Bonus information on factors multiples game research

My main research (already on NRICH maths):

<https://nrich.maths.org/content/id/5468/Factors%20multiples%20game%20%20research%20and%20algorithms%20(corrected).pdf>

While I don’t personally have the programming skills to use say Retrograde analysis (<https://en.wikipedia.org/wiki/Retrograde_analysis> ) to work backwards from prime numbers below 50 to find all winning/losing numbers, I found a few more numbers to avoid since they lead to prime numbers:

* 68 (since if player one plays 68 then player two can play 34 which will force player one to play “1” or a prime number).
* 70 (since if player one plays 70 then player two can play 35 which will force player one to play “1” or a prime number).
* 76 (since if player one plays 76 then player two can play 38 which will force player one to play “1” or a prime number).
* 78 (since if player one plays 78 then player two can play 39 which will force player one to play “1” or a prime number).
* 92 (since if player one plays 92 then player two can play 46 which will force player one to play “1” or a prime number)**.**
* 98 (since if player one plays 98 then player two can play 49 which will force player one to play “1” or a prime number).

Sample game I made (this game was made very quickly and likely has many errors but I made it to see how long a game could potentially go without playing “1” or a prime number or any of the numbers listed above):

A screenshot of a computer

Description automatically generated