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# Introduction

You have just purchased one of the most advanced lottery programs available. Windows Lotto provides several analysis tools for Handicapping lottery numbers. A Quick Pick function is included that automatically picks the best numbers to play, based on an analysis of previously drawn numbers.

The program also includes Number Systems (Wheels) for playing your lottery numbers. Windows Lotto checks the numbers you play each week against the numbers drawn and gives you a summary of winning tickets. A search option is also provided that allows you to search the drawing database for winning combinations of numbers.

## Related Topics:

[Analysis Tools](#)

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## Analysis Tools

Windows Lotto provides the following analysis tools for handicapping lottery numbers:

- \* Number Statistics Chart
- \* Trend Chart
- \* Skip and Hit Chart
- \* Sequence Chart
- \* Repeating Pairs Chart
- \* Repeating Triples Chart
- \* Drawing Summary

## Quick Pick

Window Lotto performs a statistical analysis of the numbers drawn in previous games.

Numbers are grouped into several categories. These categories include Hot Numbers, Cold Numbers, Due Numbers, Last Draw Numbers, Odd Numbers, Even Numbers, Sum of Numbers, 1 to 12 Numbers, 13 to 31 Numbers, and 32 and Up Numbers. Averages and percentages are determined for each of the categories.

The Quick Pick option automatically picks your numbers based on the data collected for the above categories. The numbers you play are then consistent with the statistics for previous drawings. If 50% of the numbers that are picked each week are Hot numbers, it is to your advantage if 50% of the numbers you wheel are Hot numbers.

In Quick Pick, if you wheel 10 numbers, the program automatically determines how many of those 10 numbers should be in the 1 to 12 range, 13 to 31 range, and 32 and up range. The number of numbers picked from the Hot, Cold, Due and Last Draw categories is based on previous drawing statistics.

The numbers picked are saved to a Quick Pick file and used in one or more of the 24 wheeling systems included with the program.

## Wheeling Systems

Why use wheeling systems? It can honestly be said that "Wheeling" reduces the odds against you!

First, simply by playing more numbers (more than the standard six), in a group, you have a better chance of having the officially drawn numbers match your wheeled numbers.

Second, by playing more tickets, you increase the odds mathematically of holding a cash paying ticket(s).

Probably the greatest single benefit of "Wheeling" is the payoff maximization that is inherent in a wheeling system. Because you are playing several combinations of the same numbers, when a few of these numbers are selected, they appear on your tickets in a "shotgun" fashion throughout the tickets you play.

In many systems, if only four numbers appear in the larger group of numbers you wheel, multiple prizes will appear throughout your tickets.

All successful professional gamblers use wheeling systems. The wheeling system concept provides a methodology for playing numbers and provides payoff maximization through multiple ticket wins. It is a matter of personal choice as to whether or not you want to play the lottery. However, if you do play the lottery, wheeling systems represent the most intelligent way to play and win!

Windows Lotto has 24 wheeling systems for Pick-5 and Pick-6 lotto games, and 20 wheeling systems for Pick-7 games. These systems can be edited or replaced with other systems.

## Basic Operation

Each week you will use Windows Lotto to update your data base file, check your tickets for winning games, pick the best numbers to play, and finally to wheel your numbers.

The following topics give you general instructions on how to perform the above tasks in Windows Lotto. Please refer to the **Reference** section for more detailed instructions.

### Related Topics:

[Updating Your Data Base File](#)

[Checking Your Tickets For Winning Games](#)

[Picking The Best Numbers To Play](#)

[Wheeling Your Numbers](#)

## ***Updating Your Data Base File***

To effectively use Windows Lotto, you must have a data base file with a minimum of 21 previous draws. To create your own data base file, contact your lottery commission and ask them to send you a list of the previous draws.

Once you have your list, choose the **Create New Drawing File** command from the **Files** menu to create your drawing file. Once the file has been created, use the **Open Drawing File** command in the **Files** menu to open the file. Finally, use the **Edit** command in the **Drawings** menu to add the previous draws from the list.

Since adding several hundred draws can be a tedious task, you may want to order your data base file(s) from Data Solutions. Files are available for all US. lottery games, as well as several international games.

Once you have the previous draws entered in the file, keeping the data base up to date is easy. Each time there is a new draw, use the **Edit** command in the **Drawings** menu to add the numbers that were drawn.

## ***Checking Your Tickets For Winning Games***

Every time you update your data base file with the official numbers from the last draw, you should use the Check For Winning Games command in the **Drawings** menu.

This option shows you how many of your tickets had 3 or more matching numbers in the last draw. The option uses Game files that are saved when you **Play** one of the wheeling systems in the **Wheels** menu.

If you want to search several previous draws for winning combinations of from 3 to 18 numbers, use the **Search Drawings** command in the **Drawings** menu.

### ***Picking The Best Numbers To Play***

Use the **Quick Pick** option from the **Drawing Summary** command in the **Statistics** menu to pick the best numbers to play, based on previous draw statistics from the Drawing Summary.

Prior to using the **Drawing Summary/Quick Pick** command, you may want to use some of the other analysis tools in the **Statistics** menu such as the **Trend Chart**, **Skip and Hit Chart**, **Sequence Chart**, **Repeating Pairs Chart** and **Repeating Triples Chart**.

For example, after looking at the Skip and Hit Chart and the Sequence Chart, you may determine that one or more numbers has a very high probability of hitting next. In that case you may want to specify those numbers as **Favorite** numbers when you use Quick Pick.

The numbers picked in the **Quick Pick** option should be saved to a Quick Pick file. The file will be loaded into the wheeling system(s) that you select.

## ***Wheeling Your Numbers***

Choose the **Wheels** menu command to **Play** one or more Wheeling systems. After you have selected either a **Full** or **Abbreviated** wheeling system, you must select the name of the Quick Pick file that you saved earlier. The numbers in the Quick Pick file are substituted into the system, and the resulting game tickets are displayed on the screen.

You should save the results to a Game file, so that you can later check for winning games using the **Check For Winning Games** command in the **Drawings** menu. You should also print your game tickets so you can fill out your bet slips.

# Hardware and Software Requirements

Hardware  
Software

## ***Hardware***

To operate Windows Lotto, you should have the following:

- \* A computer with a minimum of 1 MB of RAM, although 2 MB is recommended for more efficient operation.
- \* VGA monitor
- \* Hard disk drive
- \* Printer

**Software**

Windows Lotto requires Microsoft Windows 3.0 or above to operate successfully.

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## File Menu

Open Drawing File

Create New Drawing File

Convert L/C Drawing File

Delete Pick or Game File

Exit

## Open Drawing File

You can open a different drawing file by choosing **Open Drawing File** from the **File** menu. The shortcut key for this menu command is **CTRL O**. The Open Drawing File dialog box is displayed.

A list of drawing files in the current directory is displayed in the **Files** list box. There are three ways to select a file that is displayed.

1. Double click the filename in the **Files** list box.
2. Highlight the filename in the **Files** list box and press the **ENTER** key or click on the **OK** button.
3. Type the name of the file in the **Filename** text box and press the **ENTER** key or click on the **OK** button.

After the selected file has been opened, the name of the lottery is displayed in the title bar of the main screen. The total draws and date of the last draw is displayed in the status bar at the bottom of the main screen.

## Create New Drawing File

You can create a new drawing file by choosing **Create New Drawing File** from the **File** menu. The **Create New Drawing File** dialog box is displayed.

You must enter the following information for the lottery that you are creating the file for:

### Lottery Name

Enter the full name of the lottery. The name that you enter here will appear in the title bar of Windows Lotto when the file is opened.

### Total Numbers Drawn

Enter the number of numbers that are drawn in this lottery. For example, for the Florida lottery, you would enter 6 for the total numbers drawn. If your lottery has one or more bonus numbers, be sure to include the bonus number(s) in the total.

### Highest Number Drawn

Enter the highest number that can be drawn in this lottery. For example, in the Florida lottery, the highest number that can be drawn is the number 49.

### Number Of Bonus Numbers

Enter the number of bonus numbers that are drawn in this lottery. Enter a 0 if there are no bonus numbers.

### Number Of Matches For Bonus

If the lottery has one or more bonus numbers, you must enter the number of regular number matches required by the lottery before the bonus number is counted. In most lotteries that use bonus numbers, there must be 5 regular number matches before the bonus number counts as a match. One exception is the Pennsylvania Wildcard lottery that accepts 3 matches.

After you have entered all the information in the Create New Drawing File dialog box, click on the **OK** button. The **Save Drawing File As** dialog box is then displayed.

The first eight letters of the lottery name that you entered in the **Create New Drawing File** dialog box is the default filename for the new file. The filename must include the extension ".INF".

Press the **ENTER** key or click on the **OK** button to accept the default filename that is displayed.

You can also type in a different filename in the **Filename** box. Be sure to include the ".INF" extension. DOS file naming rules must be followed when entering a name.

When you click on the **OK** button, the information file (INF) is saved and an empty drawing file (DTA) is created with the same name.

You must use the **Open Drawing File** command from the **File** menu to open the new file, once it has been created.

## Convert L/C Drawing File

If you are using the DOS program "Lotto Challenger" from Data Solutions, you can choose **Convert L/C Drawing File** from the **File** menu to convert your Lotto Challenger drawing files to a format that can be read by Windows Lotto. This saves you having to retype all the previous draw information into Windows Lotto.

When this command is selected, two new files are created. One file has an extension of "DTA" and contains the previous drawing information. An information file with an extension of "INF" is also created that has the same name as the DTA file. The original Lotto Challenger data file with an extension of "DAT" is not changed.

When you choose this command, the **Convert Lotto Challenger Drawing File** dialog box is displayed.

Lotto Challenger drawing files in the current directory are displayed in the **Files** list box. If your Lotto Challenger drawing files are not displayed, you should change to the directory or drive that contains your Lotto Challenger data base files. After you have selected a data base file to convert, another dialog box is displayed.

Enter the full name of the lottery data base file that you are converting. The name that you enter will be displayed on the Windows Lotto title bar when the file is opened.

After you have entered the name of the lottery you are converting, press the **ENTER** key or click on the **OK** button. The **Save Drawing File As** dialog box is then displayed.

The name of the original Lotto Challenger drawing file is displayed in the **Filename** text box with an extension of "DTA". To accept this name press the **ENTER** key. A new Windows Lotto drawing file will be created with the drawing information from the original Lotto Challenger file.

If you want to save the new file under a different name, type the new name in the **Filename** text box. Be sure to include the extension ".DTA" as part of the name.

Once you have saved the file, you can use the **Open Drawing File** option in the **File** menu to load the converted drawing file.

## Delete Pick or Game File

To delete files created through the Quick Pick or Wheeling options, choose **Delete Pick or Game File** from the **File** menu. The **Delete Quick Pick or Game File(s)** dialog box is displayed.

A list of Quick Pick files (extension PIK) and Game files (extension GAM) contained in the current directory is displayed in the **Files** list box. Select the file that you want to delete. Another dialog box is displayed that asks you to confirm the deletion.

Click on **Yes** to delete the file, or **No** to cancel the deletion. After you have clicked on **Yes** or **No**, a dialog box appears asking you if you want to delete another file.

Click on **Yes** to return to the **Delete Quick Pick or Game File(s)** dialog box. Click on **No** when you are finished deleting files.

## **Exit**

Choose the **Exit** command from the **File** menu to exit Windows Lotto. The shortcut key for this option is **CTRL X**. You can also use the **Close** command in the application Control menu to exit the program.

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## Drawings Menu

Edit

Check For Winning Games

Search Drawings

## Edit

Choose the **Edit** command in the **Drawings** menu to add, change or delete a drawing. You can also view or print drawings that were previously added. The shortcut key for the **Edit** menu command is **CTRL + E**.

When you choose the command, the Edit Drawings dialog box is displayed.

### Related Topics:

[Add Drawing\(s\)](#)

[Change Drawing\(s\)](#)

[Delete Drawing\(s\)](#)

[View Drawing\(s\)](#)

[Print Drawing\(s\)](#)

## **Add Drawing(s)**

Use the **Add Drawing** option to enter all the numbers from the previous drawings for your lottery, and to keep the data base file updated as new drawings occur.

You should update your lottery database file(s) with the officially drawn numbers before using the **Check For Winning Games** command in the **Drawings** menu.

When you choose the **Edit** command from the **Drawings** menu, you are by default in the **Add Drawing** mode. It is not necessary to click on the **Add Drawing** button.

The drawing number for the next drawing is displayed in the **Drawing Number** text box. The last five drawings are displayed in a list box at the bottom of the dialog box.

Enter the drawing date in the format MONTH-DAY-YEAR. For example, April 22, 1992 should be entered as 04-22-92. Only enter the numbers; the hyphens are automatically inserted by the program.

Next enter the official numbers that were drawn. If you enter two digits for a number, the insertion bar automatically advances to the next number field. If you enter one digit for a number, you must press the **TAB** or **ENTER** key to advance to the next number field.

The program checks for invalid or duplicate dates, and numbers that are out of range or duplicates. It will not let you save a drawing until both the date and the numbers drawn are correct.

After you have entered all the numbers that were drawn, including Bonus numbers if applicable, the Add Drawing button has the focus. Press the **ENTER** key or click on the **Add Drawing** button to save the information.

Another dialog box appears asking you to confirm that you have entered the correct date and numbers.

Press the **ENTER** key or click on the **Yes** button to save the drawing. Click on the **No** button to cancel. When you click on **Yes**, the new drawing information appears at the bottom of the list box in the **Edit Drawings** dialog box. **Total Draws** and **Last Draw Date** are also updated in the status bar at the bottom of the main screen.

After the drawing is saved, the insertion bar returns to the **Drawing Date** text box, where you can enter another drawing. If there are no other drawings to enter, click on the **OK** button to close the **Edit Drawings** dialog box.

## ***Change Drawing(s)***

You can change information for previously entered drawings in the **Edit Drawings** dialog box. To change drawing information, click on the drawing that you want to change in the list box at the bottom of the dialog box.

You can scroll through the drawings in the list box by using the vertical scroll bar, or by clicking on the **Next Drawing** or **Previous Drawing** buttons.

Once you have selected a drawing, the drawing date, drawing number and numbers drawn are displayed in the text boxes at the top of the **Edit Drawings** dialog box.

Click on the box that you want to change and enter the correct date or numbers. After you have made the change, click on any of the other option buttons in the **Edit Drawings** dialog box. You are then asked if you want to save these changes.

Click on the **Yes** button to save the changes, or click on the **No** button to cancel the changes.

## **Delete Drawing(s)**

You can delete previous drawings in the **Edit Drawings** dialog box. To delete a drawing, click on the drawing that you want to delete in the list box at the bottom of the dialog box.

You can scroll through the drawings in the list box by using the vertical scroll bar, or by clicking on the **Next Drawing** or **Previous Drawing** buttons.

Once you have selected a drawing, the drawing date, drawing number and numbers drawn are displayed in the boxes at the top of the **Edit Drawings** dialog box.

Click on the **Delete Drawing** button. You are then asked if it is OK to delete the drawing.

Click on the **Yes** button to delete the drawing, or click on the **No button** to cancel the deletion.

## ***View Drawing(s)***

You can view the previous drawings in the **Edit Drawings** dialog box. Drawing information is displayed in the list box at the bottom of the dialog box.

You can scroll through the drawings in the list box by using the vertical scroll bar, or by clicking on the **Next Drawing** or **Previous Drawing** buttons.

## ***Print Drawing(s)***

You can print all drawings or a range of drawings from the **Edit Drawings** dialog box. To print the drawings, click on the **Print** button. The **Print Options** dialog box is displayed.

Enter the number of copies that you want printed in the **Copies** box.

To print all drawings, click on the **All** option button. To print a range of drawings, click on the **Range** option button. Enter the **From** and **To** drawing number for the range that you want to print.

Click on the **OK** button to start printing, or click on the **Cancel** button to cancel printing.

## Check For Winning Games

Choose the **Check For Winning Games** command in the **Drawings** menu to compare previously saved game tickets to the official numbers that were drawn. The shortcut key for the **Check For Winning Games** menu command is **CTRL + C**.

Prior to choosing this command, you must first enter the official numbers that were drawn by using the **Edit** command in the **Drawings** menu.

You also must have saved at least one game file (a file with an extension of "GAM"). The **Play** command in the **Wheels** menu is used to generate your tickets and to save the game file(s).

When you choose the **Check For Winning Games** command, the **Open Game File** dialog box is displayed.

A list of game files in the current directory is displayed in the **Files** list box. There are three ways to select a file that is displayed.

1. Double click the filename in the **Files** list box.
2. Highlight the filename in the **Files** list box, and press the **ENTER** key or click on the **OK** button.
3. Type the name of the file in the **Filename** text box, and press the **ENTER** key or click on the **OK** button.

After you have selected a game file, the Check For Winning Games dialog box is displayed.

A numbered list of the tickets in the Game file is displayed in the list box in the **Check For Winning Games** dialog box. The number of matches is displayed in parenthesis to the right of each ticket. If there are more tickets than are displayed in the list box, you can use the vertical scroll bar to view the other tickets.

The numbers that were drawn in the last drawing are displayed below the tickets list box. The total number of games in the file is displayed to the right of the numbers drawn. A summary of the winning matches for the game file appears below the numbers drawn. The name of the Game file is displayed at the bottom of the dialog box.

To print the winning ticket information, select the **Print** button. The **Print Options** dialog box is displayed.

Enter the number of copies that you want printed in the **Copies** box. Click on the **OK** button to begin printing, or click on **Cancel** button to cancel printing. When you are finished viewing or printing the tickets, click on the **OK** button to close the **Check For Winning Games** dialog box.

## Search Drawings

The **Search Drawings** command in the **Drawings** menu allows you to enter between 3 and 18 numbers to check against past drawings in the data base file. You can, for example, check the numbers you are about to play to see how they have done in the past. You can also easily check old tickets for winners.

When you select the **Search Drawings** command, the **Search Drawings** dialog box is displayed.

Enter from 3 to 18 numbers that you want to search for in the data base file. If you enter two digits for a number, the insertion bar will automatically advance to the next number field. If you only enter one number in a text box, you will have to press the **ENTER** or **TAB** key to advance to the next field.

After you have entered the numbers to search for, enter the number of drawings to search. The total number of drawings in the data base file is displayed as a default.

Click on the **OK** button to begin the search. Click on the **Cancel** button to cancel the search and close the **Search Drawings** dialog box.

When you click on the **OK** button, the **Search Selections Found** dialog is displayed.

A list of drawing dates and matching numbers is displayed in a list box in the dialog box. Only drawing dates with three or more matching search numbers are displayed. Use the vertical scroll bar to view the tickets if necessary.

A summary of the winning matches for the data base file appears below the list box. The number of drawings searched is displayed to the right of the summary. The numbers used in the search are displayed at the bottom of the dialog box.

To print the information, select the **Print** button. The **Print Options** dialog box is displayed.

Enter the number of copies that you want printed in the **Copies** box. Click on the **OK** button to begin printing, or click on **Cancel** button to cancel printing. When you are finished viewing or printing the matching tickets, click on the **OK** button to close the **Search Selections Found** dialog box.

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## Statistics Menu

[History](#)

[Hot Number Cutoff](#)

[Number Statistics/Trend Chart](#)

[Skip and Hit Chart](#)

[Sequence Chart](#)

[Repeating Sets Chart](#)

[Drawing Summary/Quick Pick](#)

## History

Choose the **History** command from the **Statistics** menu to set time back a particular number of draws. History is set to 0 (off) by default. The current History setting is displayed in the status bar at the bottom of the main screen.

Once History is set to 1 or more draws, the program performs its calculations up to the draw that History is set to.

History can be used to test number systems on previous draws. For example, if you want to test how many winning matches you would have had with a particular wheeling system 10 draws ago, you would enter 10 for History.

You would then select the **Quick Pick** option from the **Drawing Summary** command in the **Statistics** menu. Quick Pick picks your numbers based on a statistical analysis of draws up to the draw History is set to. The resulting Quick Pick numbers are saved to a file.

Next choose the **Play** option from the **Wheels** menu and select the wheeling system that you want to test. Load the Quick Pick file that you just saved. The numbers in the Quick Pick file are substituted into the wheeling system and saved in a game file.

Finally select **History** from the **Statistics** menu and set it to 9 draws. Choose the **Check For Winning Games** command from the **Drawings** menu to compare the tickets from the wheeling system to the numbers picked in the next drawing.

When you select the **History** command, the History dialog box is displayed.

Enter the number of draws that you want to go back in History. Press the **ENTER** key or click on the **OK** button to accept the value entered. The new value is displayed in the status bar at the bottom of the main screen.

The new value for History remains in effect until you load another data base file or exit the program. When a new data base file is opened, the value of History is always set to 0.

## Hot Number Cutoff

Choose the **Hot Number Cutoff** command in the **Statistics** menu to change the number of last draws for a number to be considered Hot. The current value for the Hot Number Cutoff is displayed in the status bar at the bottom of the main screen.

The default number of draws for a Hot number is 10 draws. In other words, any number drawn at least once in the past 10 draws is considered to be Hot.

We recommend that you use the default of 10 draws. We have found that this setting works best for most lotteries. However, you are free to change it and experiment with other settings.

The Hot Number Cutoff also affects how a Cold number is determined. Using the default cutoff of 10 draws, a Cold number is then any number that has not been drawn in the past 10 draws.

When you select the **Hot Number Cutoff** command, the **Hot Number Cutoff** dialog box is displayed.

Enter the number of past draws that you want for a number to be considered Hot. Press the **ENTER** key or click on the **OK** button to accept the value entered. The new value is displayed in the status bar at the bottom of the main screen.

The new value remains in effect until you open another data base file or exit the program. When a data base file is opened, the value of the Hot Number Cutoff is always set to 10 draws.

## Number Statistics/Trend Chart

Choose the **Number Statistics/Trend Chart** command from the **Statistics** menu to view or print number statistics for your lottery. There must be at least one drawing in the data base file to use the command. The shortcut for this menu option is **CTRL + N**.

The chart shows Number Frequency, Hot Numbers, Last Draw Numbers, Cold Numbers, Due Numbers and Average Number of Draws.

Calculations are performed on all draws in the data base up to and including the last draw, unless History is on. If History is on, then calculations are performed on all draws in the data base minus the number of draws History is set to.

A Trend Chart that gives a different perspective of the number statistics can be displayed or printed.

When you select the **Number Statistics/Trend Chart** command, the **Calculating Values** message box is displayed.

Once the calculations are complete, the **Number Statistics** dialog box is displayed.

All the numbers for the lottery are displayed in the Frequency list box, starting with the numbers that have been drawn the most, down to the numbers that have been drawn the least. Use the vertical scroll bar to view all the numbers.

The number of times the number has been drawn is displayed in parenthesis to the right of each number. The date the number was last drawn is displayed to the right of its frequency. An asterisk next to a number indicates that the number was drawn in the last drawing.

The total number of drawings is displayed above the Frequency list box next to the Frequency title. The Average Draws for all numbers is displayed below the Frequency list box.

All the Hot numbers are displayed in the Hot number list box, starting with the Hot numbers that have been drawn the most in the last 10 draws (assuming that the Hot Number Cutoff is set at the default of 10 draws). Use the vertical scroll bar, if necessary, to view all the Hot numbers.

The number of times the Hot number has been drawn in the past 10 draws is displayed in parenthesis to the right of each number. An asterisk next to a Hot number indicates that the number was drawn in the last drawing. The total number of Hot numbers is displayed above the Hot number list box next to the Hot number title.

All the Cold numbers are displayed in the Cold numbers list box, starting with the Cold numbers that have not been drawn for the longest time. Use the vertical scroll bar, if necessary, to view all the Cold numbers.

The number of draws since the number was last drawn is displayed in parenthesis to the right of each Cold number. An asterisk next to a Cold number indicates that the number is a Due number. A Due number is a Cold number that is in the upper third of the Number Frequency list box.

The total number of Cold numbers is displayed above the Cold number list box next to the Cold number title.

To print the number statistics, click on the **Print** button in the **Number Statistics** dialog box. The **Print Options** dialog box is displayed.

Enter the number of copies that you want to print in the **Copies** box. Click on the **OK** button to begin printing, or click on the **Cancel** button to cancel printing.

Click on the **OK** button in the **Number Statistics** dialog box when you are finished viewing or printing the Number Statistics.

### **Related Topics:**

[Trend Chart](#)

## **Trend Chart**

Click on the **Trend Chart** button in the Number Statistics dialog box to display the Trend Chart.

The chart displays a different color vertical bar for Hot numbers, Last Draw numbers, Cold numbers and Due numbers. A legend for the different colors is displayed in the lower right hand corner of the dialog box.

If you don't have a color monitor, you may want to select the **Patterns** option button. The chart then displays different black and white patterns for Hot numbers, Last Draw numbers, Cold numbers and Due numbers.

The horizontal axis of the chart represents the numbers in your lottery and is numbered from 1 to the highest number. Below the numbers are the letters H, L, C, and D. These letters indicate whether the number is Hot, Last, Cold or Due.

The vertical axes represents the frequency for each number. The top of the vertical axis represents the most times any number has been drawn.

A horizontal line divides the chart and represents the average draw frequency for all numbers. Numbers that go above this line are above average in frequency. Numbers that fall below the line are below average.

Click on the **Print** button to print the chart. The chart prints in the patterns mode, even if the **Colors** option is active. This makes the chart easier to read on a black and white printer.

## Skip and Hit Chart

Choose the **Skip and Hit Chart** command from the **Statistics** menu to identify trends of numbers when determining which numbers to play in the next drawing. There must be at least two drawings in the data base file to use this command. The shortcut for the Skip and Hit Chart is **CTRL + H**.

When the **Skip and Hit Chart** command is selected, the **Calculating Values** message box is displayed.

When all the values for each number in your lottery have been calculated, the **Skip and Hit Chart** is displayed.

The first vertical column on the left represents all the numbers in your lottery. Use the vertical scroll bar to view numbers 11 and up.

The 2nd through 25th column (0 to 24) represent the Skip and Hit frequency for each number. Use the horizontal scroll bar to view columns 20 to 24.

If the number 3 in the first column has a 4 under the second column heading labeled "00," the number 3 has immediately reappeared in the very next drawing a total of 4 times.

The third column labeled "01" represents the number of times the number in the first column has appeared, skipped one drawing, and then reappeared again. The fourth column labeled "02" represents the number of times the number in the first column has appeared, skipped two drawings, and then reappeared again, etc.

Your job is to look at the skip performance of individual numbers based on their Skip and Hit frequency when selecting numbers. If a number shows a tendency to appear and then skip 2 or 3 drawings before it reappears, you would want to select that number to play if it last appeared 2 or 3 drawings back.

Click on the **Help** button in the **Skip and Hit Chart** dialog box to display a help window on how to read the Skip and Hit Chart.

The Help windows gives examples based on actual data in the chart. Click the **OK** button to clear the Help window.

Click on the **Print** button in the **Skip and Hit Chart** dialog box to print the chart. The **Print Options** dialog box is displayed.

Enter the number of copies that you want to print in the **Copies** box. Click on the **OK** button to print the chart, or click on the **Cancel** button to cancel printing.

Click on the **OK** button in the **Skip and Hit Chart** dialog box when you have finished viewing or printing the chart.

## Sequence Chart

Choose the **Sequence Chart** command from the **Statistics** menu to view or print the number sequence chart for the last 25 draws. There must be at least 1 drawing in the data base file to use this command. The shortcut for the Sequence Chart is **CTRL + S**.

This chart is helpful in determining which numbers to play in the next drawing by matching the number sequence against the [Skip and Hit chart](#). You can also determine the short term trends of individual numbers and their drawing sequence.

When the **Sequence Chart** command is selected, the **Calculating Values** message box is displayed.

When all the values for each number in your lottery have been calculated, the **Sequence Chart** is displayed.

The first vertical column on the left represents all the numbers in your lottery. Use the vertical scroll bar to view numbers 11 and up.

The 2nd through 25th column (1 to 25) represent the last 25 draws. Use the horizontal scroll bar to view columns 21 to 25.

A "#" in the chart represents a regular number hit. A "BB" represents a bonus number hit (if present). The numbers that intersect the picked numbers (rows), and the last 25 draws (columns), represent the missed draw(s) since the last hit.

If the number 3 appears in row 1 (the number 1) and column 1 (the last draw), that means it has been 3 draws since the number 1 last hit. If a "#" appears in row 2 (the number 2) and column 1 (the last draw), that means that the number 2 was picked in the last draw.

If you see on the Skip and Hit chart that a number has a tendency to skip 3 times before hitting again, and the Sequence chart indicates that it has been 3 draws since the number hit, it would be to your advantage to play that number.

Click on the **Help** button in the **Sequence Chart** dialog box to display a help window that explains how to read the Sequence Chart.

The Help window gives examples based on actual data in the chart. Click on the **OK** button to clear the Help window.

Click on the **Print** button in the **Sequence Chart** dialog box to print the Chart. The **Print Options** dialog box is displayed.

Enter the number of copies that you want to print in the **Copies** box. Click on the **OK** button to print the chart, or click on the **Cancel** button to cancel printing.

Click on the **OK** button in the **Sequence Chart** dialog box when you have finished viewing or printing the chart.

## Repeating Sets Chart

Choose the **Repeating Sets Chart** command from the **Statistics** menu to view or print repeating pair or triple number sets. There must be at least 10 drawings in the data base file to use this command. The shortcut for the Pairs command is **CTRL + P**. The shortcut for the Triples command is **CTRL + T**.

You can specify to search from 10 drawings to all drawings. After the results have been compiled, you can select the minimum frequency of occurrence of the sets that you want to view or print.

### Related Topics:

[Pairs](#)

[Triples](#)

## **Pairs**

When the **Pairs** command is selected, you are asked to enter the number of past drawings to check for repeating pairs.

The number defaults to the total number of drawings in the data base file. However you can enter a number from 10 to the total number of drawings. Press the **ENTER** key or click on the **OK** button to accept the value. Click on the **Cancel** button to cancel the search.

During the data base search, the **Calculating Values** message box is displayed.

After the drawings have been searched, another dialog box is displayed that lists the number of occurrences found.

The number of occurrences are listed from the largest down to the smallest. Use the mouse or keyboard to select the minimum number of occurrences to display or print.

For example, if you select 4 occurrences, only repeating pairs that occur 4 or more times in the number of drawings specified will be displayed or printed.

Once you have selected the number of occurrences, the list box is filled with pairs that are equal to or above the number specified.

The repeating pairs are displayed from the highest number of occurrences down to the minimum number of occurrences that you specified. The number in parenthesis to the right of each pair indicates how many occurrences were found. Use the vertical scroll bar to view all the repeating pairs.

Click on the **Print** button in the **Repeating Pairs** dialog box to print the repeating pairs. The **Print Options** dialog box is displayed.

Enter the number of copies that you want to print in the **Copies** box. Click on the **OK** button to print the repeating pairs, or click on the **Cancel** button to cancel printing.

Click on the **OK** button in the **Repeating Pairs** dialog box when you have finished viewing or printing the pairs.

## ***Triples***

When the **Triples** command is selected, you are asked to enter the number of past drawings to check for repeating triples.

The number defaults to the number of drawings in the data base file. However you can enter a number from 10 to the total number of drawings. Press the **ENTER** key or click on the **OK** button to accept the value. Click on the **Cancel** button to cancel the search.

During the data base search, the **Calculating Values** message box is displayed.

After the search is complete, a dialog box is displayed listing the number of occurrences found for repeating triples.

The number of occurrences are listed from the largest number down to the smallest number. Use the mouse or keyboard to select the minimum number of occurrences to display or print.

For example, if you select 4 occurrences, only repeating triples that have occurred 4 or more times will be displayed or printed.

Once you have selected the minimum number of occurrences, the list box is filled with sets of triples that are equal to or above the number of occurrences specified.

The repeating triple sets are displayed from the highest number of occurrences down to the minimum number of occurrences specified. A number in parenthesis to the right of each triple set indicates how many occurrences were found. Use the vertical scroll bar to view all the triples.

Click on the **Print** button in the **Repeating Triples** dialog box to print the triple sets. The **Print Options** dialog box is displayed.

Enter the number of copies that you want to print in the **Copies** box. Click on the **OK** button to print the triples, or click on the **Cancel** button to cancel printing.

Click on the **OK** button in the **Repeating Triples** dialog box when you have finished viewing or printing the triples.

## Drawing Summary/Quick Pick

Choose the Drawing Summary/Quick Pick command from the **Statistics** menu to view or print a statistical analysis of previous drawings. There must be at least 21 drawings in the data base file to use this option. The shortcut for this command is **CTRL + D**.

Each drawing is analyzed to determine how many numbers were in the following categories:

1. 1 to 12 numbers
2. 13 to 31 numbers
3. 32 and up numbers
4. Hot numbers
5. Last Draw numbers
6. Cold numbers
7. Due numbers
8. Odd numbers
9. Even numbers
10. Sum of numbers

After all drawings have been analyzed, averages and percentages are calculated for each of the above categories and displayed at the bottom of the summary.

These calculations are important when picking your numbers. For example, if the summary shows that Hot numbers make up 50% of the numbers drawn each week, then it is to your advantage if 50% of the numbers you play are Hot numbers.

If you choose the **Quick Pick** option from the **Drawing Summary** dialog box, the program automatically picks the best numbers to play, based on the statistics from the Drawing Summary.

For example, if you want to wheel 18 numbers, Quick Pick will determine how many of those 18 numbers should be Hot, Cold, etc., based on the drawing summary results. The resulting 18 numbers are saved to a PIK file that can be loaded into one or more of the wheeling systems in the **Wheels** menu.

### Related Topics:

Drawing Summary  
Quick Pick

## **Drawing Summary**

When the Drawing Summary/Quick Pick command is selected, you are asked to enter the number of drawings to include in the summary.

The default number of drawings that is displayed is the total number of drawings in the data base minus the Hot Number Cutoff setting. If there are 200 drawings in the database, and the Hot Number Cutoff is set to 10 drawings, then the default for the Drawing Summary will be 190 drawings.

It is necessary to subtract the Hot Number cutoff from the total drawings because it is not possible to tell if a number is Hot or Cold for the first few drawings in the database.

Enter the number of drawings to include in the summary. The minimum number allowed is 11 drawings. Press the **ENTER** key or click on the **OK** button to accept the number. Click on the **Cancel** button to cancel the drawing summary.

There are many complex calculations necessary for each drawing. If you run the summary for hundreds of drawings, it could take several minutes to complete.

A message box is displayed that shows the progress of the calculations.

When all the drawings that you specified have been analyzed, the **Drawing Summary** dialog box is displayed.

The drawing dates are displayed in the far left vertical column. The statistics for each drawing are displayed in the columns to the right of each date. Use the vertical scroll bar to view other drawings that are not displayed.

Averages and percentages for each category are displayed at the bottom of each column. These values are used when you select the Quick Pick option to pick your numbers.

Click on the **Print** button in the **Drawing Summary** dialog box to print the Drawing Summary. The **Print Options** dialog box is displayed.

Enter the number of copies to print in the **Copies** box. Click on the **OK** button to start printing, or click on the **Cancel** button to cancel printing.

Click on the **OK** button in the **Drawing Summary** dialog box when you are finished viewing or printing the Drawing Summary.

## Quick Pick

When you click on the **Quick Pick** button in the **Drawing Summary** dialog box, the **Quick Pick** dialog box appears.

Enter the total number of numbers that you want picked in the **Total Numbers** box and press the **ENTER** key. For example, if you are going to play a wheeling system that has 18 numbers and 42 tickets, you should enter the number 18 in the **Total Numbers** box.

The area to the right of the **Total Numbers** box is filled with the numbers as they are picked in the categories in the lower part of the dialog box. The numbers are displayed in the order that they are picked. This is the same order that is used when the numbers are substituted into the wheeling systems.

When the insertion bar moves to the **1 to 12 range** box and the **13 to 31 range** box, the program automatically calculates how many numbers to pick in these ranges, based on statistics from the Drawing Summary. You can press the **ENTER** key to accept these values, or type in other values.

You cannot enter a value in the **32 and up range** box, since this value is automatically calculated by subtracting the value entered for the **1 to 12 range** and the **13 to 31 range** from the **Total Numbers** value.

The area to the right of the three range boxes is filled with numbers that fall within these ranges as they are picked in the categories in the lower part of the dialog box.

If you have specific numbers that you want to wheel, enter them in the **Favorite numbers** box. For example, after analyzing the Skip and Hit Chart, Sequence Chart, Repeating Pairs Chart and Repeating Triples Chart, you may determine that certain numbers have a high probability of hitting next.

To be sure that these numbers are in the numbers that you wheel, enter them in the **Favorite numbers** box. Each number that you enter should be separated by a space.

When you press the **ENTER** key, the numbers are displayed to the right of the corresponding range categories above, and to the right of the corresponding statistical categories below. They are also displayed to the right of the **Total Numbers** box.

When the insertion bar moves to the **Hot numbers**, **Last Draw numbers**, **Cold numbers** and **Due numbers** boxes, the program automatically calculates how many numbers to pick for each of these categories. You can press the **ENTER** key to accept the values displayed, or type in other values.

After you press the **ENTER** key for each category, the program picks the specified amount of numbers from that category and displays them to the right of the number box.

For example, if a 6 is displayed for **Hot numbers**, the program picks 6 numbers that are currently Hot and displays them to the right of the **Hot numbers** box.

If there are not 6 numbers that are currently Hot, then the program will only display the number of Hot numbers that it finds. The value displayed in the **Hot numbers** box will automatically be decreased to the number of Hot numbers that the program finds.

The numbers that are picked for each category must meet the range requirements specified above. For example, suppose that you specify that you want two numbers in the **1 to 12 range**. If you entered 3 numbers in the **Favorite numbers** box that were in the 1 to 12 range, the program would only accept 2 of the 3 numbers that you entered.

You also have the option of letting the program randomly pick your numbers. Enter the number of random numbers in the **Random numbers** box. The numbers are picked at random from all categories and displayed to the right of the box. The random numbers that are picked must also meet the range requirements specified above.

Each time a number is picked in one of the lower categories, the **Remaining picks** box at the bottom of the dialog box is decreased by one. When the value of the **Remaining picks** box is zero, all the numbers have been picked.

If you get down to the **Random numbers** box and find that the **Remaining picks** value is not zero, this means that the program could not find enough numbers in one or more of the above categories.

At this point you may want the program to randomly pick the remaining picks. To do this, enter the number of remaining picks in the **Random numbers** box.

Another alternative would be to press the **ENTER** key to go through the other categories again. For example, let's say that you have one remaining pick when you get down to the Random numbers box.

If you press the **ENTER** key one time, the insertion bar moves back to the Hot numbers box. If the program had previously picked 10 Hot numbers, you could increase the number of Hot numbers to 11. If the program finds another Hot number, the Remaining picks box should display the number zero.

When the value for **Remaining Picks** is zero, you cannot make any further changes. The **Save** button in the Quick Pick dialog box has the focus. Press the **ENTER** key or click on the **Save** button to display the **Save Pick File** dialog box.

A list of Quick Pick files that were previously saved is displayed in the **Files** list box. Each Quick Pick file has an extension of ".PIK." There are three ways to save your Quick Pick numbers to an existing filename.

1. Double click the filename in the **Files** list box.
2. Highlight the filename in the **Files** list box, and press the **ENTER** key or click on the **OK** button.
3. Type the name of the file in the **Filename** text box, and press the **ENTER** key or click on the **OK** button.

When you save to an existing file, the Quick Pick numbers that were originally saved in the file are replaced with the new Quick Pick numbers.

To save your numbers to a new filename, enter the name of the file in the **Filename** box. It is not necessary to add the ".PIK" extension to the name. The program will automatically add the extension to the name after you press the **ENTER** key or click on the **OK** button.

After you save the file, the focus returns to the **Print** button in the **Quick Pick** dialog box. To print your Quick Pick numbers, press the **ENTER** key or click on the **Print** button. The **Print Options** dialog box is displayed.

Enter the number of copies that you want printed in the **Copies** box. Click on the **OK** button to start printing, or click on the **Cancel** button to cancel printing.

Click on the **Clear** button in the **Quick Pick** dialog box if you want to pick another set of Quick Pick numbers. The previous set of Quick Pick numbers is cleared and the insertion bar returns to the **Total Numbers** box. Repeat the previous instructions to pick a new set of numbers. If you save more than one Quick Pick file, be sure to use a unique filename for each set of picks.

Click on the **OK** button when you have finished picking your numbers. The **Quick Pick** dialog box disappears and the Drawing Summary dialog box is displayed again. Click on the **OK** button in the **Drawing Summary** dialog box when you are finished viewing or printing the Drawing Summary.

After you have saved your Quick Pick numbers, the next logical step is to **Play** those numbers in one or more of the 24 wheeling systems in the **Wheels** menu.

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# Wheels

Choose the **Wheels** menu command to play or edit one or more Wheeling systems.

Four Full Wheeling Systems are provided for Pick 5 and Pick 6 games. Twenty Abbreviated Wheeling Systems are provided for Pick 5, 6 and 7 games. You can use the **Edit** command in the **Wheels** menu to enter other Abbreviated wheeling systems.

The wheeling systems use the Quick Pick files that contain the numbers that you want to play. The numbers in the Pick file are substituted with the numbers in the wheeling system to generate game tickets. The tickets are saved to a Game file and printed so that you can fill out your bet slips.

Use the **Check For Winning Games** option in the **Drawings** menu each week to check the tickets in your game file(s) against the officially drawn numbers.

To illustrate how wheeling systems work, we will use one of the wheeling systems provided for Pick 6 games. This wheeling system uses 10 numbers and generates 15 tickets. The system guarantees that if the 6 numbers drawn are in the 10 numbers you play, you will win at least a second prize (5 out of 6).

If you choose the **Edit** Command from the **Wheels** menu, and then select the system that reads **10 numbers, 15 games 5/6**, you will see 15 tickets with the following numbers:

01. 01 02 03 04 05 06
02. 01 02 03 07 08 09
03. 01 02 04 06 09 10
04. 01 02 06 07 08 10
05. 01 03 04 05 07 10
06. 01 03 04 08 09 10
07. 01 05 06 07 08 09
08. 01 05 06 08 09 10
09. 02 03 04 05 07 08
10. 02 03 05 06 08 10
11. 02 03 05 07 09 10
12. 02 04 05 07 08 09
13. 02 04 05 07 08 10
14. 03 04 06 07 08 09
15. 03 04 06 07 09 10

Notice that none of the numbers in the system are greater than 10. This is because the numbers displayed are not the actual numbers that you are going to play. The numbers displayed are the order of substitution for the numbers in the Quick Pick file.

To illustrate how this works, let's say that the following 10 numbers are picked in the **Quick Pick** option, and saved to a Quick Pick file in the following order:

12 15 20 23 28 30 34 39 43 49

To play these numbers in the wheeling system that we just looked at, you would choose **Play** command from the **Wheels** menu. Next you would choose **Abbreviated**, and then the system **10 numbers, 15 games 5/6**.

You would then select the Quick Pick file with the 10 numbers that you just saved. The Quick Pick

numbers in the file are substituted into the wheeling system in the order shown above.

For example, the number 12 from the Quick Pick file is substituted for the number 1 in the original system because the number 12 is the first number in the file. The Number 15 is substituted for the number 2, etc.

When all the numbers are substituted, the resulting tickets would like the following:

01. 12 15 20 23 28 30
02. 12 15 20 34 29 43
03. 12 15 23 30 43 49
04. 12 15 30 34 39 49
05. 12 20 23 28 34 49
06. 12 20 23 39 43 49
07. 12 28 30 34 39 43
08. 12 28 30 39 43 49
09. 15 20 23 28 34 39
10. 15 20 28 30 39 49
11. 15 20 28 34 43 49
12. 15 23 28 34 39 43
13. 15 23 28 34 39 49
14. 20 23 30 34 39 43
15. 20 23 30 34 43 49

These tickets would then be saved to a Game file and later compared to the official numbers that are drawn in the next drawing. They would also be printed so that you could fill out your bet slips.

### **Related Topics:**

[Play](#)

[Edit](#)

## Play

When you choose the **Play** command from the **Wheels** menu, you can select to play a Full wheeling system or an Abbreviated wheeling system.

### Related Topics:

[Full](#)

[Abbreviated](#)

## **Full**

There are 4 Full systems included for Pick 5 and Pick 6 games. A Full system mathematically covers every possible combination of the numbers wheeled.

For example, one of the Pick 6 Full systems has 28 combinations of 6 numbers to cover every possible combination of the 8 numbers played.

An advantage to using a Full system is the number of winning hits received when just a few of the numbers wheeled match. In an 8 number Full system, a 5 number match will produce winning prizes on every ticket.

Another advantage is that you are guaranteed to have a jackpot win when the officially drawn numbers are in the group of numbers that you wheel.

A disadvantage of a Full wheeling system is the geometrical increase in the number of tickets that you must purchase to cover a larger group of numbers to wheel.

An 18 number Full wheeling system would require more than 18,000 bets to cover every possible combination of 6 numbers with the 18 numbers you play.

When you choose the **Full** command from the **Wheels** menu, and then choose one of the 4 Full systems, the **Open Quick Pick File** dialog box is displayed.

You can select a Quick Pick File to wheel by using one of the following methods:

1. Double click on the filename in the **Files** list box.
2. Click on the filename in the **Files** list box, and then click on the **OK** button or press the **ENTER** key.
3. Type the name of the file in the **Filename** box, and then click on the **OK** button or press the **ENTER** key.

After the Quick Pick file is loaded and the numbers in the file have been substituted into the wheeling system, the **Full Wheeling System** dialog box is displayed.

The resulting tickets are displayed in the ticket list box. Use the vertical scroll bar to view tickets that are not displayed. When the tickets are first displayed, they are displayed in sorted order from the lowest to the highest number. It is easier to fill out your bet slips if the tickets are in sorted order.

Sorted order is not the same order as was in the original number system before the Quick Pick numbers were substituted. If you would prefer to see the tickets in the order of the original numbers, click on the **Unsorted** option button.

The **Win Guarantee**, **Numbers Played** and **Quick Pick File** are displayed at the bottom of the dialog box.

Click on the **Save** button to save the ticket information to a Game file. The Game file is used by the **Check For Winning Games** command in the **Drawings** menu to find out how many winning tickets you have after the official numbers have been drawn.

When you click on the **Save** button, the **Save Game File** dialog box is displayed.

You can select a previously saved Game file using one of the following 3 methods:

1. Double click on the filename in the **Files** list box.
2. Click on the filename in the **Files** list box, and then click on the **OK** button or press the **ENTER** key.
3. Type the name of the file in the **Filename** box, and then click on the **OK** button or press the **ENTER** key.

When you save to a previously saved Game file, the tickets that were originally in the file are replaced by the new game tickets.

To save the Game file under a new name, type the name of the file in the **Filename** box, and click on the **OK** button or press the **ENTER** key. It is not necessary to add the extension "GAM" to the filename.

After the Game file has been saved, the focus is on the **Print** button in the **Full Wheeling System** dialog box. When you press the **ENTER** key or click on the **Print** button, the **Print Options** dialog box is displayed.

Enter the number of copies to print in the **Copies** box. Click on the **OK** button to start printing, or click on **Cancel** to cancel printing.

Click on the **OK** button in the **Full Wheeling System** dialog box when you have finished viewing or printing the tickets.

## **Abbreviated**

Twenty Abbreviated wheeling systems are included for Pick 5, 6 and 7 games.

The biggest advantage of an Abbreviated system is with the much larger group of numbers you can cover at a reasonable cost, while still maintaining guaranteed wins when the officially drawn numbers appear in your much larger group of numbers wheeled.

When you choose the **Abbreviated** command from the **Wheels** menu, a list of 20 systems is displayed. Each system name tells how many numbers are played in the wheel, the number of games, and the prize guarantee.

A prize guarantee of 4/6 means that if 6 of the officially drawn numbers appear in your larger group of wheeled numbers, then you are guaranteed a match of 4 numbers.

When you choose one of the 20 Abbreviated wheeling systems, the **Open Quick Pick File** dialog box is displayed.

You can select a Quick Pick File to wheel by using one of the following methods:

1. Double click on the filename in the **Files** list box.
2. Click on the filename in the **Files** list box, and then click on the **OK** button or press the **ENTER** key.
3. Type the name of the file in the **Filename** box, and then click on the **OK** button or press the **ENTER** key.

After the Quick Pick file is loaded and the numbers in the file have been substituted into the wheeling system, the **Abbreviated Wheeling System** dialog box is displayed.

The resulting tickets are displayed in the ticket list box. Use the vertical scroll bar to view tickets that are not displayed. When the tickets are first displayed, they are displayed in sorted order from the lowest number to the highest number. It is easier to fill out your bet slips if the tickets are in sorted order.

Sorted order is not the same order as was in the original number system before the Quick Pick numbers were substituted. If you would prefer to see the tickets in the order of the original numbers, click on the **Unsorted** option button.

The **Win Guarantee**, **Numbers Played** and **Quick Pick File** are displayed at the bottom of the dialog box.

Click on the **Save** button to save the ticket information to a Game file. The Game file is used by the **Check For Winning Games** command in the **Drawings** menu to find out how many winning tickets you have after the official numbers have been drawn.

When you click on the **Save** button, the **Save Game File** dialog box is displayed.

You can select a previously saved Game file using one of the following 3 methods:

1. Double click on the filename in the **Files** list box.
2. Click on the filename in the **Files** list box, and then click on the **OK** button or press the **ENTER** key.
3. Type the name of the file in the **Filename** box, and then click on the **OK** button or press the **ENTER** key.

When you save to a previously saved Game file, the tickets that were originally in the file are replaced by the new game tickets.

To save the Game file under a new name, type the name of the file in the **Filename** box, and click on the **OK** button or press the **ENTER** key. It is not necessary to add the extension "GAM" to the filename.

After the Game file has been saved, the focus is on the **Print** button in the **Abbreviated Wheeling System** dialog box. When you press the **ENTER** key or click on the **Print** button, the **Print Options**

dialog box is displayed.

Enter the number of copies to print in the **Copies** box. Click on the **OK** button to start printing, or click on **Cancel** to cancel printing.

Click on the **OK** button in the **Abbreviated Wheeling System** dialog box when you have finished viewing or printing the tickets.

## Edit

Choose the **Edit** command from the **Wheels** menu to edit or replace any of the 20 Abbreviated wheeling systems. DO NOT attempt to replace a wheeling system unless you use a book on wheeling systems. One book that we highly recommend is "The Only Way To Win At Lotto" by Robert Serotic.

When you choose one of the 20 Abbreviated wheeling systems to edit, the Edit Wheel dialog box is displayed.

The games for the system you chose are displayed in the Games list box. Use the horizontal scroll bar to view games that are not currently displayed.

Click on the **Print** button to print all the games in the wheeling system. The **Print Options** dialog box is displayed.

Enter the number of copies to print in the **Copies** box. Click on the **OK** button to start printing, or click on the **Cancel** button to cancel printing.

If you want to edit an existing system, you can only change the numbers in each game. You cannot change the number of numbers in the system, the number of games, or the prize guarantee.

To edit a game, click on the game number that you want to edit in the Games list box. The numbers in the game then appear at the bottom of the Edit Wheel dialog box in the **Game numbers** boxes.

To change one or more of the numbers in a game, click on the appropriate **Game numbers** box and enter the change. Press the **ENTER** or **TAB** keys to go through all the boxes for that game. Any changes made now appear in the Games list box.

To completely replace a wheeling system, click on the **New** button in the **Edit Wheel** dialog box. The Games list box is cleared of all games and the insertion bar moves to the **Numbers** box. Enter the number of numbers that will be played in the system.

In the **Games** box enter the total number of games in the new system. Enter the number of numbers that are guaranteed to match in the **Guarantee** box. Enter the number of correct numbers needed for the prize in the **#'s are correct** box.

The insertion bar then moves to the first **Game numbers** box. The game number is automatically displayed in the **Game** box to the left. Enter the numbers for that game.

When all the numbers have been entered, the game appears in the Games list box. The insertion bar returns to the first **Game numbers** box and the **Game** counter is increased by one.

When you have entered all the games, the focus is on the **OK** button in the **Edit Wheel** dialog box. Press the **ENTER** key or click on **OK**. You are then asked if you want to save your changes.

Click on the **Yes** button to save the changes, or click on the **No** button to cancel all changes. When you save a new system, the new system name is automatically added to the Abbreviated wheeling system menu.

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## Help Menu

[Index](#)

[Context Help](#)

[Using Help](#)

[About Windows Lotto](#)

## **Index**

Use this command to display the opening screen of Help. The Index provides an alphabetical list of all the topics in the Help file. You access Help topics by clicking on the underlined and/or green colored items in the list.

From the Index, you can jump to step-by-step instructions for using Windows Lotto and various types of reference information.

Once you open Help, you can click the first button on the left in the Help window whenever you want to return to the Index.

## Context Help

Context help means that you can access Help for specific Windows Lotto features without having to quit that feature or search through the index. There are two kinds of context help; Active Help and Menu Help.

### Related Topics:

[Active Help](#)

[Menu Help](#)

## ***Active Help***

Press the **F1** key to activate Active Help. Active Help relates to the dialog box or control that currently has focus. For example, if an option button has the focus, pressing **F1** invokes a topic to be displayed that explains the functioning of that option button.

## ***Menu Help***

For help with specific menu items, choose **Context Help** from the **Help** menu or press **SHIFT + F1**.

When you choose **Context Help**, the mouse pointer changes to a box pointer. Normal mouse and keyboard functions are now suspended. For Help on a menu item, choose the menu item with the box pointer. A Help window is displayed that gives an explanation of the menu item.

## Using Help

Choose **Using Help** to learn how to use the Window's Help system.

## **About Windows Lotto**

Choose **About Windows Lotto** from the **Help** menu to display a dialog box with the Windows Lotto version, Windows mode (Standard or Enhanced) and the amount of free memory.

Click on the **OK** button to close the dialog box.

Numbers picked that are in the range from 1 to 12. Many people play numbers in this range, because they like to use birth dates, anniversary dates, etc. If a drawing has a high percentage of numbers in this range, the cash prize tends to be smaller than for the 32 and Up range.

Numbers picked that are in the range from 13 to 31. Many people play numbers in this range, because they like to use birth dates, anniversary dates, etc. If a drawing has a high percentage of numbers in this range, the cash prize tends to be smaller than for the 32 and Up range.

Numbers picked that are in the range from 32 and up. If a drawing has a high percentage of numbers in this range, the cash prize tends to be larger than the other ranges.

A wheeling system that guarantees that when a certain number of officially drawn numbers appear within the larger group of numbers wheeled, you will win one or more second or third place prizes.

The total Number Frequency for all numbers in the lottery divided by the number of numbers in the lottery.

A number is considered to be cold if it has NOT been drawn in the number of previous draws specified by the Hot Number Cutoff. The default value for the Hot Number Cutoff is 10 draws.

A file that contains the dates of previous drawings and the numbers that were drawn. Drawing files have an extension of "DTA". Each drawing file also has an information file with the same name, but with the extension "INF".

An analysis of previous draws to determine how many numbers were Hot, Cold, Due, Last Draw, Odd and Even. The statistics from the Drawing Summary are used by the Quick Pick option to pick the most likely numbers to occur next.

A Due Number is a Cold Number that is in the upper third of the Number Frequency Chart. In other words, Due Numbers are numbers that were active in the past, but are currently Cold.

The number of Even Numbers drawn in a draw. Over a long period of time, the number of Even Numbers drawn is about equal to the number of Odd Numbers drawn. However, it can be beneficial to track Even Numbers to spot short term trends.

A wheeling system that guarantees a jackpot prize when the officially drawn numbers are in the group of numbers that were wheeled.

Tracking the past performance of lottery numbers to determine the most likely numbers to be drawn next.

The number of previous draws for which a number must occur in at least once to be considered a Hot Number. The program default is 10 draws. In other words, if a number is drawn at least one time in the past drawings, it is considered to be a Hot Number.

A number is considered Hot if it has been drawn at least once in the number of previous draws specified by the Hot Number Cutoff. The default value for the Hot Number Cutoff is 10 draws.

Numbers that were drawn in the last drawing. You will find that most drawings have at least one number from the previous drawing.

The number of times a number has been drawn in previous drawings.

A chart that shows Number Frequency, Hot Numbers, Last Draw Numbers, Cold Numbers, Due Numbers and Average Draws Per Number.

The number of Odd Numbers drawn in a draw. Over a long period of time, the number of Odd Numbers drawn is about equal to the number of Even Numbers drawn. However, it can be beneficial to track Odd Numbers to spot short term trends.

A chart that shows the performance of numbers in Pairs with other numbers. Each number is compared with all previous drawings to determine which numbers appeared together, in frequencies of two or more times.

A chart that shows the performance of numbers in Triples with other numbers. Each number is compared with all previous drawings to determine which numbers appeared together, in frequencies of two or more times.

This chart is used with the Skip and Hit Chart to determine which numbers are due to Hit next. The chart can also be used to determine short term trends of individual numbers and their drawing sequence.

A chart that shows the past skip performance of individual numbers. Normally used with the Sequence Chart to determine numbers that are due to hit.

The sum of all the numbers drawn in one drawing. You should try to play numbers whose sum is close to the average sum for the previous drawings.

A graphical presentation of the Number Statistics Chart.

Mathematical systems that simplify the betting process, guarantee a prize when the numbers drawn appear in the group of numbers wheeled, and maximize your payoffs through multiple ticket hits.