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SPECIFY YOUR STATE LOTTERY VERSION ,WHEN ORDERING OR REGISTERING .

'LottoLyzer', the Lottery Results Analyzer.

Version 4.5

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- The body of this document is in 14 point Times -

Upgrades are free for one year from date of registration.

Enclose \$2.50 for postage & handling.

As a precautionary first step, make a working copy of the 'LottoLyzer' disk, and put the original away. It's always been a good idea to do this, but with the proliferation of viruses, it's become essential.

General Information.

- All windows, except the 'LottNumbx' Edit windows and dialogs, are static displays. That means you can only look at them and print . The program is mainly an analyzer used to present information, so editing is not necessary.

- Be sure Courier 9 and 18 point fonts are in your system.

- The 'LottNumbx' files are text files with line breaks. They must reside in the same folder as 'LottoLyzer'. These files/lists must have six numbers on each line, separated by a space, and be ordered from left to right (i.e.,1 2 3 4 5 6). It also needs an End Of File (EOF) marker as the last entry (that's the '9 9 9 9 9 9' at the end.)

- The application is very fussy about the 'LottNumbx' file (no sense analyzing the wrong info). Be sure there are no blank lines at the start, in the middle, or anywhere before the 'EOF Marker' . These will produce an unexpected EOF and probably cause an immediate system crash.

- The 'LottNumbx' files included on the Master disk are properly formatted. Use these to make your working copies by replacing the sample numbers with the actual results from your lottery.

- Some lotteries are run more than once a week. For purposes of simplification, 'weeks', 'draws' and 'drawings', are used more or less interchangeably.

- Past results for your lottery should be available from the State Lottery Commission or in the case of national or multi-state lotteries, whatever entity runs it. Usually they ask only that you enclose a SASE with your request.

* * * * *

This is an application designed to highlight trends or tendencies in numbers drawn for the common 'Pick 6' type lotteries. No ridiculous promises of instant riches are made. The fact is, no one can predict the numbers, and if they say they can, they're frauds. But 'LottoLyzer' can help you recognize the tendencies or trends in your lottery, and capitalize on them.

Experts tell us that the lottery balls don't have any memory, so that on any given drawing the odds are always the same. That's no doubt true if there's no bias present in the equipment. However, for all we know, the starting position of the balls may give some numbers an advantage. Besides that, all things tend to run in cycles. If you flip a coin 100 times, you will get very close to 50 heads, and 50 tails. But, you can wait a lifetime before you'll see a complete series of alternating heads and tails. Streaks or cycles will occur where one or the other prevails. The best you can do is look for trends, play 'hot' or 'overdue' numbers, and combine your numbers intelligently.

A few years ago there was a product on the market which claimed to multiply or improve your odds and a doctor or dentist had supposedly won millions of dollars with it. It cost almost \$100 dollars. What you got for your money was a cheap plastic toy with numbered holes and 12 BB's inside. The idea was to shake it and wheel the 12 numbers that the BB's fell into. (A real state of the art random number generator.) The wheeling system provided was the Dimitrov 12 number system, which has been well known for years, and is even used as the 12#/6 combos wheel in 'LottoLyzer'. Most of the other lottery programs on the market are knock-offs of this approach. They consist of a random number generator and a wheeling system. That's it ! Their claims are accurate, because an intelligent wheeling system does improve your chances. There are several included with 'LottoLyzer'. As far as we know, and despite other's copycat efforts, 'LottoLyzer' is still the only full lottery analysis tool conforming to the standard Macintosh interface. If you don't hit the lottery with 'LottoLyzer', at least you'll be a well informed loser.

You may be surprised at some of the things revealed by analysis. For instance, in the Arizona State lottery, after 126 drawings:

- there were some pairs which had never shown up together. 10 / 11 for example. While others, like 4 / 34, and 7 / 9, had been drawn together 8 times.

- the most popular number was 9, having been picked 31 times. The least popular was 38, picked just 11 times. Over 126 drawings, in that lottery, a number should have been picked about 19 times.

- more often than not, at least one of the six numbers drawn in any week was drawn again the following week (See Figure 3).

- you could have gotten five numbers correct five times, by playing only those numbers drawn in the three weeks prior to that drawing. Following this same strategy, you would have gotten all six, once. (Again, see Figure 3).

But, as the stock market people say, 'Past results are no guarantee of future performance.'

"Although great care has been taken to ensure the accuracy of results attained using 'LottoLyzer', no guarantees are implied, and no liability is assumed for whatever use it's put to. "

Figure 1

A

After the initial screen comes up (Figure 1), all 'LottoLyzer' menus are active and allow you several ways of analyzing past drawings. If you get a 'Wrong Version' error at this point, it usually means that there's a typo in the 'LottNumbx' file (maybe you forgot to put a space between two numbers). Go to the Edit menu, select 'LottNumbx File', correct any errors, and save changes before proceeding.

You can have as many as 312 drawings in the 'LottNumbx' file, (three years of a twice weekly drawing). 'LottoLyzer' could have been set up to save much more history, however, because of the way the ball sets are changed and the machines maintained, any data older than 1 year or so is probably too stale to be useful.

'LottoLyzer' allows you to track as many as four separate ball sets (five, if you don't want to use LottNumbAll for a composite list). Most lotteries use more than one ball set. A mini lottery is held before the main drawing to determine which set to use that night. This information is usually not freely disseminated and you will probably have to call the Lottery office to find out which set was in use.

You can also use one of the 'LottNumbx' files to track a four or five number lottery if you have one. You must use a dummy number in the 'LottNumbx' file because 'LottoLyzer' expects six numbers on each line. The dummy should always be the same, and should be a number not in your ball set.

For example, if you have a 5/35 lottery, 35 being the highest number in the set, the dummy could be 36. In your file you would enter the actual five numbers and 36 as the sixth (dummy) number. Obviously, if analyzing a four number lottery, two dummy numbers would be necessary.

Figure 2

E

Enter your weekly results by selecting the appropriate 'LottNumbx File' from the Edit menu. Simply insert the latest numbers at the bottom of the list before the

EOF marker. The numbers must be in order from left to right and have a space between them (Figure 2). Remember, do not leave any blank lines. This means you should not press <return> after the last number, '41' in this case. To do so would insert a blank line before the EOF marker and cause an 'Unexpected EOF' error.

When all data has been entered correctly, click on the Close box and answer 'Yes' to 'Save?'.

Figure 3

U

nder the 'Analysis' menu the 'Weeks Since\When Picked' selection will bring up a dialog box asking how long the list is. The default is actual size. If you want to look at less than the full list, enter that number and after clicking 'OK', 'LottoLyzer' will display the 'Weeks Since Picked.. When Picked' list (Figure 3). Only the most recent 150 will appear on the screen.

This display shows you how many weeks or drawings have gone by since the number was last picked, on the week it was eventually picked. Figure 3 is a copy of the actual results from the Arizona lottery. The arrows point to the six instances referred to earlier.

As an example of how to use this list, look at the numbers shown for the most recent week (1 1 9 2 2 5). The first two numbers actually drawn (remember the true numbers are in your 'LottNumbx' file) were repeats from the previous week; the third was last drawn nine weeks ago; the fourth and fifth two weeks ago; and the last, five weeks ago. As another example, in week 33, (third from the top in the second column) the numbers are 2 2 1 3 3 3. The first two numbers had been drawn just two weeks prior, the third number was drawn last week, and the last three had come up together three weeks ago. Obviously, if you lived in Arizona, this was the week you could have gotten all six by playing only the last three week's winners.

Figure 4

The second choice in the Analysis menu is the Hot\Cold List. The dialog box which appears (Figure 4), lets you tell the application which week to analyze, how many of the most recent drawings to analyze, and how much weight to apply to duration since last picked, and frequency picked. The original default size will be the actual size of your file. Weights default to 1 : 1. If you would like to see an ordered list of how many times each number has been picked, for whatever period you choose, just use 0 to 1 for the weight ratio. On the other hand, a ratio of 1 to 0 will yield a list ranked by length of time since picked.

Figure 5

As an example of the type analysis possible, let's say there are results for 63 drawings in your 'LottNumbx' file, so that your list already contains the numbers picked for week 62. You tell the analyzer to show the rankings for week 62 by entering 62 in the 'Calculate Rankings for Which Week?' box (see Figure 4). You enter 60 (or any number less than 63) in the 'How many to analyze ?' box . Pick a duration to frequency ratio that suits you (5:9 in Figure 5). Stay within the ratio range of 999 to 0, or 0 to 999. (Larger numbers result in huge 'Heat Factors' and mess up the screen alignment. Negative numbers yield strange results, and usually wind up reversing the rankings, so neither are allowed.)

The application will pretend it's week 62, and give you a list of what that week's rankings looked like, but because you're looking at fewer weeks than the list really contains, the actual results for that week are known and will be highlighted (Figure 5). Now with the benefit of hindsight, you can manipulate the ratios and number of weeks to analyze, and re-run the Hot\Cold list while trying to get the numbers that did come out, to group up somewhere on the ranking list or form a recognizable pattern. A few million possible combinations await investigation. Of course, not all of the resulting lists will be appreciably different.

Figure 6

N

ext on the 'Analysis' menu, 'Pairs Chart', lets you create a Pairs Frequency Chart (Figure 6). The dialog box for this chart also allows you to specify how many of the most recent weeks to look at. Once again, default is actual size. True to its name, it shows how many times any pair has been drawn. In the above example, the number pairs of 3/34, 5/35, and 7/38 have each been picked 6 times in the last 80 weeks.

In addition to the pairs statistics, the chart shows how many times a number has been picked, and how long since it has been picked, for the period you specified in the dialog box. You might find the information on this chart useful for selecting pairs to use in wheeling pairs ('Wheels' menu).

Figure 7

T

he final choice under 'Analysis' is Past Performance. This choice lets you see what the past performance was for the Hot/Cold combinations you may want to try. When you select 'Past Performance' the above dialog appears. The maximum number of weeks that can be displayed is 104. That's two years at once a week or one year at twice a week. You can still see more than 104 weeks by running 'Past Performance' twice (e.g., enter 104 weeks the first time, print, and enter 208 the second time through). If you ask for more than 104, only the most recent 104 will be displayed. If you have a standard SE, expect to wait about 1.7 seconds for each line that prints on the screen. i.e. if you had enough data to fill the screen ($104 \times 1.7 = 176.8$) it would take about 3 minutes to calculate and print. It will be considerably less on the MacIIci, Centris, etc., and a little more on the older machines.

Figure 8

T

he list generated after you select 'OK' reflects the position (not the number itself) on the Hot/Cold list of the actual numbers picked for that week. As an example, the above file has 119 weeks results in the 'LottNumbx' list. If you were to run a

Hot/Cold listing for week 71 with the above parameters, (i.e., 65 weeks analyzed, ratio of 5:9) the Hot/Cold listing would show that the numbers ranked 2nd, 5th, 6th, 12th, 23rd, and 39th on the list for week 71 were the numbers actually picked.

This allows you to select different combinations of factors, and see what the past performance of those factors was. Naturally, the objective here is to find the combination that consistently shows better results than the others. Better results may be interpreted as lower numbers (if you prefer the 'hot' numbers), higher numbers (if you lean towards the 'due' numbers) or some combination of the two, such as the first four low and the last two high. Even a slight edge can improve your odds dramatically. As an example, in a 6/42 lottery there are 5,245,786 possibilities. If you can settle on one number that you feel will be drawn, and you're right, then you are effectively playing a 5/41 lottery which 'only' has 749,398 possibilities. That's a big improvement.

Figure 9

W

heels gives you lots of different ways to combine individual numbers or pairs for best coverage. The choices range from a 7 for 7 wheel, which is 100% coverage, to the 18 for 42 wheel which is considerably less. While there are only 7 possible 6 number combinations in 7 numbers, there are 18,564 possible 6 number combinations in 18 numbers. You will be playing just 42 of them. That's about .226% (less than one fourth of one percent) coverage. The idea is to pick those 42 which will give the best chance of winning some prize. For instance, if you wanted to wheel 10 numbers for 5 combinations, you would certainly want to find a better scheme than 1,2,3,4,5,6...1,2,3,4,5,7...1,2,3,4,5,8...1,2,3,4,5,9...1,2,3,4,5,10. You would be playing half the numbers five times and the other half only once each. The suggested play combinations on all of the 'LottoLyzer' wheels are the result of some fairly extensive calculation and experimentation with number coverage efficiency. Both the 12/6 and the 11/5 wheels are guaranteed 'four out of six' wheels. This means that if all six numbers are in your wheel, the worst you can do is get four correct. But you could also do much better.

Figure 10

Figure 10 is an example of the 'Wheels' output screen.

Figure 11

The 'Patterns' menu lets you see the straight (1-nn) number pattern for ten drawings, over whatever period you select. The selection is made in the usual way.

Figure 12

A
fter the screen comes up, you can move backward and forward through the ten displays. Moving forward from the last screen will bring you back to the beginning and moving backward from the first screen will bring you to the end.

Figure 13

C
hance is your 'shot in the dark' Quick Six generator. It asks for your birth year (don't lie), and the time of day in 24 hour clock format (Fig. 13). It uses these two numbers to generate a seed for the Mac's random generator. 'Chance' will give you five random combinations each time through. You can choose sound or quiet operation. Purchasers of some other Lottery programs pay about \$100 for just this part of 'LottoLyzer' and the Wheels.

Well, that's it. There's a lot of flexibility and handicapping power available here. After you win big using the program, let us know of any major success and be sure to share your good fortune with a worthy charity.

GOOD LUCK!