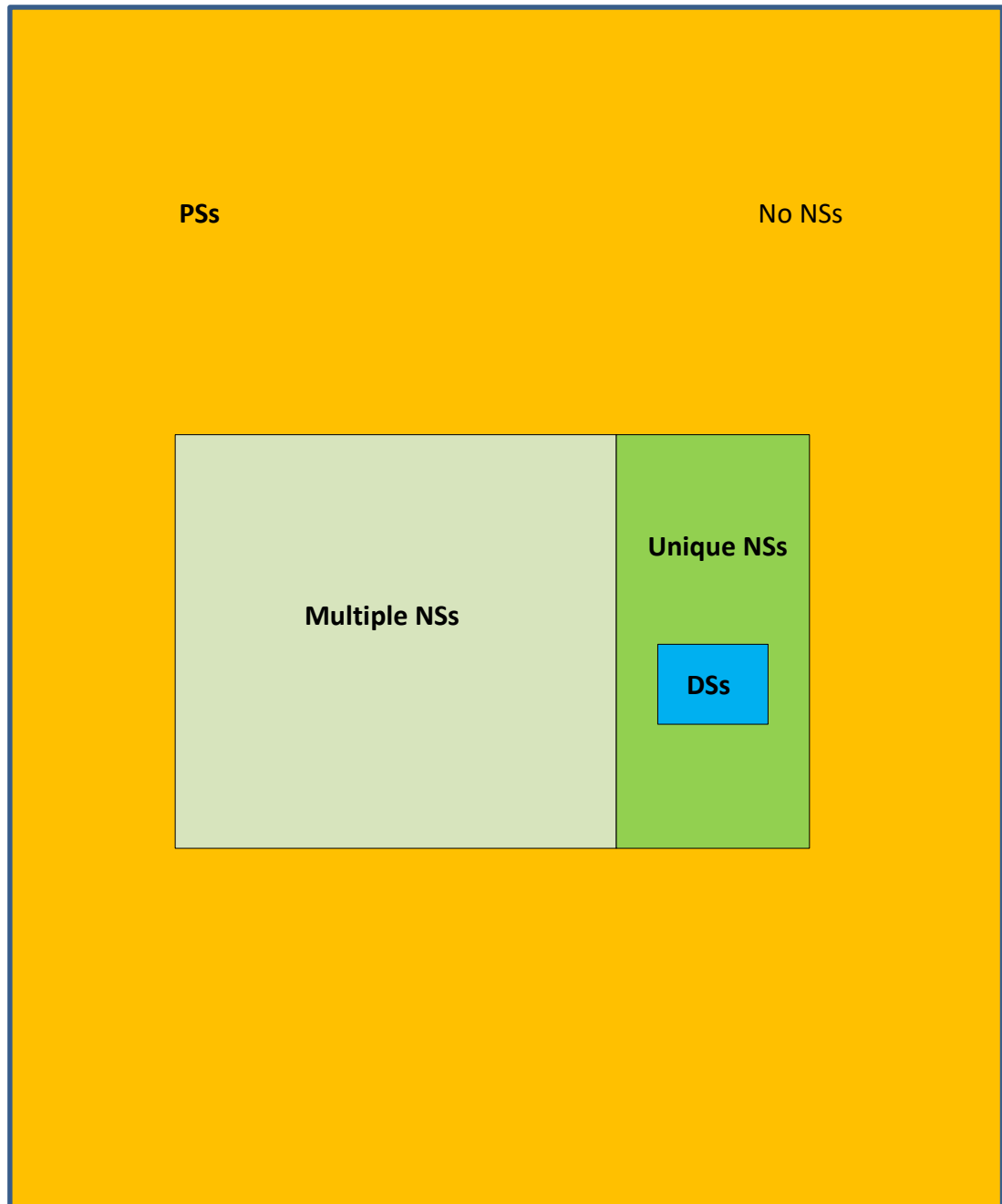
Orange area: universal set of games