The Red-Blue Nim Game is a mathematical game of strategy that involves two players taking turns removing objects from distinct heaps or piles. The game consists of two piles, one red and one blue, and players alternate turns removing objects from one of the piles.

There are two main versions of the Red-Blue Nim Game: Standard and Misère.

**Standard Version:** In the standard version of the game, the objective is to be the last player to remove an object from the piles. The game ends when all objects have been removed, and the player who made the last move wins.

**Misère Version:** In the Misère version of the game, the objective is to force your opponent to take the last object. This means that the game ends when only one object is left, and the player who did not take the last object wins.

Implementing the Red-Blue Nim Game in Python can help achieve several objectives and goals:

1. **Game Development:** By implementing the game in Python, you can develop a fully functional game that can be played against a human opponent or an AI agent.
2. **Strategic Analysis:** Implementing the game in Python allows you to analyze and compare different strategies for playing the game, which can lead to a deeper understanding of the game's mechanics and optimal play.
3. **AI Development:** By implementing the game in Python, you can develop AI agents that can play the game against human opponents, which can help improve the AI's decision-making and strategic thinking capabilities.
4. **Mathematical Modeling:** Implementing the game in Python can help model and simulate the game's mathematical structure, which can lead to new insights and discoveries about the game's properties and behavior.