

# ***LottoMATIC Help***

Choose from the topics below:

**Opening a Lottery File**

**Picking your Numbers**

**Entering the Numbers Drawn**

**Reports**

**Graphics**

**Setting *LottoMATIC* Up**

## Opening a Lottery File

Before you can play your lottery with *LottoMATIC*, you must open your lottery file. To do that, select **Open...** from the "Files" menu.

If your lottery file isn't already on your computer, you'll need to create a new lottery file. Do this by choosing **New...** from the "Files" menu.

## **Picking Your Numbers**

You need to open a lottery file before you can pick any numbers. Once you've opened a file, click on "Numbers" to pull down the "Numbers" menu.

You can pick your numbers in four different ways. To let the computer select your plays, select **Computer Pick** from the "Numbers" menu. If you want to pick your own numbers, choose **Pick Your Own**.

You can play your favorite numbers repeatedly by selecting **Regular Numbers**. Choose **Wheeling** if you want to "play the wheel".

After you've selected your numbers to play, you can print a list of them out (to take with you when you buy your tickets). Select **Print Plays** from the "Reports" menu to print them out.

## Entering the Numbers Drawn

Once your lottery commission picks the winning numbers, select **Enter Winning Numbers** from the "Numbers" menu to enter them into the "Winning Numbers" database. *LottoMATIC* will automatically scan your plays for winning combinations.

It's important to enter all the winning numbers, even if you didn't play that drawing (because *LottoMATIC* uses the data to pick hot and cold numbers).

## **Printing Reports**

*LottoMATIC* can generate several reports to help you evaluate your lottery and your playing performance. Select any one of them from the "Reports" menu:

**Print Plays** This command will print all your plays (for a specific date).

**Winning Plays** Use this command to print all your plays that have won prizes.

**Win Analysis** This command prints an analysis of your lottery playing and performance.

**Drawing Analysis** This menu choice prints a report analyzing your lottery's history.

**Drawing History** This option prints all numbers drawn in your lottery.

## Graphics

*LottoMATIC* can display several graphs to help you evaluate your lottery and your playing performance. Select any one of them from the "Graphics" menu:

**Number Frquency** This graph shows how many times each ball has been drawn.

**Play/Win Analysis** This is a picture of your playing performance over the last 50 drawings.

**Odd/Even (Winning Numbers)** A breakdown of odd/even numbers drawn.

**Odd/Even (Your Plays)** This graph displays the number of odd and even numbers you have played.

**Quadrants (Winning Numbers)** This picture displays how many many times the winning numbers fell into a particular "quadrant".

**Quadrants (Your Plays)** This graph shows how many of the numbers you've played fell into each "quadrant".

## Setting *LottoMATIC* Up

*LottoMATIC* has many options for customizing it's operation. You can set *LottoMATIC* to your tastes by selecting any the following commands from the "Setup" menu:

**Quick Pick Algorithm** Use this option to select the Quick Pick Algorithm *LottoMATIC* uses while generating numbers.

**Lucky Number** Pick this option to enter you personal "Lucky Number".

**Date Format** Select this choice to customize the way *LottoMATIC* displays dates.

**Report Headings** Use this option to enter text to be displayed at the top of your reports.

**Enter Regular Numbers** This command lets you enter "regular numbers" (numbers you like to play "over and over again").

**Select Printer** This choice lets you select your printer.

**Setup Printer** This command pops up the "Printer Setup" dialog.

**Game Setup** Use this option to modify your lottery's configuration.

<b><u>DLG_ScreenPrint</u></b>	Brief description of DLG_ScreenPrint dialog.
<b><u>DLG_New</u></b>	Brief description of DLG_New dialog.
<b><u>DLG_Test</u></b>	Brief description of DLG_Test dialog.
<b><u>DLG_Import</u></b>	Brief description of DLG_Import dialog.
<b><u>DLG_WinsDB</u></b>	Brief description of DLG_WinsDB dialog.
<b><u>DLG_Algorithm</u></b>	Brief description of DLG_Algorithm dialog.
<b><u>DLG_DateFormat</u></b>	Brief description of DLG_DateFormat dialog.
<b><u>DLG_Delete</u></b>	Brief description of DLG_Delete dialog.
<b><u>DLG_DrawingAnalysis</u></b>	Brief description of DLG_DrawingAnalysis dialog.
<b><u>DLG_DrawingHistory</u></b>	Brief description of DLG_DrawingHistory dialog.
<b><u>DLG_DrawsDB</u></b>	Brief description of DLG_DrawsDB dialog.
<b><u>DLG_EditWin</u></b>	Brief description of DLG_EditWin dialog.
<b><u>DLG_EnterRegularNumbers</u></b>	Brief description of DLG_EnterRegularNumbers dialog.
<b><u>DLG_InfoLines</u></b>	Brief description of DLG_InfoLines dialog.
<b><u>DLG_LuckyNumber</u></b>	Brief description of DLG_LuckyNumber dialog.
<b><u>DLG_ManualPick</u></b>	Brief description of DLG_ManualPick dialog.
<b><u>DLG_NewGame</u></b>	Brief description of DLG_NewGame dialog.
<b><u>DLG_EditDraw</u></b>	Brief description of DLG_EditDraw dialog.
<b><u>DLG_EditPick</u></b>	Brief description of DLG_EditPick dialog.
<b><u>DLG_EditRegular</u></b>	Brief description of DLG_EditRegular dialog.
<b><u>DLG_EnterWinningNumbers</u></b>	Brief description of DLG_EnterWinningNumbers dialog.
<b><u>DLG_GameSetup</u></b>	Brief description of DLG_GameSetup dialog.
<b><u>DLG_Open</u></b>	Brief description of DLG_Open dialog.
<b><u>DLG_PlayRegularNumbers</u></b>	Brief description of DLG_PlayRegularNumbers dialog.
<b><u>DLG_PrintPlays</u></b>	Brief description of DLG_PrintPlays dialog.
<b><u>DLG_RegularDB</u></b>	Brief description of DLG_RegularDB dialog.
<b><u>DLG_Scan</u></b>	Brief description of DLG_Scan dialog.
<b><u>DLG_WinAnalysis</u></b>	Brief description of DLG_WinAnalysis dialog.
<b><u>DLG_WinningPlays</u></b>	Brief description of DLG_WinningPlays dialog.
<b><u>DLG_PicksDB</u></b>	Brief description of DLG_PicksDB dialog.
<b><u>DLG_ComputerPick</u></b>	Brief description of DLG_ComputerPick dialog.
<b><u>DLG_PBWheel</u></b>	Brief description of DLG_PBWheel dialog.
<b><u>DLG_HotNumbers</u></b>	Brief description of DLG_HotNumbers dialog.
<b><u>DLG_PowerBallNumbers</u></b>	Brief description of DLG_PowerBallNumbers dialog.
<b><u>DLG_AutoPB</u></b>	Brief description of DLG_AutoPB dialog.
<b><u>DLG_AutoHot</u></b>	Brief description of DLG_AutoHot dialog.



**DLG\_KeyNumbers**

Brief description of DLG\_KeyNumbers dialog.

**DLG\_Wheel**

Brief description of DLG\_Wheel dialog.

**DLG\_Interval**

Brief description of DLG\_Interval dialog.

## **Main Window**

You're in the *LottoMATIC* main window. Select any one of the menu options to pull down a submenu.

Under the "Files" Menu:

**New Game** Use this command to define a new lottery game you want to play.

**Open** Use this command to open a lottery game to play.

**Delete** Use this command to delete a lottery game.

**Exit LottoMATIC** Use this command to exit ***LottoMATIC***.

Under the "Numbers" Menu:

**Computer Pick** Select this option to let the computer select your lottery numbers.

**Pick Your Own** Use this option to select your own lottery numbers.

**Regular Numbers** Select this option play your "regular" numbers (numbers you like to play "over and over again"..)

**Wheeling** This option lets you play the ***LottoMATIC*** "wheeling" system.

**Enter Winning Numbers** Here's where you enter numbers drawn by your state (or country's) lottery commission.

**Scan for Matches** Use this option to scan your plays for any winning combinations.

Under the "Database" Menu:

**Your Picks** This menu command opens your database of plays (numbers you picked).

**Winning Numbers** This command opens the database of actual winning numbers (drawn by your lottery commission).

**Your Wins** This command will open a database of your plays that have won a prize..

**Regular Numbers** Use this menu option to open the database of your "regular" numbers (plays you like to play "over and over again").

Under the "Reports" Menu:

**Print Plays** This command will print all your plays (for a specific date).

**Winning Plays** Use this command to print all your plays that have won prizes.

**Win Analysis** This command prints an analysis of your lottery playing and performance.

**Drawing Analysis** This menu choice prints a report analyzing your lottery's history.

**Drawing History** This option prints all numbers drawn in your lottery.

Under the "Graphics" Menu:

**Number Frquency** This graph shows how many times each ball has been drawn.

**Play/Win Analysis** This is a picture of your playing performance over the last 50 drawings.

**Odd/Even (Winning Numbers)** A breakdown of odd/even numbers drawn.

**Odd/Even (Your Plays)** This graph displays the number of odd and even numbers you have played.

**Quadrants (Winning Numbers)** This picture displays how many many times the winning numbers fell into a particular "quadrant".

**Quadrants (Your Plays)** This graph shows how many of the numbers you've played fell into each "quadrant".

Under the "Setup" Menu:

**Quick Pick Algorithm** Use this option to select the Quick Pick Algorithm **LottoMATIC** uses while generating numbers.

**Lucky Number** Pick this option to enter you personal "Lucky Number".

**Date Format** Select this choice to customize the way **LottoMATIC** displays dates.

**Report Headings** Use this option to enter text to be displayed at the top of your reports.

**Enter Regular Numbers** This command lets you enter "regular numbers" (numbers you like to play "over and over again").

**Select Printer** This choice lets you select your printer.

**Setup Printer** This command pops up the "Printer Setup" dialog.

**Game Setup** Use this option to modify your lottery's configuration.

Under the "Help" Menu:

**Help** This option opens the **LottoMATIC** help window..

## **Maximize**

Click on the maximize box to expand the *LottoMATIC* window (to take the entire screen).

## **Minimize**

Click on the minimize box to shrink *LottoMATIC* into an icon.

## **Sizing Border**

Click and drag the window's border to "re-size" the window.

## **System Menu**

The "system menu" has options to control the *LottoMATIC* window (and to close the application).

## **Title Bar**

This is the *LottoMATIC* "title bar". It lists the game you currently have open.



## **New Game**

This dialog lets you define a new lottery game.

Enter the appropriate information for your lottery.

**NOTE!** Most states do NOT use a "Bonus Ball" (which is actually an "extra ball" drawn). If your lottery draws a "bonus ball", mark this field "YES". Otherwise, leave it "NO".

The "Draws per Game" field does NOT include the "bonus ball". So, if you pick six numbers (and your lottery draws seven), mark the "Draws per Game" as "6".

If your lottery is "PowerBall", click on the PowerBall box. *LottoMATIC* will "gray" all the other controls except the "Game Name", because all PowerBall parameters are pre-set (and can't be changed).

Likewise, if your lottery is "The Big Game", click on the Big Game box. *LottoMATIC* will "gray" all the other controls except the "Game Name", because all Big Game parameters are pre-set (and can't be changed).

## **Open a Lottery File**

Select the game you want to open from the "Game to Open" box. You can change you current drive and/or directory in the "Directory" box.

## **Delete a Lottery File**

Select the game you want to delete from the "Game to Delete" box. But be careful!  
Once you delete a game, it's gone forever!

## **Exit *LottoMATIC***

This menu item let's you exit *LottoMATIC*.

## Computer Pick (or "Quick Pick") Numbers

Use this dialog if you want *LottoMATIC* to pick your numbers for you.

- 1) Select the "drawing date" for the lottery drawing you want to play.
- 2) Enter the number of picks you want to play (from 1 to 99).
- 3) Click on "Generate Quick Picks" to generate the plays.
- 4) Finally, click on "Save Picks in Database" to store them in the "Your Picks" database.

NOTE: *LottoMATIC* uses one of three **algorithms** to select the numbers. You should select your algorithm under the "Setup" menu before generating your plays.

## **Pick Your Own Numbers**

Use this dialog if you want to pick your own numbers to play.

- 1) Select the "drawing date" for the lottery drawing you want to play.
- 2) Enter the numbers for one play.
- 3) Click on "Save Pick in Database" to store it in the "Your Picks" database.  
(*LottoMATIC* will clear the number boxes after it saves the play).
- 4) Repeat the above steps to play more numbers.

## **Play Regular Numbers**

First, select the date of the drawing you want to play.

Then click on the numbers you want to play. *LottoMATIC* will "mark" each play you select by turning it "yellow".

Once you've selected all the numbers you want to play, click on "Play Marked Numbers" to save them in the database.

You can unmark an already marked play by pressing the clicking on it again.

NOTE: You define your **Regular Numbers** under the "Setup" menu.

## Using the Wheel to Select your Numbers

To play the **LottoMATIC Wheel** follow these steps:

- 1) Select your **Key Numbers**.
- 2) Select your **Hot Numbers**.
- 3) Select your **Wheel Interval**.
- 4) Generate the Plays.
- 5) Save the Plays in the "Your Picks" database.

### NOTES:

If you're playing the PowerBall or Big Game lotteries, you'll also need to pick a separate "hot set" of **PowerBall numbers** or Big Money Ball numbers.

It can take a while to generate millions of numbers, so be prepared to wait if you select a very large "hot set". While most hot sets (of 20 numbers or less) will generate in seconds... if you choose 40 or more your computer may have to work for several minutes (or even several hours!).

*LottoMATIC* is a practical system. It won't let you generate more than 1,000 plays at a time! If your key numbers, hot numbers, and interval result in more combinations, *LottoMATIC* will stop automatically after generating 1,000. (Allowing more would quickly consume your computer's RAM and hard disk assets, and could literally take DAYS to generate and display).



## LottoMATIC Wheel

The *LottoMATIC* "wheel" lets you generate combinations of "hot sets" of numbers. For example, suppose you play a lottery that picks 6 balls from a pool of 49 numbers. To *guarantee* that you pick the "winner", you would have to buy 13,983,816 tickets! They would be arranged like this:

1	2	3	4	5	6
1	2	3	4	5	7
1	2	3	4	5	8
....					
....					
44	45	46	47	48	49

**BUT...** suppose you believe that the winning numbers will come from a set of 10 specific numbers. Suppose the numbers are 2,5,11,17,23,28,30,33,37 and 45. To guarantee the winner now, you would only have to buy 210 tickets.

The plays would be arranged as such:

2	5	11	17	23	28
2	5	11	17	23	30
2	5	11	17	23	33
....					
....					
23	28	30	33	37	45

For most of us, that's still too much to spend on the lottery. So, suppose you select every 21st play (in order). This will reduce your investment to just 10 tickets!

Because you take every 21st play, you obviously will be missing some combinations of your hot set. The key to selecting your interval, however, is to maximize the additional winning plays you generate (those that match 3,4, or 5 numbers). Since only 6 of the numbers will actually be in the winning set, your hope is your interval will "fall" in such a way as to give you a good variety of your initial hot set (of 10 numbers). You'll most likely want to experiment with your hot numbers and interval to maximize your chances (while minimizing your investment).

In the *LottoMATIC* wheeling system, you can also specify key numbers. Key numbers are numbers that must appear in EVERY play.

Specifying key numbers reduces the total number of plays generated (because you limit the number of combinations *LottoMATIC* must create).

If you're playing the PowerBall or Big Game lotteries, you must also select a hot set of PowerBall (or Big Money Ball) Numbers. This is because the PowerBall (and Big Money

Ball) is drawn from a completely different set of balls, and will have its own statistical history.

**REMEMBER...** *there can be no guarantees when playing the wheel. The plays LottoMATIC generates can ultimately only be as good as your hot set, key numbers, and interval.*

## **Enter Winning Numbers**

Every time your lottery commission draws winning numbers, you should enter them in *LottoMATIC*. *LottoMATIC* will search your plays for winners and record the numbers to help you track "hot" and "cold" plays.

To enter winning numbers, first enter the date of the drawing.

Next, enter the actual winning numbers and click on "Save Winning Number in Database". This will cause *LottoMATIC* to automatically scan for matches and possible winning combinations.

Winning combinations will appear in the "Your Wins" database. You should edit those plays to enter your prizes.

## **Scan for Matches**

*LottoMATIC* can automatically scan your plays for winning combinations.

First, select the drawing date (from those you've previously entered). Then click on "Start Scan".

Winning combinations will appear in the "Your Wins" database. You should edit those plays to enter your prizes.

## **Your Picks Database**

This database lists every play you've entered for this game (in reverse date order). To edit or delete a play, select it and then click on "Edit Selected Play".

## **Winning Numbers Database**

This database lists all the winning numbers you've entered for this game (in reverse date order). To edit or delete a drawing, select it and then click on "Edit Selected Numbers".

## **Your Wins Database**

This database lists every play you've entered that has matched enough numbers to be a "winning" play. To edit the prize amount for a particular winning play, select it and then click on "Edit Prize Amount (of Selected Win)".

## **Regular Numbers Database**

This database lists all the "regular numbers" you've entered for this game. To edit or delete a drawing, select it and then click on "Edit Selected Play".

"Regular Numbers" are picks that are your "favorites", and that you like to play week to week (and you don't want to continually re-enter them each week). You can easily play your regular numbers by selecting "Regular Numbers" from the "Numbers" menu.



## **Print Plays Report**

This report is a listing of your plays on a particular drawing date.

## **Winning Plays Report**

This report is a listing of your winning plays.

## **Win Analysis Report**

This report lists some statistics generated by comparing your "win history" with your "play history".

## **Drawing Analysis Report**

This report lists some interesting statistics about the actual drawings (and the frequency that the balls appear).

## **Drawing History Report**

This report is a history of the winning numbers drawn in your lottery.

NOTE: You must enter these numbers yourself (to keep the database "up-to-date") or purchase a database disk from CTech, Inc.

## **Quick Pick Algorithm**

You can select the algorithm you want *LottoMATIC* to use while generating picks.

### **Most Picked Statistical (Hot Numbers)**

This algorithm tracks which numbers appear most frequently, and slowly increases their occurrence in the computer generated picks. This method assumes that inherent biases exist in the drawing machines.

### **Least Picked Statistical (Cold Numbers)**

This algorithm tracks which numbers occur least frequently, and slowly increases their occurrence in the computer generated picks. This method assumes that numbers that have not appeared or have appeared infrequently are "overdue" and hence are more likely to appear.

### **Random (Gaussian Bell)**

This method generates numbers at random, and discounts any past drawing history.

## **Lucky Number**

You can enter a personal "Lucky Number" (between 1 and 999).

*LottoMATIC* uses this number while generating a seed for its internal number generator. Every quick pick algorithm, including the "most" and "least" picked, use this generator.

## **Date Format**

You can pick from a variety of "date formats". *LottoMATIC* will display all dates in this form.

You can enter "free-format" no matter which format you choose. *LottoMATIC* will rearrange the date to match your format.

In most date fields in *LottoMATIC*, you can automatically find seek to the next or previous "drawing date" by clicking on the "next" and "prev" buttons.



## **Report Headings**

You can enter up to 10 lines of text that you want *LottoMATIC* to print at the top of every report. The lines will be automatically centered (in each report).

## **Enter Regular Numbers**

Here you can enter your "regular" numbers (numbers you play over and over). Fill in the numbers and then click on "Save Regular Pick in Database".

You can play your regular numbers by selecting "Regular Numbers" from the "Numbers" menu.

## Select Printer

Select you printer from this menu.

## **Setup Printer**

Setup your printer from this dialog box.

## Game Setup

This dialog lets you modify your lottery's setup. Enter the appropriate information for your lottery.

**NOTE!** Most states do NOT use a "Bonus Ball" (which is actually an "extra ball" drawn). If your lottery draws a "bonus ball", mark this field "YES". Otherwise, leave it "NO".

The "Draws per Game" field does NOT include the "bonus ball". So, if you pick six numbers (and your lottery draws seven), mark the "Draws per Game" as "6".

If your lottery is "PowerBall", click on the PowerBall box. *LottoMATIC* will "gray" all the other controls except the "Game Name", because all PowerBall parameters are pre-set (and can't be changed).

Likewise, if your lottery is "The Big Game", click on the Big Game box. *LottoMATIC* will "gray" all the other controls except the "Game Name", because all Big Game parameters are pre-set (and can't be changed).

## **Help\_Menu**

This command opens the *LottoMATIC* help window.

**DLG\_ScreenPrint**

## **New Game**

This dialog lets you define a new lottery game.

Enter the appropriate information for your lottery.

**NOTE!** Most states do NOT use a "Bonus Ball" (which is actually an "extra ball" drawn). If your lottery draws a "bonus ball", mark this field "YES". Otherwise, leave it "NO".

The "Draws per Game" field does NOT include the "bonus ball". So, if you pick six numbers (and your lottery draws seven), mark the "Draws per Game" as "6".

If your lottery is "PowerBall", click on the PowerBall box. *LottoMATIC* will "gray" all the other controls except the "Game Name", because all PowerBall parameters are pre-set (and can't be changed).

Likewise, if your lottery is "The Big Game", click on the Big Game box. *LottoMATIC* will "gray" all the other controls except the "Game Name", because all Big Game parameters are pre-set (and can't be changed).



**DLG\_Test**

### **Ordering Up-to-Date Lottery Files**

If you would like an up-to-date history of your favorite lottery in *LottoMATIC* format, you can order one directly from CTech, Inc. We maintain database histories of all major pick-5 and pick-6 games in the USA, Canada, and the United Kingdom. We update the files every day, so they are guaranteed to be current.

Each database disk costs \$9.95 (plus \$2.00 S&H). Order disks by state or country. (For instance, the Florida disk contains **both** the Florida 6/49 Lotto game and the Florida 5/26 Fantasy 5 game for the one price (\$9.95). States that play Powerball, The Big Game, Tri-State, or Tri-West receive those databases at no additional charge as well.

The Canada disk contains Canada 6/49. The UK disk contains "The National Lottery".

### **How to Order Database Files**

You can order up-to-date lottery databases from CTech, Inc. To print an order form, click on the "Print Order Form" button.

### **Import Databases Files from a Floppy Disk**

Here you can "import" up-to-date lottery files from a floppy disk. Put the disk in either drive "A" or drive "B" and then click on the appropriate button. The files will **not** disturb your plays, only the actual drawings.

You can get an up-to-date disk by sending \$9.95 plus \$2.00 S&H to **CTech Inc., PO Box 10551, Panama City, FL 32404-1551.**

**Register LottoMATIC**

Use this function to register your copy of *LottoMATIC*.

## **Edit Prize Amount**

You can edit the "prize amount" of a selected winning play. You cannot change the play date, numbers, or delete the play here... you must go to the "Your Picks" database to accomplish those actions.

## **Edit Winning Numbers**

You can edit the date and numbers of a selected drawing. You may also delete the drawing.

## **Edit Pick**

You can edit the date and numbers of a selected play. You may also delete the play.



## **Edit Regular Play**

You can edit or delete a selected regular play.

## **PowerBall/Big Game Wheel**

To play the **LottoMATIC Wheel** follow these steps:

- 1) Select your **Key Numbers**.
- 2) Select your **Hot Numbers**.
- 3) Select your **PowerBall/Big Money Ball Numbers**.
- 4) Select your **Wheel Interval**.
- 5) Generate the Plays.
- 6) Save the Plays in the "Your Picks" database.

### NOTES:

It can take a while to generate millions of numbers, so be prepared to wait if you select a very large "hot set". While most hot sets (of 20 numbers or less) will generate in seconds... if you choose 40 or more your computer may have to work for several minutes (or even several hours!).

*LottoMATIC* is a practical system. It won't let you generate more than 1,000 plays at a time! If your key numbers, hot numbers, and interval result in more combinations, *LottoMATIC* will stop automatically after generating 1,000. (Allowing more would quickly consume your computer's RAM and hard disk assets, and could literally take DAYS to generate and display).

## Hot Numbers

You can select a "hot set" of numbers for the **LottoMATIC Wheel** by checking the numbers you want to include.

*LottoMATIC* will pick the numbers for you (click on the **Automatic Hot Numbers** button).

## **PowerBall/Big Money Ball Numbers**

You can select a "hot set" of PowerBall or Big Money Ball numbers for the **LottoMATIC Wheel** by checking the numbers you want to include.

*LottoMATIC* will pick the numbers for you (click on the **Automatic PowerBall Numbers** or Automatic Big Money Ball Numbers button).

## **Automatic PowerBall Numbers**

*LottoMATIC* will pick the "hottest" PowerBall (or Big Money Ball) numbers. Enter the number of numbers you want *LottoMATIC* to select.

*LottoMATIC* relies on the "Winning Numbers" database to select the hot numbers. It will pick the numbers that have appeared *most frequently* in the database.

## **Automatic Hot Numbers**

*LottoMATIC* will pick the "hottest" numbers. Enter the number of numbers you want *LottoMATIC* to select.

*LottoMATIC* relies on the "Winning Numbers" database to select the hot numbers. It will pick the numbers that have appeared *most frequently* in the database.

## **Key Numbers**

You can select "key numbers" for the **LottoMATIC Wheel**. Key numbers are numbers that *LottoMATIC* has to include in every pick it generates.

You may select from zero to one less than the number of balls drawn in your lottery. (For example, if your lottery draws six balls, you may select from zero to five key numbers).

## Wheel Interval

You can enter an "interval" for the **LottoMATIC Wheel**. The interval is intended to reduce the number of tickets you must purchase to cover the wheel.

For example, if your "hot set" has 9 numbers, it will generate 84 plays. If you select an "interval" of 8, *LottoMATIC* will select every 8th play (and generate a total of 10 picks).



## **Number Frequency**

Display this graph to see how many times each ball has been drawn in this lottery. The balls are displayed graphically so you can easily spot trends.

## **Play/Win Analysis**

This graph attempts to show how well you have been matching the winning numbers over the past fifty drawings. LottoMATIC "averages" the number of times you play so the graph is accurately scaled from drawing to drawing (even if you played more tickets on some drawing dates).

### **Odd/Even (Winning Numbers)**

This graph compares the number of "odd" balls drawn to the number of "even" balls drawn. In a truly random process, these numbers should be almost equal. Use this graph to spot trends away from randomness in your lottery.

### **Odd/Even (Your Plays)**

This graph compares the number of "odd" numbers you've played to the number of "even" numbers you've played.

## **Quadrants (Winning Numbers)**

This graph compares the frequency of balls drawn in the lowest fourth, the highest fourth, and those in between. In a truly random lottery, these numbers should be almost equal. Look for trends that might give you an advantage.

## **Quadrants (Your Plays)**

This graph shows you how the numbers you've played fall into each of the four quadrants (lower fourth, lower-middle fourth, upper-middle fourth, and upper fourth). Compare this to the "Quadrants (Winning Numbers)" graph to see how your picks track the actual winning numbers.

## **Registration Form**

To print an order form, click on the "Print Order Form" button.





