**What have**

****

**got to do with
Game Theory?**

$$\left(\begin{matrix}-4&0\\3&1\end{matrix}\right)$$

$$\left(\begin{matrix}5&4\\6&3\end{matrix}\right)$$

$$\left(\begin{matrix}1&2\\4&3\end{matrix}\right)$$

$$\left(\begin{matrix}4&-3\\-4&3\end{matrix}\right)$$

$$\left(\begin{matrix}5&-4&0\\4&3&1\\6&2&-2\end{matrix}\right)$$

$$\left(\begin{matrix}0&2&-2\\-5&-2&0\\1&-5&-2\end{matrix}\right)$$

$$\left(\begin{matrix}-4&-3&-2&-1\\3&2&1&0\\2&1&0&-1\\-5&-4&-3&-2\end{matrix}\right)$$

**Extension:** Can you write down your own pay-off matrix for Rock, Paper, Scissors where there is a stable solution? How about one without a stable solution?