

1st Method

Step 1. Putting circle ○ around Row minima.

Step 2. Putting square □ around Column Maxima.

Step 3. Saddle point is a point where circle & square ◻ are both combined.

		Player B	
		B ₁	B ₂
Player A	A ₁	20	80
	A ₂	40	30
	A ₃	50	60
		Value of game = V = 50	