Lolotto
Lottery Predictor
Version 1.1
Feb. 1997

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Introduction

Welcome to Lolotto, a program designed to improve the odds of winning
daily lottery games (Pick 2 (2d), Pick 3 (3d), Pick 4 (4d) ..... Pick 6 (6d).

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 Lolotto, 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 Lolotto 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 Lolotto on one screen. The number prediction system is
on the left side, the bet system on the right, and the past feedbackresults 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.

Lolotto 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. Lolotto version 1 contains 4 prediction
groups and 4 bet groups which are automatically tested just by selecting

them and observing past results.

The real power in Lolotto, 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 Lolotto 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 that 2 of the last 20 drawings would have won you a 3-number prize, then   you shouldn't be confident of winning a 3-number prize in the next draw. To improve your chances 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 "LolotoXX.zip"
(XX is a number such as 11) into a separate directory on your hard disk:
several files will be listed and selecting "Lolotto.exe" will run the program.

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

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Registering

Lolotto is an excellent way to play the daily 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).

Lolotto 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 20 bets, so select "Change Bets" and change "Bet Size 05" to "Bet Size 20". Now press "Run" and the program will show a list of 20 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 Lolotto 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 10   Draw Nums All   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 List 01 will use all numbers (Draw Nums All) in the past draws
          (30) to perform its' calculations.
4 ... Num Size 10 will select 10 of the predicted numbers (0 ... 9).

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 07, then there would be 7 numbers in the left-hand box, and these same 7
numbers would be in the bet list. If you now changed Num Size to 09 and pressed "Run", then 9 numbers
would appear in both the number and bet lists. Note that if Draw Nums All was changed to Draw Nums
Left 2, the calculations are now applied to the left 2 numbers in each past draw and bets are created for
this side of the draw. In other words, if your game allowed you to bet on the left 2 numbers (of say a 3-
number game), you could use this setting to generate the 2-number bets. We'll leave it at "Draw Nums All"
for this tour.

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 4 lists are available for
altering the generated bet list. Assume they are set up as follows :-

    Bet List 01   Bet Size 20   No Doubles (ND)   Test Mixed (MX)

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 20 will combine the left hand numbers into 20 bets.
3 ... The bet list will not contain duplicate numbers (No Doubles (ND)).
4 ... When testing the bet list, position of numbers in a bet is not important
          (Test Mixed (MX)). e.g. 312 and 123 will be treated as the same
          number.

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 20. You also have the choice of
creating bet lists with doubles, without doubles, or all doubles. If Test Mixed (MX) was changed to Test
Exact (EX), the position of numbers in a bet is now important. This is the normal setting.

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 '3', then the current selections from "Change Numbers" correctly predicted 3 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 (if you were playing
a 4-number game). 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 auto-
matically, 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 refered 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 you must press "enter" for the program to accept your numbers ("Finished" only 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 It contains every manual selection 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,   Draw Nums All,   Draw Rng 30
Bet Selections
        Bet List 02,   Bet Size 030,   No Doubles   Test Mixed

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 or 5 sizes that you want to test.
                   Draw Nums   All
                   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.
                   No Doubles

Test Exact

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' size.

example   NameOfGame   4

When you press "Create", a new game called "NameOfGame" will be set up to accept a 4-number draw,
and each number can be 0 ... 9. 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. 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. Only the name of the game can be changed. The new name will be
accepted 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 <u>deleted</u> 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 game databases in Lolotto. The USA and INT databases are used as a supply of games and are never updated. You initially select your game or 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 (or keep them for future use).

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 <u>bet list</u>, 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 <u>result list</u>.

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 <u>unlocked</u>).

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 <u>Change Numbers</u> 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 <u>Change Bets</u> 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=01,10,Al,30   B=05,050,ND,EX

where N= Num List 01,   Num Size 10,   Draw Nums All,   Draw Rng 30
and   B= Bet List 05,   Bet Size 050,   No Doubles (ND),   Test Exact (EX)

           next line   03 05 10

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 <u>real results</u> 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), and the draw numbers. 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 <u>results</u> (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
> the import selection to copy them into your program.

4 ... Import SAVED Games
> When you update to a new version of Lolotto, you can use the import
> 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 5 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 relevent information. Otherwise, "F1" can be pressed at any time to display information on the last operation.

a....about

This is just basic information about the program and author.

Change Numbers

Lolotto provides 4 lists of methods for predicting numbers for the next draw
and 4 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 "Run" will list the predicted numbers
        in the left-hand box and use them in the right-hand bet list.
Num Size
    The only numbers used in daily (low-prize) lottery systems   are 0 ... 9.
        Num List arranges them in probability order and Num Size determines
        how many will appear in the left-hand box. These are the numbers used
        in the bet list. In other words if you select "Num Size 08" and press
        "Run", all 10 possible numbers will be calculated in probability order
        but only the first 8 will be displayed in the left-hand box and used in the
        right-hand bet list.
Draw Nums All, Left 2, etc.
    The Num List method will use all numbers in the past draws to perform
        its' calculations if Draw Nums All is selected; only the first 2 numbers if
        Left 2 is selected, etc. The width of the bet list will change accordingly
        so, for example, Left 2 will create 2-number bets and is therefore used to
        bet on the left 2 digits of say a 3-digit game.
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 "Run", 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
"Run". 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 10   Draw Nums All   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 List 01 will use all numbers (Draw Nums All) in the past draws
            (30) to perform its' calculations.
4 ... Num Size 10 will select 10 of the predicted numbers (0 ... 9).

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 '3', then the program
correctly
predicted 3 numbers for this draw. Position '20' is the last entered draw.

if it contains a '2', then the program correctly predicted 2 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

Lolotto provides 4 lists of methods for predicting numbers for the next draw
and 4 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 "Run" 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 "Run", then the bet list will combine the left-hand numbers into 50
      bets.
No Doubles
      The bet list will be created with no duplicate numbers in any bet.
With Doubles
      The bet list will contain a mixture of bets with and without doubles.
All Doubles
      The bet list will be created with duplicate numbers in every   bet.
Test Mixed
      When the bet list is tested against past draws, the position of numbers is
       not important (123 is the same as 321). This setting will therefore affect
       the right-graph results. It is also applied when next draw results are
       calculated.
Test Exact
       This is the normal setting. The positions of numbers in a bet are
        important so that 123 is only regarded as a 3-number win if a draw
        contains 123. If a draw contains 132, then this is a 1-number result.

Note that you can change any combination of the above 4 before pressing
"Run". 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 10   No Doubles (ND)   Test Mixed (MX)

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 10 will combine the left hand numbers into 10 bets.
3 ... The bet list will not contain duplicate numbers (No Doubles (ND)).
4 ... When testing the bet list, position of numbers in a bet is not important
         (Test Mixed (MX)). e.g. 312 and 123 will be treated as the same
          number.

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 had
4 numbers correct in a bet for this draw. Position '20' is the last entered draw. If it contains a '3', then the

program would have had 3 numbers correct in a bet 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 :-

Num Selections
    Num List 01,   Num Size 10,12,   Draw Nums All,   Draw Rng 30
Bet Selections
    Bet List 02,   Bet Size 030,   No Doubles   Test Mixed

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.
                Draw Nums   All
                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.
                No Doubles
                Test Exact

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.

Lolotto

Toolbar

Selections