**13 Nim**

Place 13 counters (pennies, toothpicks, etc) in the circle below. Players alternate turns. On each turn, you can take 1, 2 or 3 counters. You win if you take the last counter.

**Classic Nim**

The game starts with several piles of counters (a typical game starts with 3 piles; one with 3, one with 4 and one with 5 counters). Players alternate moves: on your turn, select a pile and remove at least one counter from that pile. You win if you take the last counter from the last pile. That is, the last player with a legal move wins.