1. **Very Basic Nim**

   The players are presented with 2 piles of stones. Each move involves taking 1 or more stones from one of the piles. The player who takes the last stone wins.

2. **Standard Nim**

   The players are presented with an arbitrary number of piles of stones. Each move involves taking 1 or more stones from one of the piles. The player who takes the last stone wins.

3. **Index-\(k\) Nim**

   The players are presented with an arbitrary number of piles of stones. Each move involves taking 1 or more stones from up to \(k\) piles. The player who takes the last stone wins.

4. **Greedy Nim**

   The players are presented with an arbitrary number of piles of stones. Each move involves taking 1 or more stones from the largest pile (or one of the largest piles if tied). The player who takes the last stone wins.

5. **Pointed Nim**

   The players are presented with an arbitrary number of piles of stones, and a pointer to one pile. Each move involves taking 1 or more stones from the pile pointed to, and then moving the pointer to a different non-empty pile. The player who takes the last stone wins.

6. **Building Nim**

   The players are presented with an arbitrary number of empty piles, and a storage with some number of stones. This is a 2 stage game.

   **Stage 1:** Place 1 or more stones from storage into a pile.
   Stage 1 continues until the storage is empty. Next player to move begins stage 2.

   **Stage 2:** Play Standard Nim on the resulting board.