

**Hilotto
Lottery Predictor
Version 1.1
Feb. 1997**

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Introduction

Welcome to Hilotto, a program designed to improve the odds of winning 5-, 6-, or 7-number lottery games.

To win a lottery prize you need a good selection of numbers combined into an efficient list of bets. Ideally, you would use the best possible method to predict the numbers, and the best possible method to generate the bet list. However, there are too many variables for any one method to consistently work better than all others. The answer is therefore to use a selection of methods, compare them, and use the best. In Hilotto, all you have to do is select a prediction method and a bet method, and examine the actual results that they created in the past. Try as many selections as you like, compare the result list, and select the best. For REAL power, you would run Hilotto in Auto. Just a few simple selections and hundreds, even thousands, of methods will run automatically and display the top 10. This is the only way to play.

The three necessary components of a lottery prediction program are displayed by Hilotto on one screen. The number prediction system is on the left side, the bet system on the right, and the past feedback results are in the center. A typical operation of the program would be to try out different numbers on the left side with different bets on the right side. Every change you make is recorded in the center box along with its' past results. You can examine this list at any time and click the best to have its selections redisplayed in the left and right boxes. You can now lock and save the program, print out the bet list, and mark off your lottery tickets. When you later enter the draw numbers into the program, the center box will display the winning bets.

Hilotto differs from other lottery prediction programs in that it does not allow individual selection of numbers to play. This is not a weakness. In fact, it's probably the most important feature in the program: it provides very accurate feedback. The computer is used to make predictions for the next draw, so it can also be used to repeat the same prediction method on past draws and record the actual results. In other words, you can see at a glance, how your present selections performed in the past. This is not possible if you choose your own personal numbers for each and every draw.

Another important feature of this feedback system is its ability to test and compare different prediction/bet methods. This is necessary because no method is ideal under all conditions. Hilotto version 1 contains 4 prediction groups and 3 bet groups which are automatically tested just by selecting them and observing past results.

The real power in Hilotto, however, comes from its' Auto feature. It will automatically test hundreds of prediction/bet methods, display the top 10, and select the best. Just set it up according to your finances, wait for it to finish, and fill in your lottery tickets.

If you play lottery on a regular basis, then you should be playing a system. They really can improve the odds. There are, of course, good and bad systems but the great advantage

to using Hilotto is that you try hundreds and use the best. This is the only way to play but note the following points :-

- 1 ... Do a good-size Auto run at least once (you can use the resulting top 9 to pinpoint future Auto settings). This will test hundreds or thousands of methods using REAL results and you use the best.
- 2 ... Trust the right-hand graph. If it shows the highest win was a 3-number prize in 12 of the last 20 drawings, then you would be fairly confident of winning a 3-number prize in the next draw. If you want this same confidence for a 4-number prize, you must increase the bet length. If this is longer than you want, then it's an indication of the difficulty level of your game.
- 3 ... Accept that lottery systems have very high odds. This program lets you play with the best bet list and shows you what you can expect to win. You just can't do better than that.

Setup

Run "Setup.exe". If "Setup.exe" is not found, then unzip "HilotoXX.zip" (XX is a number such as 11) into a separate directory on your hard disk: several files will be listed and selecting "Hilotto.exe" will run the program.

If you later decide to remove the program, just delete all files.

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Registering

Hilotto is an excellent way to play the lottery, and it's distributed free (or nearly free) so that you can try it for 30 days before deciding to buy. After the expiry, the program will continue to function but you will not be able to enter draws unless you register.

- 1 ... All registrations are processed by Northstar Solutions. They accept credit cards, personal checks (US\$), and money orders (US\$) and can be contacted by phone, fax, internet, e-mail, or ordinary mail. Please note that they are for orders (registrations) only. If you have any questions, please contact Joe Taylor by e-mail or ordinary mail ('a').
- 1 ... You register by selecting 'r' (register) from within the program, and select a method of payment.
- 2 ... When you register, you will be given a registration code to re-activate the draw entry. To enter the code, run the program, select the emblem at the center-bottom of the display, and enter your name and the code. Re-selecting the emblem will show that the program is registered in your name.

If you have an Email address, don't forget to include it when registering as Northstar Solutions can use it for quick order confirmation.

A Quick Tour

The program contains a supply of USA and INT games. There is also, initially, an empty SAVED games list. The idea is to select the USA and/or INT games you are interested in, and put them into the SAVED list (using 'S'). The USA/INT lists can then be deleted if you want (they are never updated).

In this tour you will select a USA or INT game and experiment with it. You can put this game in the SAVED game list at any time by selecting 'S' (or using the save option when exiting the program).

Hilotto can be run in manual or auto. Auto is, without a doubt, the best way to use the program, but you will learn more from the manual mode. This quick tour will therefore start off by describing the manual selections and then show that Auto is a duplication of these selections set up for automatic combinations. Remember to press the "F1" key or 'H' for help at any time.

When you first start the program select 'O' (Open) and you will be given a choice of USA, INTernational or SAVED games to list. You've never run the program before, so select USA or INT to list the available games in the center box. Now double-click the game of your choice to load it.

The listing on the left side now contains the numbers predicted for the next draw and the right side shows them combined into a bet list. The bet list is for filling out your lottery tickets. The display is set up for manual mode and the basic operation can be summarized as follows :-

Left Side Of Display:

Use "Change Numbers" to select which numbers to bet with on the next draw. Experiment.

Right Side Of Display:

Use "Change Bets" to combine these numbers into a bet list of your choice. Experiment.

Center Of Display:

Compare the results of the above selections and select the best to have it redisplayed. Lock then save.

Buy Lottery Tickets:

Print your selected bet list (or read it from the display) and mark off your lottery tickets.

Check The Results:

Enter the published draw numbers and the center display will show the winning bets.

When a USA or INTernational game is first loaded, the game is set up for minimum values. It's unlikely that these settings are the best so we'll play around with them to try and find the optimum selections.

The first thing you would want to do is decide how many bets you want the program to generate i.e. how much money you are willing to spend. For this quick tour we'll set it to 30 bets, so select "Change Bets" and change "Bet Size 10" to "Bet Size 30". Now press "Run" and the program will show a list of 30 bets on the right-hand side. This is the list you use to mark off your lottery tickets so the purpose of this quick tour is to find the best. We'll do this by playing around with selections to see what they do and let Hilotto keep track of the best as we go along.

We'll start off by experimenting with the numbers that are predicted for the next draw i.e. the numbers that are used in the bet list. They are displayed in the left-hand box. Select "Change Numbers" and you'll see 4 lists of selections which will alter these numbers. Assume they are set up as follows:-

Num List 01 Num Size 20 Num Adj 02 Draw Range 30

- 1 ... Num List 01 is the method used to predict the numbers for the next draw.
- 2 ... Num List 01 will use the last 30 draws (Draw Range 30) to perform its' calculations.
- 3 ... Num Size 20 will select 20 of the predicted numbers.
- 4 ... Num Adjust 02 is the method used in rearranging the 20 numbers.

To experiment with the program try different selections individually and press "Run" to see the changes in the display. Ignore the graphs for the moment and you'll see that these selections change the numbers in the left-hand box. These are the numbers that are predicted for the next draw so they are passed over to the right-hand side where they are combined into a bet list. In other words, changing these selections changes both the numbers in the left-hand box and the bet list in the right-hand box. As an example, if Num Size was originally set at 20, then there would be 20 numbers in the left-hand box, and these same 20 numbers would be in the bet list. If you now changed Num Size to 30 and pressed "Run", then 30 numbers would appear in both the number and bet lists.

That's all there is to changing predicted numbers so we'll move over to the bet list. Select "Change Bets" and you'll see that 3 lists are available for altering the generated bet list. Assume they are set up as follows :-

Bet List 01 Bet Size 30 Bet Wid 06

- 1 ... Bet List 01 is the method used to combine the left-hand numbers into a bet list for the next draw.
- 2 ... Bet Size 30 will combine the left hand numbers into 30 bets.
- 3 ... Bet Wid 06 will put 6 numbers in each bet.

We'll ignore the graphs for the moment and play around with these selections. Change each one individually and press "Run" to see the changes in the program. This time you'll notice that the left-hand side is not affected. In other words, the same numbers are used in the bet list but they are combined differently with each bet selection. For example, if Bet Size was changed to 50, then the bet list would use the same numbers but combine them into 50 bets instead of the previous 30.

Up 'till now we've been trying different number/bet selections and observing the changes to the left and right boxes. These apply to the next (still to be published) draw. They are predictions for the future and we use them (the bet list) to mark off the lottery tickets. However, we need a method to determine the quality of these predictions, and that's what the graphs are for. We'll now examine them and see what they have to offer.

The selections set up by "Change Numbers" are all used together to form a method to predict numbers for the next draw. In our experiments so far, we've been observing the numbers in the left-hand box. These are for the next draw so we won't know how good the selections are until the next draw numbers are added to the program. However, we can use these same selections on past draws and then look forward and record the results. This is what the graph on the left displays. Position '1' is 20 draws in the past and if it shows a '5', then the current selections from "Change Numbers" correctly predicted 5 numbers for this draw. This is repeated for each draw up to the last entered (position 20 in the graph). In other words, high values in this graph would indicate that our current number selections performed well in the past 20 draws.

The important graph, however, is on the right-hand side. So far we've looked at the bet list on the right side but this applies to the next draw and we won't know how good it is until after the next draw numbers are added to the program. However, we can use the same approach as above and use the current selections on past draws. This time however, we create actual bet lists for the past draws and look forward to check for winning bets. The highest wins are recorded in the right-hand graph. Again, position '1' is 20 draws in the past and if it contains a '4', then the current number/bet selections would have won at least one 4-number prize. The past 20 results are displayed. This is of great value because it shows what you would have actually won if you had went back in the past and used the current selections. It's so important, that the program keeps a list of the best results along with the selections used. We will now examine this list.

You probably noticed that every time you changed a selection, the list in the center box was updated. The center box has several uses throughout the program but when the bet list is changed, it is used to record the current selections and it's past results. This list can be viewed at any time by selecting 'T' (Test Results). It can hold up to 10 entries with the best at the top so new entries are therefore placed according to how good the past results were. Each entry is displayed on two lines with the number/bet selections first, followed by the graph results. This list is updated automatically, so even if you run hundreds of selections, it will always display the best. You can double click the top line of a pair to re-run its' selections. Note that this list is referred to as the top 10, but it may be more accurate to call it the top 9 as the last selection is always added to the list, good or bad.

The function of this quick guide has been to experiment with "Change Numbers" and "Change Bets" and observe the changes in the display. During this time the center box has been keeping a record of our best selections. Now that you are more familiar with the program, you could be more specific in your selections and improve the top 10 list.

Lets assume that you're satisfied with the current selections and you want to use the bet list for the next draw. You can now press 'L' to lock the game, press 'S' to save it and press 'P' to print out the bet list. This printout can now be used to mark your lottery tickets. You would now buy your tickets and wait for the next draw to be published.

Locking the game will prevent you from changing the final bet list. This bet list was used to fill out your lottery cards, and the same bet list will be used to check for winning bets when the next draw numbers are entered. If you still want to experiment, you can select 'L' again to unlock it (it toggles between lock and unlock), but remember not to save your changes unless you really mean to.

You've just received the published draw numbers (in this quick tour, we just make them up) so start the program and use 'O' to load your game (from the SAVED file). Now select 'D' (Draws) to display the draw list in the center box and scroll down to the bottom. Double-click the line marked "next draw" and the data entry window will open for you to type in the draw numbers.

If the game has been locked, then the program will assume that results are required for the newly entered numbers. Pressing "enter" after the last number has been entered will automatically close the data entry window and display the results in the center box.

If the game was not locked, then the program assumes you are entering a series of draw numbers, so pressing "enter" after the last number will display the next draw for entry. Pressing "Finished" will close the window, and if only one draw was entered, results will be displayed in the center box. Note that "enter" must be pressed for the program to accept the numbers ("Finished" just closes the window).

Enter only one set of draw numbers so that the center box ('R': Real Results) will show the results. They are displayed as a list of winning prizes. You can double-click on a line to see the actual winning bets. For example, "3 numbers = 07" means that there are 7 bets containing a 3-number prize, and if you double-click this line, the 7 bets will be displayed (you may have to scroll the center window to see them). You

can use 'P' to print out the complete bet/result list.

Hopefully, the next step is to collect your fortune, but in any case, I'm sure you'll want to continue using the program. When you're completely finished with the results, press 'L' to unlock the game and a message will be displayed informing you that if you continue, the real results will be cleared and a new bet generated for the next draw.

The description so far has been a lead-in to the powerful Auto feature. It contains the same manual selections but allows multiple combinations of them to be run automatically.

To use the Auto feature select "Run Auto". A window will open and you will see all the same "Change Numbers" and "Change Bets" selections. This time however, both sets can be changed at the same time, but more importantly, each selection can be set up with multiple choices. If you select one choice from each selection, then this is the same as manual mode, and the program will run one time and update the center test list with the result. If you select every choice possible, the program will run thousands of combinations. always keeping track of the top 10. The following examples illustrate the use of Auto :-

Example:- Select the following settings :-

```
Num Selections
  Num List 01,   Num Size 10,12,   Num Adj 01,   Draw Rng 30
Bet Selections
  Bet List 02,   Bet Size 100,   Bet Wid 06
```

Select to clear the test list and press "Run Auto". The program will now run the above selections (2) and display them in the test result box.

Select Auto again and select Num List 02 (Num List 01 will remain selected). Now press "Run Auto", without clearing the test list, and the program will again run the selections and update the test list with the new selection.

The above example was kept short for illustration purposes. However, since you're serious about winning the lottery, you would set Auto for a wide range of selections, go watch TV for a while, come back and use the best selections to mark off your lottery tickets. The following example is a close to maximum setup:-

```
Settings      Num List   01  02  03  04  05  06
              Num Size   select 4...6 sizes that you want to test.
              Num Adj   01  02  03  04
              Draw Rng  10  20  30  40  50  60  70
              Bet List  01  02  03  04  05  06
              Bet Size   enter the number of bets you want generated.
              Bet Wid   06
```

Tested Many, so you can press "ctrl-c" when bets are being processed if you want to abort (the current bet finishes before aborting).

Note that this example will probably take a long time to run so you may want to set say, Draw Range to a single choice, run auto, and save the results. Then go back to auto, and set Draw Range to another single choice, and re-run without clearing the test list. The results from this run will update the results from the previous run, so you can then make another save. In other words, you can do a near maximum run in steps.

That's the end of the quick guide. You can continue practicing or use the rest of this manual for more specific information. The best way to use the program is to run auto at near maximum initially and use the resulting top 9 to determine the most common settings for the game. Future runs of Auto

can then be set up with these settings instead of near maximum settings.

N...New Game

You can select 'N' to create a new (saved) game, change a saved game, or delete a saved game (note that saved games are stored separately from the USA/INT game lists).

1 ... Create A New Game

Select this item if you want to set up a game not listed in the USA or INT databases. You will be asked to enter a name for your game, and its' sizes.

example NameOfGame 6 from 42 0

When you press "Create", a new game called "NameOfGame" will be set up to accept 6 draw numbers, 0 bonus numbers and each number can be 1... 42. The game will be initialized with random draw numbers and saved. You will see your new game added to the saved game list, so you can press "Finish", select your game, and use 'D' (Draws) to append your own list of draw numbers. The random numbers will be ignored after sufficient draws have been entered. Note that the random entries all have their dates set to 1955. The reason for initializing the game is to allow it to run while you're entering data.

2 ... Change A Saved Game

Type in the name of the saved game you want to change in the left-hand box, and press "enter". If this game exists, then it will be redisplayed on the right-side for you to make changes. You can change the name of the game and/or its' field size. The changes will be made when you press "Change", and will be shown in the saved game list. You can now press "Finish" and reselect the game (if not currently displayed).

3 ... Delete A Saved Game

Type in the name of the saved game you want to delete and press "Delete". If the game exists, it will be deleted and the saved game list updated. You can now press "Finish" to continue with the program.

O....Open Game

A game can be loaded into the program at any time. If a game is currently displayed with a bet or result list, then a warning message will be displayed prior to loading. This will inform you that the current game will not be saved and you can cancel your decision if you forgot to save changes made to it.

When you first start using the program, you will select a game of your choice from the USA or INTernational lists. You can then experiment with this game and use 'S' to save it. Other games can be similarly loaded and saved. Note that saved games are stored separately from the USA/INT games, so the USA/INT files can be deleted after selecting and saving your games.

To load a game, first select 'O' (Open) to display 3 game files to choose from. Choose "SAVED", "USA" or "INT" as necessary and a games list will be displayed in the center box. Find the game you are interested in and double-click it. The program will then display this game.

S....Save Game

There are 3 games databases in Hilotto. The USA and INT databases are used as a supply of games and are never updated. You select your games from these databases and use 'S' to save them into the SAVED database. If you have saved the games you need then you could delete the USA and INT databases.

You will probably be experimenting with the game initially to find the program settings that provide the best (test) results for the amount of money you are willing to spend (size of the bet list). Every time you change the settings, the test results will be remembered by the program and can be displayed using 'T' (Test Results). In other words, you don't have to keep saving the game every time you find a better selection, just keep experimenting and use the test results to redisplay the best settings: then save it.

When you are actively searching for a bet list to use on the next drawing, you will lock the best selection you can find (using 'L'), save it, print out the bet list and use it to fill out your lottery tickets. Locking the program will prevent you from inadvertently changing the bet list, thus preventing you from checking the next draw results against it.

P....Print Game

When you have decided on your final bet list, you can print it out by selecting 'P' (Print), and use the printout to fill in your lottery tickets.

Results will be available after you enter the draw numbers. In this case, selecting 'P' will print out the bet list followed by the result list.

L....Lock/Unlock Game

You can lock or unlock a game at any time by selecting 'L'. The first time you select it, the game will be locked, and a second selection of 'L' will unlock it. The locked status is displayed at the bottom of the window.

Locking a game is important after you have made your final choice, since it will prevent you from changing the game before the next draw results are entered. The normal process would be: find the best bet list, lock it, save it, print it, and buy your lottery tickets. When the next draw results are entered (this is not locked), the winning bets will be displayed in the center window and can be printed if necessary. You can unlock the game when you're completely finished and a warning message will inform you that the results will be lost and a new bet list generated for the next draw.

R...Results

Real results are calculated when draw numbers are entered into a game that contains a bet list for the draw. They are displayed by selecting 'R' (Real Results) and will remain available until a new bet is generated for the next draw (this happens when the game is unlocked).

Results are calculated by comparing the newly entered draw numbers with each bet in the bet list which was generated for the draw. The results box will then show a list of possible wins with a list of actual wins, e.g. an entry of "4 numbers = 23" means that there are 23 bets in the bet list containing exactly 4 winning numbers. Double-clicking this line will display those 23 bets.

If you want a printed output, select 'P' and the full bet list will be printed followed by a result list.

T...Test

Test results are calculated every time a new bet list is created (by "Change Numbers" or "Change Bets") and displayed in the bet graph at the right hand side. These test results are remembered by the program and displayed as a list in the center box when 'T' (Test Results) is selected.

The program uses the selections from Change Numbers to predict numbers for the next draw and displays them in the top left box. These numbers are then used in the bet list selected by Change Bets and displayed in the top right box.

This process is repeated over the last 20 draws to see how effective the selections were in the past and the results displayed in the graphs. The left graph shows how many numbers were predicted correctly for each of the 20 draws and the right graph shows the best bet result for each. These are actual results which would have been obtained if you went back into the past and played the same selections in "Change Numbers" and "Change Bets" (note that the right graph will never be better than the left).

The bet graph is therefore a very valuable performance indicator and will give you a good idea of what to expect in the next draw. It can only show one Num/Bet selection group at a time, so the program remembers each selection you make and displays them in the center box when 'T' is selected. They are shown in 2 parts. For example :-

top line N=01,20,02,30 B=05,070,06

where N= Num List 01, Num Size 20, Num Adj 02, Draw Rng 30
and B= Bet List 05, Bet Size 070, Bet Wid 06

next line 03 05 10 02 00

means 3 draws in the last 20 have 1 number correct, 5 have 2 correct, etc.

The top line shows the selections from "Change Numbers" (N=) and "Change Bets" (B=), and the bottom line the results when applied to the last 20 draws. This result line always starts with 1 number correct, then 2 numbers correct, etc.

A pair will be generated each time you change a selection, and the test result box will contain a list of such pairs. The list is sorted with the best at the top, so new entries will be inserted accordingly (if the list is full, the bottom pair will be removed before inserting). The test result box will therefore contain the best selections, no matter how many you try. You can examine the list and regenerate the best by double-clicking the top line of the pair.

The test result list is cleared after real results are available.

D....Draws

The draw numbers for the current game are displayed when you select 'D'. This list contains a maximum of 200 draws with the first at the top, and the last (most recent) at the bottom.

Each time draw numbers are published, you enter them into the list by first scrolling to the end and double-clicking the line marked "next draw". A small window will open in which you enter the date (if not correctly displayed), the draw numbers, and the extra bonus numbers (if any). It's important to enter every number as 2 digits (03, not 3) separated by a space. Your entry will be accepted when you press "enter" after the last number and displayed in the draw list. If you had a "locked" bet list for this draw, then the small window will close and the center box will show the results (you would have to close the small data entry window yourself if the game was not locked).

If you are entering a list of draw numbers, remember to unlock the program first, otherwise results will be calculated for every entry.

You can select any draw, make changes, and again press "enter" for the program to accept the change and move on to the next draw. If you find a complete draw is missing, double-click its' position and press "INS". A space will be inserted in the list (between the selected position and the previous position) for you to enter the missing data. To delete a draw, double-click it and press "DEL".

I...Information

The information box is displayed when you first enter the program and describes the top toolbar options. Thereafter, it can be selected using 'I' and will contain game information if a game is loaded.

Once a game is loaded, the information box will show the displayed status and saved status. You can therefore check a displayed game with what is currently saved and decide whether to make a new save. The information includes draw size, number selections, bet selections and their past results (R indicates that the results are Real and T indicates Test results).

Game Databases

Selecting 'G' will display 4 choices relating to the game databases.

1 ... Delete USA Games

2 ... Delete INT Games

You can delete the USA and/or INT databases. These are used as a supply of games and are never updated. You would select games from them and use 'S' to save them to the SAVED database. The saved games are therefore the games you are following and updating, and you may no longer require the USA/INT lists. You can delete them if you wish.

3 ... Import USA/INT Games

You can contact Joe Taylor for the latest USA/INT games lists and use this selection to copy them into your program.

4 ... Import SAVED Games

When you update to a new version of Hilotto, you can use this selection to copy a saved game list from a previous version.

Erase Test List

Selecting 'E' will erase all entries in the test list except for the one currently selected.

C....Config

When you enter draw numbers, the date is displayed as "mm dd yy" by default. You can change this to "dd mm yy" and it will remain in effect for all games.

Bets and results are printed 3 per line by default. You can change this and it will remain in effect for all games. Note that if you set it too high for your printer/font, each line may get truncated.

H...Help

Selecting 'H' (Help) will display the list of contents which can be selected for relevant information. Otherwise, "F1" can be pressed at any time to display information on the last operation.

a....about

This is just basic program and author information.

Change Numbers

Hilotto provides 4 lists of methods for predicting numbers for the next draw and 3 lists of methods for combining them into bet lists.

To change the number predictions, select "Change Numbers" and the following options will be displayed :-

Num List

You can select 1 of 6 Num Lists. Each selection uses a different method to predict numbers. Select one and press "Continue" will list the predicted numbers in the left-hand box and use them in the right-hand bet list.

Num Size

There are several sizes to choose from, depending on the game being used. These selections determine how many numbers will appear in the left-hand box, and therefore how many numbers will be used in the bet list. In other words if you select "Num Size 20" and press "Continue", then the best 20 predicted numbers will be displayed in the left-hand box and used in the right-hand bet list.

Num Adj

You can select 1 of 4 number adjustments. They don't actually change the numbers, but rearrange them so that the bet list will contain the same numbers but in a different combination. Select one and press "Continue" to rearrange the numbers in the left-hand box, and hence the numbers in the right-hand bet list.

Draw Rng

Numbers are predicted by examining past draws and this selection allows you to select how many draws to examine. If you choose "Draw Rng 30" and press "Continue", numbers will be predicted from the last 30 draw results and Num Size will determine how many of them are displayed in the left-hand box and passed to the right-hand bet list.

Note that you can change any combination of the above 4 before pressing "Continue". The overall number (and bet) changes will be displayed.

As an example, assume "Change Numbers" was used to set up the following selections :-

Num List 01 Num Size 20 Num Adj 02 Draw Range 30

- 1 ... Num List 01 is the method used to predict the numbers for the next draw.
- 2 ... Num List 01 will use the last 30 draws (Draw Range 30) to perform its' calculations.
- 3 ... Num Size 20 will select 20 of the predicted numbers.
- 4 ... Num Adjust 02 is the method used in rearranging the 20 numbers.

Past Predictions

When these selections are run, the program will perform the calculations on the last 20 draws and count how many numbers were correctly predicted. These results are displayed in the left-hand graph. Position '1' in the graph is 20 draws in the past. If it contains a '6', then the program correctly predicted 6 numbers for this draw. Position '20' is the last entered draw.

if it contains a '5', then the program correctly predicted 5 numbers for this draw.

Next Prediction

The program then performs the same calculations for the next (still to be published) draw, and displays the predicted numbers in the left-hand box.

Resulting bet list

The predicted numbers are then passed over to the right-hand bet list where they are combined according to the selections in "Change Bets". This bet list can be used to fill out the lottery cards.

Change Bets

Hilotto provides 4 lists of methods for predicting numbers for the next draw and 3 lists of methods for combining them into bet lists.

To change the bet combinations, select "Change Bets" and the following options will be displayed :-

Bet List

There are 6 methods for combining numbers from the left-hand box into a bet list. Select one and press "Continue" and the right-hand bet list will contain the same numbers but in a different combination.

Bet Size

There are many bet sizes to choose from. If you select "Bet Size 50" and press "Continue", then the bet list will combine the left-hand numbers into 50 bets.

Bet Wid

You can change the width of each bet, i.e. how many numbers are in each bet. The minimum size depends on the game. If you select "Bet Wid 07" and press "Continue", then the bet list will combine the left-hand numbers into 50 bets (if Bet Size was set at 50) and each bet would contain 7 numbers.

Note that you can change any combination of the above 3 before pressing "Continue". The overall bet changes will be displayed.

As an example, assume "Change Bets" was used to set up the following selections :-

Bet List 01 Bet Size 50 Bet Wid 06

- 1 ... Bet List 01 is the method used to combine the left-hand numbers into a bet list for the next draw.
- 2 ... Bet Size 50 will combine the left hand numbers into 50 bets.
- 3 ... Bet Wid 06 will put 6 numbers in each bet.

Past Results

When these selections are run, the program will perform the calculations on the last 20 draws and remember the best prize that would have been won. These results are displayed in the right-hand graph. Position '1' in the graph is 20 draws in the past. If it contains a '4', then the program would have won

a 4-number prize for this draw. Position '20' is the last entered draw. If it contains a '5', then the program would have won a 5-number prize for this draw. These results are very important so they are added to the test result list where the best 10 are recorded. In other words, you can run number/bet selections many times and the ones with the best past wins are remembered. You would select one of those (by double-clicking) for the next draw.

Next Bet List

The program then performs the same calculations to create a bet list for the next (still to be published) draw, and displays this list in the right-hand box. If you were satisfied with the past bet results, then you would use this bet list to mark off your lottery tickets.

Run Auto

Auto is a very powerful feature that automatically runs through as many selections as you like, and displays the best. This is the ideal method to use before filling in your lottery tickets. It is very easy to use and the following examples will show you how it works.

Example:- Set Auto as follows and press "Run Auto".

```
Settings  Num List 01,  Num Size 10,12,  Num Adj 02,  Draw Rng 30,
          Bet List 02,  Bet Size 100,  Bet Wid 06,
2 Tested  N=01,10,02,30  B=02,100,06  N=01,12,02,30  B=02,100,06
```

Example:- Set Auto as follows and press "Run Auto".

```
Settings  Num List 01,02,  Num Size 10,12,  Num Adj 02,  Draw Rng 30
          Bet List 02,  Bet Size 100,  Bet Wid 06,
4 Tested  N=01,10,02,30  B=02,100,06  N=01,12,02,30  B=02,100,06
          N=02,10,02,30  B=02,100,06  N=02,12,02,30  B=02,100,06
```

These examples are kept short for illustration purposes and do not take advantage of Auto's true power. Normally you would set it up to find the best of a wide range of selections. The following example is a near maximum setup:-

Example:- Set Auto as follows and press "Run Auto".

```
Settings  Num List    01  02  03  04  05  06
          Num Size   select 4...6 sizes that you want to test.
          Num Adj    01  02  03  04
          Draw Rng   10 20 30 40 50 60 70 80
          Bet List   01  02  03  04  05  06
          Bet Size   enter the number of bets you want generated.
          Bet Wid    06
```

Tested Many, so you can press "ctrl-c" when bets are being processed if you want to abort (the current bet finishes before aborting).

Note that running Auto near maximum will take a long time to complete, but the top 10 will be the best of thousands. You can then use the top 9 results to find the most common selections for the game and use these in future auto runs.

It may be more practical to do a near maximum run in steps. You can do this with the above setup, but change one of the selections for single use. For example, you can change Draw Range to 30 only, run auto, and save the results. Then go back to auto, and set Draw Range to another single choice, and re-run without clearing the test list. The results from this run will update the results from the previous run, so you can then make another save. Repeat with other Draw range settings until satisfied. In other words, the near maximum run is being built up and saved in stages so you can shut down the program before completion and continue later.

Hilotto

[Introduction](#)

[Setup](#)

[Warranty/License](#)

[Registering](#)

[A Quick Tour](#)

Toolbar

[N...New Game](#)

[O...Open Game](#)

[S...Save Game](#)

[P...Print Game](#)

[L...Lock/Unlock Game](#)

[R...Results](#)

[T...Test](#)

[D...Draws](#)

[I...Information](#)

[G...Game Databases](#)

[E...Erase Test List](#)

[C...Config](#)

[H...Help](#)

[a...about](#)

Selections

[Change Numbers](#)

[Change Bets](#)

[Run Auto](#)

