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
different methods, compare them, and use the best. This is not only the
best way to play lottery, it's also the easiest. 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. That's all there is to it. Powerful
prediction/bet lists created automatically with a simple click of the mouse.

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 6 prediction
methods and 6 bet methods 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 do improve the odds. You'll stand a better chance of winning the first prize while cashing in on more smaller prizes. The great advantage to using Hilotto is that you can set it up to suit your finances, and the auto-matic feedback will give you a good idea of what you can expect to win. You can also set it up for higher wins than this and stay within your budget by playing every second draw, etc. The ultimate would be to go after the first prize and only play when the time is right.

It is extremely difficult to win a major prize in a lottery game but with Hilotto you try hundreds of systems and use the best. You can't do better than this.

Setup

Run 'Setup.exe'. If 'Setup.exe' is not found, then unzip 'HilotoXX.zip' (XX is a number such as 10) 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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Distribution - registered

Not for distribution in any form.

Registering

Hilotto is an excellent way to play high-prize 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... You register by selecting <u>'F' (forms)</u> from within the program, and use Form 1 to select a method of payment.

2 ... You will receive a code to enter into your program. This will re-activate the draw entry and the program will be registered in your name (as specified in the order).

3 ... You will also receive the latest USA and INTernational games on a 3.5" disk (these are actual results but they are not guaranteed 100% because of the possibility of human error).

4 ... You will also receive a discount certificate for "Best of ... " shareware CD-ROM (if you are on the internet, you can get more information and other goodies at http://www.bestzips.com).

5 ... You will also receive the shareware version of Lolotto, a program designed for the low prize lottery (Pick3, (3d), Pick4 (4d), etc.) It uses the same format as Lolotto, so the learning curve will be negligible.

If you have an Email address, don't forget to include it when registering. I will use it to send your registration code (2 above).

A Quick Tour

The basic operation of the program can be summarized as follows :-

Left Side Of Display: Use Num List / Num Size to select a group of
                                        numbers to bet with on the next draw. Try various
                                        selections.
Right Side Of Display: Use Bet List / Bet Size to combine these numbers
                                        into a bet list of your choice. Try various selections.
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 you first start the program, the center box contains instructions for
loading a game. You've never run the program before, so you'll want to
load a game from the USA or INTernational lists supplied. Select 'O'
(Open) then 'lottousa.lst' or 'lottoint.lst' and a game list will be displayed
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. This bet list
can now be printed (using 'P') and used to fill out your lottery tickets (the
next draw date is shown at the bottom).

However, when a USA or INTernational game is first loaded, the game is
set up for 'Num List 01', 'Num Size 10', 'Bet List 01', and 'Bet Size 10'.
It's unlikely that these settings are the best so we'll play around with them to
try and find the optimum selections.

How do you know if one bet list is better than another? First of all, the
graph on the left side will show the quality of the Num List and
Num Size selections (higher values are good). Secondly, the graph
on the right side will show the quality of the Bet List and Bet Size
selections (high values are good). Finally, the centre box will keep a
list of the 10 best selections, along with their bet graph results. This is very
handy because graph results can be compared and the best redisplayed
by double-clicking it.

For this quick tour, we'll assume that you're looking for the best 10 bets
to put on your lottery cards. In this case you would set Bet Size to 10,
and try out different values of Num List, Num Size, and Bet List. The
loaded game is already set up for this so we'll start off with these settings.

We'll start off by varying the Num Size, i.e. we'll change how many numbers
are to be used in the bet list. It is initially set to 'Num Size 10', so click in
this box and select 'Num Size 12'. This will select 12 prediction numbers
and pass them over to the bet list. The left side will now show the 12
numbers and the graph below it will show a big improvement. The right
side will display the new bet list and the graph below it might also show
an improvement. The center box will also be updated to show the new
selection with a summary of the bet graph results (past winnings). Repeat

this process using 'Num Size 14', 'Num Size 16', etc. and you'll end up
with a list of the 10 best selections, with the most likely choice at the top
and the least likely at the bottom.

Now click 'Num List 01' and select 'Num List 02'. A different system is
now used in predicting the numbers for the next draw. You can now
repeat the above procedure for 'Num Size10', 'Num Size 12', etc, to
update the center box with the new results. When you're finished, try
'Num List 03', 'Num List 04', etc.

We've now tried a good selection of prediction methods and the best
selections are displayed in the center box. The predicted numbers were
all combined into 10 bets using 'Bet List 01'. If you now click 'Bet List 01'
and select 'Bet List 02', a new method is used in combining numbers into
bets. In other words, you can repeat everything done so far and the center
box will again be updated with the new results. Try 'Bet List 03', 'Bet List
04', etc. and you'll end up with the best possible selections displayed in
the center box.

We'll now examine the center box ('T': Test Results). The best 10 selections
are recorded here as a 2-line summary. The top line of the pair contains
the Num List / Num Size and Bet List / Bet Size selections and the next
line contains the resulting bet graph scores (actual past winnings). e.g. if
the top line of a pair contains 'N=02,20   B=04,010', then 'Num List 02'
had been selected with 'Num Size 20', and 'Bet List 04' had been selected
with 'Bet Size 010'. The line below it will show what these selections would
have won in the last 20 draws. If it shows '00 04 05 10 01 00' then, from
left to right, 1-number prize = 00, 2-number prize = 04, 3-number prize =
05, 4-number prize = 10, 5-number prize = 01, and 6-number prize = 00.
In other words, you would have won a 5-number prize in one of the draws,
a 4-number prize in ten of the draws, a 3-number prize in five of the draws,
etc. You can examine this list and double-click the top line of a pair to have
it re-displayed.

If you're satisfied with the displayed game then you would press 'L' to
lock it, press 'S' to save it and press 'P' to print out the bet list.
You could now use the printout to mark your lottery tickets, purchase them,
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 so start the program and
use "O" to load your game (from 'Hilotto.gme' in the same directory as
your program). 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 and bonus numbers (if any). Make sure you enter the numbers as
2 digits (07 not 7) separated by a space. They will be accepted when you
press 'enter' from inside the bonus box, and the data entry window will
close to display the results (you would have to close the window yourself
if the game wasn't locked).

The center box ('R': <u>Real Results</u>) will now show the results as a list of winning prizes. You can double-click on a line to see the actual winning bets. For example, '4 numbers = 07' means that there are 7 bets containing a 4- number prize, and if you double-click this line, the 7 bets will be displayed. 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 results will be cleared and a new bet generated for the next draw.

The basic operation of the program is now complete, but you can expand on it using <u>Num Adjust</u> and <u>Bet Width</u>.

Selecting 'Bet Width' allows you to change the size of each bet in the bet list. The default settings for a 5-number game is 5-number bets, a 6-number game is 6-number bets, and a 7-number game is 7-number bets.   If you increase these sizes you will improve your chances of winning, but it will be more costly.

Selecting 'Num Adjust' will allow you to adjust the Num List that is passed over to the Bet List. There are four to choose from and will be different for every registered user of Hilotto.

This quick tour has assumed you want to find the best 10 bets but you can change this by clicking 'Bet Size 10' and selecting a different Bet Size.

Having said all that, there is a much easier way to use Hilotto. If you select 'A' (<u>Auto</u>), you can set up the program to automatically run through as many selections as you like, and it will display the best. This is very powerful.

Example:-   Select 'A', enter the following settings and press 'Ok'.

Settings	Num List	01,	Num Size	10	12,	Bet List	02,	Bet Size	100
Tested	N=01,10		B=02,100			N=01,12		B=02,100	

Example:-   Select 'A', enter the following settings and press 'Ok'.

Settings	Num List 01	02	Num Size 10	12,	Bet List	02,	Bet Size 100
Tested	N=01,10		B=02,100		N=01,12	B=02,100	
	N=02,10		B=02,100		N=02,12	B=02,100	

These examples are 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 typical setup:-

Example:-   Set 'Pred Adjust' and 'Bet Width' as you wish, select 'A', enter the following settings and press 'Ok'.

Settings	Num List	01 02 03 04 05 06
	Num Size	select 4...6 sizes that you want to test.

Bet List   01 02 03 04 05 06
Bet Size   enter the number of bets you want generated.

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

'Auto' is very easy and very powerful, and should be used before every
draw.

N....New Game

If you want to use a game not listed in "lottousa.lst" or "lottoint.lst", then
you can set it up using "N" (New Game). You will be asked to enter a
name for your game, and its' sizes.

example   NameOfGame   6 from 42   0

When you press "Ok", 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, saved,
and then displayed for you to enter your own list of draw numbers (when
you select 'D' (Draws)). The reason for initializing the game is to
allow it to run while you're entering data. You will have to enter at least 50
real draw results before the random numbers are ignored (the date of all
random draw entries is set to 1955).

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.

To load a game, first select 'O' (Open) to display the Open File Window. You can then select 1 of 3 files. When you first start using the program, you will open 'lottousa.lst' or 'lottoint.lst'. If you have been using the program and saving the game, then you will use 'Hilotto.gme'. Your chosen file will then be displayed in the center box as a list of games. Find the game you are interested in and select it (this is where the warning message will be displayed if necessary). The program will then display the new game as it was last saved.

S....Save Game

You can save a displayed game at any time and the same values will be re-loaded into the program when you use 'O' (Open).

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' (<u>Test Results</u>). 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 <u>lock</u> 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 changing Num List / Num Size or Bet List / Bet Size) 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 Num List and Num Size selections to predict numbers for the next draw and displays them in the top left box. These numbers are then used in the selected Bet List 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 selection of Num List / Num Size and Bet List / Bet Size (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 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:

    N=01,20   B= 05,070   Num List 01,   Num Size 20,
                                            Bet List 05,   Bet Size 070
       03 05 10 02 00   3 draws have 1 number correct,
                                       5 have 2 correct, etc.

The top line shows the selections, and the bottom line the result. 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 selection 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' in the bonus box (even if your game doesn't have bonus numbers) 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.

I....Information

The information box is displayed when you first enter the program and contains instructions for loading a game. Thereafter, it can be selected using 'I'.

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, current selections and their results (where R = Real results and T = Test results).

The information box also describes the toolbar selections.

A....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:-   Select 'A', enter the following settings and press 'Ok'.

Settings   Num List 01,   Num Size 10 12,   Bet List 02,   Bet Size   100
Tested   N=01,10   B=02,100   N=01,12   B=02,100

Example:-   Select 'A', enter the following settings and press 'Ok'.

Settings   Num List 01   02   Num Size 10 12,   Bet List 02,   Bet Size 100
Tested   N=01,10   B=02,100   N=01,12   B=02,100
                 N=02,10   B=02,100   N=02,12   B=02,100

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 typical setup:-

Example:-   Set 'Pred Adjust' and 'Bet Width' as you wish, select 'A',
                  enter the following settings and press 'Ok'.

Settings   Num List   01 02 03 04 05 06
                      Num Size   select 4...6 sizes that you want to test.
                      Bet List   01 02 03 04 05 06
                      Bet Size   enter the number of bets you want generated.

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

'Auto' is very easy and very powerful, and should be used before every
draw.

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.

F....Forms

Form 1 .... How to order (register)

This form provides contact numbers and addresses for registering your program.

For your convenience I have contracted another company, NorthStar Solutions, to process any orders you may wish to place. You can order by phone, fax, internet, E-mail and ordinary mail. Please provide (or be prepared to provide) the following information when ordering :-
     * The program you are registering (Hilotto 1.0).
     * Your mailing address.
     * Your Visa, Mastercard, or Discover number and its expiration date
       (if using credit cards).
     * Your E-mail address (You will receive your registration code much
       quicker if you have an E-mail address. It will also be used for quick
       confirmation of your order, future upgrade information, etc.).
Please note that NorthStar Solutions are for ORDERS only. ALL questions must be directed to Joe Taylor via E-mail or regular mail (you can use Form 4).

You can also register directly with Joe Taylor, but only money orders and cash are acceptable (by regular mail).

When you register, you will receive :-

1. A code to enter into your program. This will re-activate the draw entry and register the program in your name.
2. The latest updates for USA and INTernational high-prize lottery games.
3. A discount certificate for "Best of ... " shareware CD-ROM (for more information and other goodies, go to www.bestzips.com).
4. The shareware version of Lolotto 1.0, a full-featured prediction program for low-prize lotteries (Pick3 (3d), Pick4 (4d), etc.).

Form 2 .... Ordering by mail from NorthStar Solutions

You can use this form to register by mail via NorthStar Solutions (payable to "NorthStar Solutions").

Form 3 .... Ordering by mail from Joe Taylor

You can use this form to register by mail via Joe Taylor (payable to "Joe Taylor").

Form 3 .... Feedback Form

I genuinely believe that Hilotto is the only way to play the lottery; let me know what you think. You can use this form to send in comments, suggestions, details of major prize wins, where to find draw histories for games, etc.

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.

Num List

The list of numbers displayed in the top left box is changed by Num List and Num Size and passed to the bet list in the top right box. You copy the resulting bet list onto your lottery tickets.

Numbers are predicted for the next draw by your choice of Num List, and Num Size will select a group of them to use in the bet list. For example, if your game has 49 numbers and you select Num List1, the program will use the Num List1 method to generate a full list of 49 numbers. The numbers at the beginning of this list will stand a better chance of being picked in the next draw than the numbers at the end. If Num Size is set to 28, then only the first 28 numbers in the list will be displayed and passed on to the bet list.

Your selection of Num List and Num Size are also applied to the last 20 draws to check their effectiveness, and the results are shown in the graph below the   number list. For example, if position '1' in the graph shows a count of 6, this means that if you had went back 20 draws into the past and used the same Num List and Num Size, then 6 of the predicted numbers would have appeared in the next draw. Similarly, if the graph shows a score of '5' at position 20, this selection would have predicted 5 correct numbers for the current draw.

The num graph will improve as you increase Num Size, but remember that this also means that more numbers are being passed on to the bet list making it more difficult to combine them into winning bets. In any case, the final analysis will be determined by the bet graph on the right side which will never be better than the left graph (the left graph refers to numbers in the bet list, whereas the right graph refers to numbers in one bet).

Num Size

'Num Size' determines how many numbers are passed over to the bet list. A large set of numbers would create many possible combinations, and a small set would create few. The best size is somewhere in between, and will be evident in the center box (Test Results) when different sizes are selected.

A full range of numbers are predicted for the next draw according to the 'Num List' selection. The strongest number is at the beginning, and the weakest at the end. If 'Num Size' were set to 20, then the first 20 numbers in this list would be displayed in the left box and passed over to the bet list.

Num Adjust

'Num Adjust' can be used to personalise your program. It adjusts the
displayed numbers so that the bet list will contain the same numbers
in the same format, but with different combinations. The 4 selections are
different for every registered user.

The bet lists generated by Hilotto are based on a minimum win design and
changing 'Num Adjust' maintains this design using different combinations
for each user. It will affect the results, so try all 4 selections to find the best.

When you change Num Adjust, you will be informed that the center TestResults will be cleared, so save
the game first if necessary.

Bet List

The list of numbers in the top left box are passed over to the right side where they are combined into a list of bets to be entered onto your lottery tickets. You can create various bet lists according to the Bet List / Bet Size selections.

Your Num List and Num Size selections will determine which numbers are passed to the bet list, and your Bet List / Bet Size selection will determine how they are combined.

The left graph will show the quality of the numbers being used and the right graph will show the quality of the bet list being used (the right graph can never be better than the left).

Your number and bet choices are both important, but the final analysis is determined by the bet graph. It contains the best winning bets for each of the last 20 draws using the current selections in Num List / Num Size and Bet List / Bet Size. These are actual wins, meaning that if you went back into the past and used the current settings, the graph shows the best bet you would have won, e.g. if position '1' contains a count of 4, then 20 draws in the past you would have won one or more 4-number bets if you had used the current selections of Num List / Num Size and Bet List / Bet Size. Similarly, if position '20' contains a 5, then you would have won one or more 5-number prizes if you had used the same selections to bet on the current (last) draw.

The bet graph is a very accurate indicator of your current selections so the program keeps a record of the 10 best and lists them in the test result list ('T'). You can run a number of different selections, view the results, and double-click the best to redisplay it.

You can significantly increase your chances of winning by playing with larger bet widths but it will be more expensive.

Bet Size

The 'Bet Size' selection allows you to select the number of bets you want created and will be determined partly by your finances.

You will know how much money you are willing to spend on the lottery so the normal operation of the program would be to set the 'Bet Size' (and Bet Wid) accordingly, and experiment with the other selections. The Test Results will give you an idea of what you can win with this size of bet list.

Bet Width

All games are initially set to create bet lists with widths to match the numbers drawn for that game. e.g. if you use a 6 out of 42 game with 1 bonus number, the bet width will be set to 6. However, you can significantly increase your chances of winning by playing with larger bet widths (it will also cost more since you'll mark more numbers on each lottery card panel).

To change the bet width of your game, select the Bet Width list box and choose a new value. A new bet list will automatically be created and you can continue using the program as normal. You will definitely see improved results if the bet width is larger than before.

Note that the center Test Results will be cleared if the bet width is changed, so save the game first if necessary.

Hilotto

Toolbar

List Boxes