Figure 4.1 Game 1: Prisoner's Dilemma or Exchange Payoff Matrix

Column Player

		Cooperate	Not Cooperate
Row Player	Cooperate	15, 15	–25, 40
	Not Cooperate	40, –25	0, 0

Figure 4.2   Game 2: Prisoner's Dilemma Payoff Matrix with Very High Risk

		Column Player	
		Cooperate	Not Cooperate
Row Player	Cooperate	1, 1	–10,000, 10,001
	Not Cooperate	10,001, –10,000	0, 0

Source: Authors' figure.