Lottery Cracker!

Click on a Lottery Cracker! menu to find out more about it...

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Help

This help file has a similar structure to the menu system of the program. To find out what a particular menu does, click on it in the list above. Then select the option you are interested in.

Last minute changes to the program
Since the manual was written, some changes have been made to the wheeling options on the Predictions menu. Click on Predictions above, then either Wheeling: 7 - 15 or Wheeling 15 - 48 to find out more.

Lottery Cracker!

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Open lottery draws database

Loads the database of lottery draws containing all the previous draw results into memory. This is done automatically when you first run the program, but you might need to do it again if, say, you've edited the draws in memory with the *Database, Show all lottery draws* menu option and want to restore the original data.

Note: For the program to accurately predict lottery wins all the lottery draws need to be in the database. By the time you receive this program, some draws will be missing. Register Lottery Cracker! to receive an up-to -date lottery draws data file - CRACKER.DAT.

Open Notepad

Load the Windows Notepad accessory. You can use it to make notes about particular draws, such as the prizes allocated, how many winners there were, how much you won and which prediction method you used.

The text file NOTES.TXT is automatically loaded, and you must save any changes in the normal manner (*File, Save lottery draws database*) before you quit Notepad.

Save lottery draws database

Writes the lottery draws held in memory to disk as CRACKER.DAT. You must use this menu option each week after entering the latest results, or after editing the ones in memory. The draws entered are not saved to disk automatically so if you make a mess of things you can reload the original draws data file.

Delete my lottery entries

This deletes the file called DRAWS.DAT. These aren't the real lottery draws, but are your own lottery entries which are saved by clicking on the *Store* button displayed on the forms when you use the various prediction methods, such as *Full selection*, or entered by selecting the *Store my lottery entries* option on the *Databases* menu.

(If you have a lot of lottery entries, such as in a syndicate, they can be saved to disk - in the DRAWS.DAT file - so the program can automatically check them for you and report on any winnings.

Backup lottery draws to A:

This copies the lottery draws database held in CRACKER.DAT to a floppy disk in drive A:. Make sure there is a floppy disk in the drive before you select this option. It must be formatted, have about 50k of free space and not be write protected. It is best to backup the data file occasionally in case of a serious hard disk error.

Restore lottery draws from A:

Copies the lottery draws database held in CRACKER.DAT from a floppy disk in drive A: to the Lottery Cracker! directory. Use this if you have backed up the data to floppy and have messed up the file on your hard disk.

No check is made to see which is the latest version, so take care with this option as you could overwrite a perfectly good file with an out of date one on floppy.

Exit

Quits this program. Note that the lottery draws database stored in memory is not automatically written to disk. If you have added new draws or edited the ones in memory, then select *File, Save Lottery draws database* before quitting.

Show all lottery draws

Displays all the lottery draws results in the database. Use the scroll bar to move up and down through the draws. The total number of draws in the database is displayed in the bottom left-hand corner. Click on the *Print* button to output the information on the printer.

To change a number, click on it, then type the new number in the edit box at the top of the form. Press Return to enter it. Note that changes are made to the data in memory and are not automatically written to disk. If Lottery Cracker! thinks you have changed the data you will be prompted to save the new information. However, you can select *File, Save lottery draws database* instead.

Add the latest draw result

Enables you to add new lottery draw results to the database. Some basic checking is performed to make sure the numbers entered are in the range 1-49, but it's really up to you to ensure that the information is correct. Click on *Abort* if you change your mind and don't want to enter the numbers, or click on *Add it...* to enter the result.

Note that the new draw result is stored in memory and you'll be prompted to save the updated database to disk. If you choose not to save at this point, you can perform analysis and predictions including the new result, but it isn't saved to disk until you choose *File, Save lottery draws database*.

Store my lottery entries

This form enables you to type in your lottery entries. Enter your numbers one by one in the edit box at the top and press Return after each one. To change a number that has already been entered, point and click on it. Change it in the edit box and then press Return.

Click on the *Store* button to save them to disk (as DRAWS.DAT). The *Print* button prints out the numbers in the grid and the *Clear* button clears it so you can enter some fresh numbers.

By storing your lottery entries in this way you can get the program to check them and report how much you have won using the *Check my lottery entries* option on the *Databases* menu.

Show my lottery entries

This form will display your lottery entries. These are numbers that have been saved by clicking on the *Store* button on the prediction forms, or by using the *Draws, Store my lottery entries* menu option. If you are in a syndicate and have a lot of entries you might need this option to check your numbers.

Print out all your lottery entries by clicking on the *Print* button. To change a number, click on it, then type a new number in the edit box at the top of the form. Press Return to enter it. Note that changes are made immediately to the data in memory and are automatically written to disk (as DRAWS.DAT) when you click on the *Close* button. You don't need to save it.

Check my lottery entries

This form has two functions:

Function 1. Enter the latest lottery draw result in the boxes at the top of the form (press Return after each number). Then click on the *Check Result* button to check all your lottery entries (stored in the DRAWS.DAT file created when you click on the *Store* button on the prediction forms). You'll be told how many 3s, 4s, 5s, 5+bonus and jackpots you have won, your estimated winnings, total stake and profit or loss. The program assumes prizes of £2m, £100,000, £1,500, £65 and £10, but these will, of course, depend on the size of the prize fund and how many other winners share the prizes with you.

Function 2. Don't enter anything into the edit boxes at the top of the form, just click on the *Check History* button. This "what if.." variation assumes that you have played your lottery entries (stored in the DRAWS.DAT file created when you click on the *Store* button on the prediction forms) every week since the lottery started. The idea is that you can play "What if..." For instance, select *Predictions, Full selection* and click on the *Store* button, then *More, Store, More, Store* and so on, storing 10 forms full of numbers - 80 in total. Now go to *Databases, Check my lottery entries* and click the *Check History* button. It will check those 80 draws against all the lottery results so far, assuming you had spent £80 each week and had kept the numbers the same. You'll be told how many 3s, 4s, 5s, 5+bonus and jackpots you would have won, what your estimated winnings would have been, total stake and profit or loss.

Wouldn't you like to know if you would have won the jackpot had you spent £1,000 a week since the lottery started? This menu option will tell you! Note that you can't use this technique with *Predictions, Most/Least common numbers/colours* - only the random methods and your own personal selections.

Number frequency

This will display charts showing either the most common or the least common numbers - depending on the button you click at the foot of the form. You can choose to analyse either just the six draw numbers or six plus bonus number by clicking on the *6 balls* or *6+bonus* buttons.

When showing the most common numbers, the higher the bar, the more often the number has occurred. The y-axis shows how often each number has occurred and the x-axis lists the numbers 1 to 49. The *Least common* button inverts the chart so that the numbers which have occurred least often then have the tallest bars. The scale on the y-axis should be ignored in this mode.

The *2D bar chart* and *3D bar chart* display the data in different ways - much as you would expect. The *Print* button prints the form.

This analysis method also checks each draw against all others to see how often numbers are repeated. In other words, if a particular combination of numbers has come up in a draw, will it ever come up again exactly the same? And it will tell you how often the numbers in one week's draw are repeated in the following week.

If your lottery strategy is to go for either the least or most common numbers, it's easy to see here which ones to pick.

Adjacent numbers

A lot of lottery draw results contain numbers which are next to - or adjacent to - each other. This graph shows how often adjacent numbers occur, such as 3 and 4, or 38 and 39, and so on. The 3/4 would be represented by a bar at 3, and 38/39 would be represented by a bar at 38 - that is, the bar is drawn for the first number of the pair, not both of them.

You are told the percentage of draws containing adjacent numbers and how many weeks it is since there was a draw with a pair of adjacent numbers.

You can choose to analyse just the six draw numbers or to include the bonus number as well using the *6 Balls* and *6+Bonus* buttons. The *2D bar chart* and *3D bar chart* buttons display the data in different ways - much as you would expect. The *Print* button ouputs the form on the printer.

Your lottery entries should include a similar percentage of adjacent numbers.

Odd : Even numbers

Shows how often odd and even numbers occur. The top chart shows the total number of odd and even numbers. The graph in the middle shows the number of even (bottom part of the bar) and odd (top part of the bar) numbers for the last year.

The bottom chart shows the ratio of odd numbers to even numbers - which can be 0:6 (no odd numbers and six even numbers), to 6:0 (six odd numbers and no even numbers). These two extremes are quite rare and during the first six months of the lottery the most commonly occurring ratio was 3:3.

You can choose to analyse either six balls or the six plus bonus ball by clicking on the *6 Balls* or *6+Bonus* buttons. The *2D bar chart* and *3D bar chart* buttons display the data in different ways - much as you would expect. The *Print* button prints the charts.

High : Low + Sums

The top graph shows the sums (add all six draw numbers to get the sum) of the numbers for the past year and works out what the average is. The middle graph shows how the ratio of (numbers over 25) : (numbers under 25) varies from week to week. The bottom graph plots the number of times each ratio has occurred. For the first six months of the lottery the most commonly occuring ratio was three numbers below 25 and three above.

You can choose to analyse either six balls or the six plus bonus ball by clicking on the *6 Balls* or *6+Bonus* buttons. The *2D bar chart* and *3D bar chart* buttons display the data in different ways - much as you would expect. The *Print* button prints the form.

When picking your lottery numbers aim for a similar sum to the average value, and a choose the most commonly occurring ratio of numbers below 25 to numbers above 25.

Range of numbers

The range of a particular lottery draw is the largest number minus the smallest number. So if 3, 10, 13, 21, 33, 40 came out of the lottery machine, the range would be 40-3=37. The range for each week for the past year is displayed so that you can spot any trends and the average value is calculated.

The middle chart shows how much each draw varies from the average by calculating the value of ABS(Average-Range). The bottom graph plots how often each range has occurred.

You can choose to analyse either six balls or the six plus bonus ball by clicking on the *6 Balls* or *6+Bonus* buttons. The *2D bar chart* and *3D bar chart* buttons display the data in different ways - much as you would expect. The *Print* button prints the graph.

Your lottery strategy should be to choose a range of numbers similar to the average value.

Individual numbers

The top chart shows the value of ball 1 (defined as the lowest number in a lottery draw result) for the past 12 months, and calculates the average value. The middle chart shows the percentage of draws falling in a range. For instance, the first bar shows the percentage of draws that are within +/-1 of the average value. The second bar is the percentage of draws +/-2 of the average value. And so on. The bottom chart shows how close to the average each of the draws over the past year have been - the shorter the bar the closer it is to the average.

You can click on any of the buttons labelled Ball 1 to Ball 6 to analyse individual balls. The order in which the numbers come out of the machine isn't important.

The *2D bar chart* and *3D bar chart* buttons display the data in different ways - much as you would expect. The *Print* button prints the graph.

Your lottery strategy might be to choose numbers that are close the the average value for each ball - most draws do have some numbers which are close to the average. There is a prediction method on the *Predictions* menu that picks numbers close to the average values for each ball.

Colour frequency

The lottery balls are colour coded: White (1-9), blue (10-19), red/pink (2-29), green (30-39) and yellow (40-49). Colour frequency shows the colours occurring most frequently - the bigger the bar the more often the colour occurs - or least frequently - the bigger the bar the less frequently it has occurred - depending on the button clicked.

You can choose to analyse either six balls or the six plus bonus ball by clicking on the *6 Balls* or *6+Bonus* buttons. The *2D bar chart* and *3D bar chart* buttons display the data in different ways - much as you would expect. The *Print* button prints the chart.

If your lottery strategy is to go for either the most or least common colours, it's easy to see here which ones to pick - the range of numbers with the tallest bar. There are two prediction methods on the *Predictions* menu that do just this for you.

Most common numbers

The numbers 1 to 49 are sorted according to how often they have occurred with the most common first, and then placed in the grid. The *2* button means that two numbers from the first line are put into the second and four new numbers added. Two from the second go into the third line and so on. The *3* button means that three numbers from each line are repeated in the next line. The *4* and *5* buttons work in a similar manner repeating four and five numbers respectively. This is similar to wheeling and will return the highest winnings should the most common numbers come up in the lottery draw.

The last two columns show the range and sum for each entry. You can visually check that they are close to the average values (as shown on the *Analysis* menu) before accepting the numbers. The *Print* button prints the lottery entries and *Store* will write them to disk (in DRAWS.DAT). This latter option will enable you to check if you have won using *Databases, Check my lottery entries*.

Perhaps the lottery machine isn't as random as it should be and some numbers may come up more than they ought to. This method will focus on these numbers.

Most common random

This method is very similar to **Most common numbers**, except that whereas the latter method chooses the absolute most common numbers in perfect order, this method adds a slight random variation to the numbers picked. Although it is possible for the numbers to come out of the lottery machine in perfect most common order, usually there is an unpredictable random element - which this method tries to mimic.

After sorting the numbers into order with the most common first, random selections are taken from the first 10, 20 or 30 of these, depending on the button selected. The last two columns of the grid show the range and sum for each entry. You can visually check that they are close to the averages (shown on the *Analysis* menu) before accepting the numbers. You can store these entries by clicking on the *Store* button or print them out with the *Print* button. The *6 Balls* and *6+Bonus* buttons force the prediction method to either exclude or include the bonus ball in its calculations.

There are a list of options which place restrictions on the lottery entries generated. For instance, you could force all entries to have an odd:even numbers ratio of 2:4, 3:3 or 4:2 - the most commonly occurring ratios in the first six months of the lottery. After analysing the past draws using the graphs and charts on the *Analysis* menu, click on the options (any, none or all) and then on the *10, 20* or *30* buttons.

Note that Lottery Cracker! will try up to 100 times to find lines which match these options. If all the options are checked it may take a couple of minutes to finish. Sometimes it may even fail. If it does, try it again. However, some combinations of options may not be possible.

Least common numbers

Chooses the least commonly occurring numbers for its prediction by sorting the numbers 1 to 49 into order with the least often occuring number first. The *2* button means that two numbers from the first line are put into the second and four new numbers added. Two from the second go into the third line and so on. The *3* button means that three numbers from each line are repeated in the next line. The *4* and *5* buttons work in a similar manner repeating four and five numbers respectively. This is similar to wheeling and will return the highest winnings should the lottery draw result contain the least common numbers.

The last two columns of the grid show the range and sum for each entry. You can visually check that they are close to the averages (shown on the *Analysis* menu) before accepting the numbers. The *Print* button prints the lottery entries and *Store* will write them to disk (in DRAWS.DAT). This latter option will enable you to check if you have won using *Databases, Check my lottery entries*.

If the lottery machines are truely random, then over a long period of time every number should come up just as often as every other number. Toss a coin 100 times and you should get somewhere near 50 heads and 50 tails. So, perhaps numbers which haven't come up yet are more likely to do so soon - working towards an average. Your lottery strategy might be to pick these numbers.

Least common random

This method is very similar to **Least common numbers**, except that whereas the latter method chooses the absolute least common numbers in perfect order, this method adds a slight random variation to the numbers picked. Although it is possible for the numbers to come out of the lottery machine in perfect least common order, usually there is an unpredictable random element - which this method tries to mimic.

After sorting the numbers into order with the least common first, random selections are taken from the first 10, 20 or 30 of these, depending on the button selected. The last two columns of the grid show the range and sum for each entry. You can visually check that they are close to the averages (shown on the *Analysis* menu) before accepting the numbers. You can store these entries by clicking on the *Store* button or print them out with the *Print* button. The *6 Balls* and *6+Bonus* buttons force the prediction method to either bar or include the bonus ball in its calculations.

There is a list of options which place restrictions on the lottery entries generated. For instance, you could force all entries to have an odd:even numbers ratio of 2:4, 3:3 or 4:2 - the most commonly occurring ratios in the first six months of the lottery. After analysing the past draws using the graphs and charts on the *Analysis* menu, click on the options (any, none or all) and then on the *10, 20* or *30* buttons.

Note that Lottery Cracker! will try up to 100 times to find lines which match these options. If all the options are checked it may take a couple of minutes to finish. Sometimes it may even fail. If it does, try it again. However, some combinations of options may not be possible.

Most common colours

Chooses the three colours which occur most frequently for its prediction. It's unlikely that you'll every get all one colour coming up, so three numbers from the most common colour are chosen, two numbers of the next most common and one number from the third most common colour - a 3:2:1 ratio.

The *Go* button will produce a new selection based on these three colours each time you click on it. The last two columns of the grid show the range and sum for each entry. You can visually check that they are close to the averages (shown on the *Analysis* menu) before accepting the numbers. The *Print* button prints the entries and *Store* will write the predictions to disk (in DRAWS.DAT). This latter option will enable you to check if you have won using *Databases, Check my lottery entries*.

Perhaps the lottery machine isn't as random as it should be and some colours come up more than they ought to. This prediction method will focus on these colours and will select entries that are biased towards the most common colours.

There is a list of options which place restrictions on the lottery entries generated. For instance, you could force all entries to have an odd:even numbers ratio of 2:4, 3:3 or 4:2 - the most commonly occurring ratios in the first six months of the lottery. After analysing the past draws using the graphs and charts on the *Analysis* menu, click on the options (any, none or all) and then on the *More* button.

Note that Lottery Cracker! will try up to 100 times to find lines which match these options. If all the options are checked it may take a couple of minutes to finish. Sometimes it may even fail. If it does, try it again. However, some combinations of options may not be possible.

Least common colours

The idea is that over a long period of time every colour should come up just as often as every other colour. Toss a coin 100 times and you should get somewhere near 50 heads and 50 tails. So, perhaps colours which haven't come up yet are more likely to do so next time - working towards an average.

This method chooses the three colours which occur least frequently for its prediction. It's unlikely that you'll every get all one colour coming up, so three numbers from the least common colour are chosen, two numbers of the next least common and one number of the third least common colour - a 3:2:1 ratio.

The *Go* button will produce a new selection based on these colours each time you click on it. The last two columns of the grid show the range and sum for each entry. You can visually check that they are close to the averages (shown on the *Analysis* menu) before accepting the numbers. The *Print* button prints the entries and *Store* will write the predictions to disk (in DRAWS.DAT). This latter option will enable you to check if you have won using *Databases, Check my lottery entries*.

There is a list of options which place restrictions on the entries. For instance, you could force all entries to have an odd:even numbers ratio of 2:4, 3:3 or 4:2 - the most commonly occurring ratios in the first six months of the lottery. After analysing the past draws using the graphs and charts on the *Analysis* menu, click on the options (any, none or all) and then on the *More* button.

Note that Lottery Cracker! will try up to 100 times to find lines which match these options. If all the options are checked it may take a couple of minutes to finish. Sometimes it may even fail. If it does, try it again. However, some combinations of options may not be possible.

Full selection

This prediction method produces eight lottery entries of six random numbers - 48 unique numbers in all, leaving one unused number. It's just like putting all 49 numbers into a hat, picking out six for your first lottery entry, then picking out another six for the second entry and another six and so on. There would be one number left in the hat after picking eight lines.

Full selection means that you have every ball in the lottery covered except one. All that remains is to get them all in the same line - you could get one number in each of six lines.

The last two columns of the grid show the range and sum for each entry. You can visually check that they are close to the averages (shown on the *Analysis* menu) before accepting the numbers. The *Go* button will produce a new selection each time you click on it. The *Print* button prints the entries and *Store* will write the numbers to disk (in DRAWS.DAT). This latter option will enable you to check if you have won using *Databases, Check my lottery entries*.

There is a list of options which place restrictions on the entries. For instance, you could force all entries to have an odd:even numbers ratio of 2:4, 3:3 or 4:2 - the most commonly occurring ratios in the first six months of the lottery. Analyse the past draws using the graphs and charts on the *Analysis* menu, click on the options (any, none or all) and then on the *More* button.

Note that Lottery Cracker! will try up to 100 times to find lines which match these options. If all the options are checked it may take a couple of minutes to finish. Sometimes it may even fail. If it does, try it again. However, some combinations of options may not be possible.

Full average selection

The lottery draw result often contains numbers that are close to the average for each ball. This prediction method uses this fact to select its numbers. For instance, suppose that the average value of ball 1 (the lowest of the six draw numbers) is 8. The +/-3 button will pick seven lines (in a random order) using all the numbers from 8-3 to 8+3 - in other words, 5,6,7,8,9,10,11 (though not necessarily in this order). Repeat this for the remaining five balls, picking numbers either side oif the average, and you have full random selection.

The +/-4, +/-5 and +/-6 buttons pick numbers from the average-4 to the average+4, average-5 to average+5 and average-6 to average+6 respectively. Make your selection and click on the *Go* button. The last two columns of the grid show the range and sum for each entry. You can visually check that they are close to the averages (shown on the *Analysis* menu) before accepting the numbers. *Store* will write the numbers to disk (in DRAWS.DAT). This latter option will enable you to check if you have won using *Databases, Check my lottery entries*.

There is a list of options which place restrictions on the entries. For instance, you could force all entries to have an odd:even numbers ratio of 2:4, 3:3 or 4:2 - the most commonly occurring ratios in the first six months of the lottery. Analyse the past draws using the graphs and charts on the Analysis menu, click on the options (any, none or all) and then on the More button.

Note that Lottery Cracker! will try up to 100 times to find lines which match these options. If all the options are checked it may take a couple of minutes to finish. Sometimes it may even fail. If it does, try it again. However, some options may not be possible.

Six random numbers

Six random numbers are chosen - maybe you'll get lucky! Analyse the past draws using the graphs and charts on the *Analysis* menu, then choose this option. Keep clicking on the *Go* button until you get a selection of numbers that you are satisfied with. The last two columns of the grid show the range and sum for each entry. You can visually check that they are close to the averages (shown on the *Analysis* menu) before accepting the numbers.

Random 25 selection

Enter the Base number (it should be between 1 and 25) and then click on the *Go* button. Random numbers will be generated in the range Base to Base+25, for instance, if the Base is 10 then the numbers will be between 10 and 35.

The *Print* button prints the form and *Store* will write the predictions to disk (in DRAWS.DAT). This latter option will enable you to check if you have won using *Databases, Check my lottery entries*.

There is a list of options which place restrictions on the entries. For instance, you could force all entries to have an odd:even numbers ratio of 2:4, 3:3 or 4:2 - the most commonly occurring ratios in the first six months of the lottery. Analyse the past draws using the graphs and charts on the *Analysis* menu, click on the options (any, none or all) and then on the *Go* button.

Note that Lottery Cracker! will try up to 100 times to find lines which match these options. If all the options are checked it may take a couple of minutes to finish. Sometimes it may even fail. If it does, try it again. However, some combinations of options may not be possible.

Limiting your selection to a range of 25 numbers improves the odds from 1 in 14 million to 1 in 177,000 - that's if the lottery draw result is contained within your range. Looking at the first six months-worth of lottery draws, the range is rarely this small, so you may not win the jackpot this way. However, it might pay out more £10s (three balls) and £64s (four balls) than other methods.

Range of numbers

Enter the Base number (1 - 25), the range (10 - 48) and the variation then click on the *Range* button. The lottery entries are then random numbers between Base and Base+Range. This prediction method takes the first number - the one you enter as Base - adds Range (a good choice is the average range displayed in the *Range of numbers* graph on the *Analysis* menu) then picks four other numbers in between.The Var +/- figure adds some variation to the Base and Range values. For instance, if the Base is 8 and the Var +/- is 2 then the lines could start with 6, 7, 8, 9 or 10 (that is 8 + or - 2).

Take a look at the *Analysis, Range of numbers* graphs. This will tell you the average range of numbers in a draw (that is, biggest number - smallest number).   This prediction method will ensure that your lottery entries are similar to the ones that come out of the lottery machine.

You probably wouldn't want all your lottery entries to finish with the same number either, so the Var +/- figure is added or subtracted at random from the Range as well as the Base. So if Base is 5 and Var +/- is 1, your Lottery entries could start with 4, 5 or 6. And if Range was 35, the last number will be Base + 34, 35 or 36. Set Var +/- to 0 and see what happens if it's still not clear.

The true range of your lottery entries is displayed in the second to last column, and the sum (all the numbers added together) in the last column. Select *Analysis, High : Low + Sums* numbers to find out the average sum of numbers occurring in past draws.

The *Print* button prints the form and *Store* will write the predictions to disk (in DRAWS.DAT). This latter option will enable you to check if you have won using *Databases, Check my lottery entries*.

There is a list of options which place restrictions on the entries. For instance, you could force all entries to have an odd:even numbers ratio of 2:4, 3:3 or 4:2 - the most commonly occurring ratios in the first six months of the lottery. Analyse the past draws using the graphs and charts on the *Analysis* menu, click on the options (any, none or all) and then on the *Go* button.

Note that Lottery Cracker! will try up to 100 times to find lines which match these options. If all the options are checked it may take a couple of minutes to finish. Sometimes it may even fail. If it does, try it again. However, some combinations of options may not be possible.

Random averages

Quite often the numbers in the lottery draw result are quite close to the averages for each number. This prediction method works out the average for each ball and then picks random numbers close to the average. Five lines are generated and you can generate more lines by clicking on the *Go* button.

The edit box containing the number 50 sets the range of random numbers. For instance, suppose that the average for ball 1 (the smallest number) is 8. If for 50% of all draws ball 1 is within the range 8 +/-3 then the random numbers are picked from 5, 6, 7, 8, 9, 10, 11. You can change this precentage to any value between 1 and 100% and the program will calculate the range required to cover this percentage of all draws.

The remaining numbers are calculated in a similar manner - work out the average value, calculate what range is required to cover 50% of all draws, then pick numbers from this range.

The *Print* button prints the form and *Store* will write the predictions to disk (in DRAWS.DAT). This latter option will enable you to check if you have won using *Databases, Check my lottery entries*.

There is a list of options which place restrictions on the entries. For instance, you could force all entries to have an odd:even numbers ratio of 2:4, 3:3 or 4:2 - the most commonly occurring ratios in the first six months of the lottery. Analyse the past draws using the graphs and charts on the *Analysis* menu, click on the options (any, none or all) and then on the *Go* button.

Note that Lottery Cracker! will try up to 100 times to find lines which match these options. If all the options are checked it may take a couple of minutes to finish. Sometimes it may even fail. If it does, try it again. However, some combinations of options may not be possible.

Wheeling: 7 - 15

Wheeling is a way of playing a selection of numbers so as to maximise the possibility of winning and increasing the payout should you win a prize. There are several wheeling systems available here: 7, 9, 12 and 15, costing £8, £3, £4 and £5 respectively.

When you select this prediction method a 7-wheel will be selected by default. You can change this, however, by clicking on the *7, 9, 12* and *15* buttons in the bottom right-hand corner of the form under the heading, *Wheel*.

After selecting the wheel, enter the same amount of numbers in the boxes at the top of the form, pressing Tab or Return after each entry. Click on the *Go* button to wheel the numbers and place them in the grid. You can visually check the sum and range of the numbers and modify your selection if it's not suitable.

Click on the *Random* button to let Lottery Cracker! pick the numbers for you. They are placed in the edit boxes and wheeled in the grid. There is a list of options which place restrictions on the random entries automatically generated. For instance, you could force all entries to have an odd:even numbers ratio of 2:4, 3:3 or 4:2 - the most commonly occurring ratios in the first six months of the lottery.

Note that Lottery Cracker! will keep on trying to find lines which match the options you have set and will stop only when it has either found a satisfactory set of lottery entries, or you click on the *Stop* button. If all the options are checked it may take quite a long time to finish.

The *Print* button prints the form and *Store* will write the predictions to disk (in DRAWS.DAT). This latter option will enable you to check if you have won using *Databases, Check my lottery entries*. The *Clear* button will clear the grid and edit boxes.

Full 7-wheel: Put your seven favourite numbers in here, or use the charts to pick the seven most likely numbers, then click on the *Go* button. This will produce a grid with every possible combination of the seven numbers, thereby guaranteeing you a jackpot payout should any six of your seven numbers come up in any order. Although this guarantees a jackpot win, it only works if you are very, very close anyway. And it costs £7 for a full wheel.

Short 9, 12 and 15 wheels: These are much cheaper as they involve fewer lines, and can therefore only guarantee a smaller payout should the six lottery draw numbers be contained in the numbers of your wheel. For instance, click on 15, enter 15 numbers into the edit boxes and click on Go. You have five lines and therefore five chances of winning the jackpot, but also if any six of these 15 numbers come up in any order then you must win one or more of the smaller prizes.

Wheeling: 15 - 48

Wheeling is a way of playing a selection of numbers so as to maximise the possibility of winning and increasing the payout should you win a prize. There are several wheeling systems available here:

Numbers picked	Tickets bought	Chance of getting all 6 numbers	% guarantee of a win
15	10	0.04%	100%
18	15	0.13%	96%
21	21	0.39%	90%
24	28	0.96%	85%
30	45	4.25%	74%
36	66	13.93%	65%
42	91	37.51%	58%
48	120	87.76%	52%

When you select this prediction method a 15-wheel will be selected by default. You can change this, however, by clicking on the *15, 18, 21, 24, 30, 36, 42* and *48* buttons on the right-hand side of the form under the heading, *Click on wheel size*.

After selecting the wheel, enter the same amount of numbers in the boxes at the top of the form, pressing Tab or Return after each entry. Click on the *Go* button to wheel the numbers and place them in the grid. You can visually check the sum and range of the numbers and modify your selection if it's not suitable. The information box on the right of the form tells you your chances of winning a prize.

Click on the *Random* button to let Lottery Cracker! pick the numbers for you. They are placed in the edit boxes and wheeled in the grid. There is a list of options which place restrictions on the random entries automatically generated. For instance, you could force all entries to have an odd:even numbers ratio of 2:4, 3:3 or 4:2 - the most commonly occurring ratios in the first six months of the lottery.

Note that Lottery Cracker! will keep on trying to find lines which match the options you have set and will stop only when it has found a satisfactory set of lottery entries, or you click on the *Stop* button. If all the options are checked it may take quite a long time to finish.

The *Print* button prints the form and *Store* will write the predictions to disk (in DRAWS.DAT). This latter option will enable you to check if you have won using *Databases, Check my lottery entries*. The *Clear* button will clear the grid and edit boxes.

If you have a large syndicate you might like to try these big wheeling methods.

The way it works is to put the numbers entered in the boxes at the top of the form into groups of three. Each group of three is paired with every other grup of three. This means that if all six numbers are contained in the wheel, and if any group of three has two numbers then you are guaranteed to win at least 4 x £10. The maximum payout is the jackpot.

Help!

Click on any green text to go to the topic you want. The structure of this help file is the same as the menu struction of the program.