

# Contents

## [Win A Lotto Help](#)

### [Ticket Files](#)

#### [Wheeling Tables](#)

##### [Importing Wheeling Tables](#)

#### [Manual Ticket Entry](#)

#### [Getting Wheels from the Internet](#)

### [Simulating a Lottery Drawing](#)

### [Lottery Databases](#)

#### [Statistics](#)

#### [Creating a Database](#)

#### [Updating a Database from the Internet](#)

#### [Hot Pick](#)

#### [Cold Pick](#)

#### [Quick Pick](#)

### [Sound](#)

### [Printing](#)

### [Accessing Win A Lotto Home Page](#)

### [Removing the Program](#)

### [Registration](#)

Disclaimer: Win A Lotto Lottery Software, and its World Wide Web pages are in no way affiliated or endorsed by any official lottery organization. The database entries contained in this program and on the Win A Lotto Home Page are entered manually and thus, may contain errors due to unintentional human error.

## Win A Lotto Help

Welcome to Win A Lotto! We hope the information provided in our help utility will answer most of your questions about our product. Good luck in your lottery pursuits!

and when you hit the big one . . .



## Ticket Files

Win A Lotto uses ticket files to store the tickets you wish to play. These files are created by selecting [Create Ticket File](#) from the [File](#) menu.

### Ticket File Attributes and Details:

- Each ticket file is capable of storing one or more tickets, which are either [Entered Manually](#) or created using a [Wheeling Table](#).

- It is helpful, though not mandatory, to open a database from the [History](#) menu before creating your ticket files. This will ensure that the numbers per ticket (i.e., 5 or 6) and the numbers per lottery (e.g., 49) are correct.

- Ticket files are saved independent of a specific lottery and thus can be used for multiple lotteries if so desired. These files should be given a .wal extension, though this is not mandatory.

- Only one ticket file can be opened at a time.

- The open ticket file will automatically be evaluated against the current winning numbers. The winning numbers have two possible sources: 1) The most recent winning ticket in the current open database. 2) Numbers entered or [Simulated](#) via the [Winning Numbers](#) menu.

- Once a ticket file has been created, bonus numbers can be added by selecting [Bonus Number](#) from the [File](#) menu, then selecting [Add To Ticket File](#). You may select an individual bonus number for each ticket or select one universal number to apply to all tickets. Editing bonus numbers is also accomplished via the [Add To Ticket File](#) option.

See also:

[Wheeling Tables](#)

[Manual Ticket Entry](#)

## Wheeling Tables

Wheeling tables offer you a greater statistical chance of winning a prize. When selecting a wheeling table, the following information is provided:

- The number of tickets required to satisfy the condition of the wheel.
- How many lottery numbers to be wheeled.
- The prize guarantee, which is of the form  $x$  of  $y$  if  $z$ . For example: 4 of 6 if 5 guarantees that if 5 of the winning lottery numbers fall within the wheeled numbers chosen, one or more of the tickets is at least a 4 of 6 winner.

Win A Lotto allows you to create Ticket Files using a Wheeling Table or by [Manually Entering Tickets](#).

See also:

[Ticket Files](#)

[Import Wheeling Tables](#)

[Hot Pick](#)

[Cold Pick](#)

[Quick Pick](#)

## Manual Ticket Entry

To enter tickets manually, select [New Ticket File](#) from the [File](#) menu, then select [Enter Tickets Manually](#). Then:

- Select numbers for a ticket. Choose each number by clicking the check box until it contains a check. After each number is selected, Win A Lotto displays how many more numbers are needed to complete this ticket.

- Once a ticket is complete, all unselected numbers are disabled. At this point, review the numbers entered. If a number was entered in error, simply click on that number box again to remove the check mark, then select a replacement.

- Once a ticket is complete and all numbers are satisfactory, add the ticket to your file by selecting the [Add Ticket](#) button. Once the ticket is added, all check boxes are cleared, and you are ready to select the numbers for another ticket.

- When all tickets are added, select the [Done](#) Button. A window will appear displaying all the tickets in your new ticket file.

- Once a ticket file has been created, bonus numbers can be added by selecting [Bonus Number](#) from the [File](#) menu, then selecting [Add To Ticket File](#). You may select an individual bonus number for each ticket or select one universal number to apply to all tickets. Editing bonus numbers is also accomplished via the [Add To Ticket File](#) option.

See also:

[Wheeling Tables](#)

[Hot Pick](#)

[Cold Pick](#)

[Quick Pick](#)

## Simulated Lottery

To simulate a lottery, select [Enter Winning Numbers](#) from the [Winning Numbers](#) Menu, then click the [Simulate Lotto](#) button.

One purpose of this option is to allow you to check out a ticket file against a sample lottery drawing.

You can also use this feature to add simulated results to a lottery database.

The [Simulate Lotto](#) button can be pressed after other numbers have already been checked if you wish to force those numbers to be included.

See also:

[Lottery Databases](#)

## Importing Wheeling Tables (Registered Version Only)

Importing Wheel tables can be accomplished by fetching a preexisting ASCII text file or by entering wheel tickets manually.

For either method, first select [Import Wheeling Table](#) from the [File](#) menu, then select the following:

- A description or name for the wheeling table
- How many numbers to wheel
- How many lottery numbers per ticket
- Prize Guarantee (x if y)
- Confirm Guarantee (optional)
- Method of Import (Manually or from Text file)

Once the above information has been entered, select the [OK](#) button.

If **importing a wheel manually**, you will be prompted to select numbers for each wheel ticket. When each ticket is complete, choose the [Add Ticket](#) button. Once all tickets have been entered, select the [Done](#) button. Note: Be sure to add the last ticket before selecting the [Done](#) button.

If **importing from a text file**, you will be prompted to open a file containing the wheel data. This file must have the following attributes:

- The file must contain only ASCII text with no extra lines or special symbols.
- Each ticket should be on an individual line with numbers separated by spaces. For example:

```
1 3 5 7 9 12  
2 4 6 8 11 14
```

(Note: If you have found a wheel in a book or other publication using letters instead of numbers to describe a wheel, convert the letters to numbers in a text file before importing to Win A Lotto. For example, a pick 5 wheel ticket A B D F G could be converted to 1 2 4 6 7.)

Regardless of the import method, if you have checked the [Confirm Guarantee](#) box, the wheel will be checked against all possible combinations to ensure the prize guarantee. If an invalid combination is found, you will be given the option to add this combination to the wheel. Repeating this step will eventually validate the guarantee. If the wheel fails, you will have the option to cancel or accept the import.

You will then be asked to name the wheel file. Use any filename you wish, but please use the following conventions:

\*.wl5 - for Pick 5 wheels

\*.wl6 - for Pick 6 wheels

Once this file has been saved, the new wheel table can be used to create ticket files.

See also:

[Wheeling Tables](#)

[Ticket Files](#)

[Registration](#)



## Internet Access

Registered users can import new wheel tables and update lottery databases by connecting to the Win A Lotto Home Page via the Internet (at the time of this release, our URL is <http://iquest.com/~dturner/> ). When you register, you will be provided a password to access this information. Unregistered users can download the latest shareware version of Win A Lotto from this site.

New wheel tables should be downloaded to the TABLES subdirectory.  
Updated databases should be downloaded to the DATA subdirectory.

See also:

[Registration](#)

## Removing Win A Lotto

Since Win A Lotto is self-contained (i.e., nothing is written to your Windows directory), removing it from your system is as easy as removing the Win A Lotto Directory. This can be accomplished from a DOS prompt by simply performing the deltree instruction using the Win A Lotto directory as a parameter (e.g., DELTREE C:\WINALOT), which will remove all Win A Lotto files and subdirectories. The same can be accomplished using the File Manager under Windows by clicking on the Win A Lotto root directory and selecting [Delete](#) from the File menu.

The Fixed It! Windows Group can be deleted by minimizing the group and selecting [Delete](#) from the Program Manager File menu.

## Lottery Databases

To select a database, choose [Open Database](#) from the [History](#) menu. This selects the lottery you wish to play, maintain, or evaluate. Once a database has been selected, winning numbers can be entered into the database in the following manner:

- Select [Enter Winning Numbers](#) from the [Winning Numbers](#) menu
- Select the winning numbers
- Enter the date of the drawing in the [Lotto Date](#) field
- Check the [Update Database](#) box
- Select [OK](#)
- If your lottery has a bonus number:
  - Select the bonus number
  - Select [OK](#)

The second step above can be replaced by selecting the [Simulate Lotto](#) button if you wish to fill a database with simulated results.

Entries can be deleted from a database by selecting [Delete Entry](#) from the [History](#) menu.

Note: The lottery databases provided in Win A Lotto are not official. Therefore we cannot guarantee this information is 100% correct.

See also:

[Creating Databases](#)

[Simulated Lottery](#)

[Registration](#)

## Sound

The [Sound/No Sound](#) options are selected via the [Options](#) menu. Sounds are only available for systems with Sound Blaster compatible sound cards. The default is [Sound](#), which allows wave files to be played when errors occur and when winning tickets are found. Hopefully you will be hearing ringing bells, cheering crowds, or better yet, the Hallelujah Chorus!

## Printing

To print Win A Lotto information, select [Print](#) from the [File](#) Menu. You may print the following:

- [Registration Form](#)
- [Ticket File](#)
- [Frequency Chart](#)

Note: If you have insufficient memory to print the frequency chart, try selecting [Printer Setup](#) and changing the [Orientation](#) to [Landscape](#).

## Hot Pick

When creating ticket files via [Wheeling Tables](#) or [Manual Ticket Entry](#) the [Hot Pick](#) button can be chosen to automatically select all or some of your ticket or wheel numbers. For this button to work, a lottery database **must** be open. Selecting this button will fill all remaining numbers with the numbers or pairs which have been drawn most frequently in the lottery selected.

### Lucky & Unlucky numbers:

You can force as many lucky numbers as desired by selecting them before hitting the [Hot Pick](#) button. Conversely, you can force unlucky numbers (e.g., 13) to not be chosen by disabling them. This is accomplished by clicking the number box twice, which turns the box dark gray.

When adding bonus numbers to a ticket file, the [Hot Pick](#) button will select the most occurring bonus number from the lottery selected.

### Hot Pick Options:

By selecting [Hot Pick](#) from the [Options](#) menu, you can select the range of dates considered when calculating the hot picks. You can also opt for Win A Lotto to calculate hot picks based on hot pairs of numbers instead of single numbers.

See also:

[Database Statistics](#)

[Cold Pick](#)

[Quick Pick](#)

## Cold Pick

When creating ticket files via [Wheeling Tables](#) or [Manual Ticket Entry](#) the [Cold Pick](#) button can be chosen to automatically select all or some of your ticket or wheel numbers. For this button to work, a lottery database **must** be open. Selecting this button will fill all remaining numbers with the numbers or pairs which have been drawn least frequently in the lottery selected.

### Lucky & Unlucky numbers:

You can force as many lucky numbers as desired by selecting them before hitting the [Cold Pick](#) button. Conversely, you can force unlucky numbers (e.g., 13) to not be chosen by disabling them. This is accomplished by clicking the number box twice, which turns the box dark gray.

When adding bonus numbers to a ticket file, the [Cold Pick](#) button will select the least occurring bonus number from the lottery selected.

### Cold Pick Options:

By selecting [Cold Pick](#) from the [Options](#) menu, you can select the range of dates considered when calculating the cold picks. You can also opt for Win A Lotto to calculate cold picks based on cold pairs of numbers instead of single numbers.

See also:

[Database Statistics](#)

[Cold Pick](#)

[Quick Pick](#)

## Quick Pick

When creating ticket files via [Wheeling Tables](#) or [Manual Ticket Entry](#) the [Quick Pick](#) button can be chosen to automatically select all or some of your numbers. Selecting this button will fill all remaining ticket or wheel numbers with random numbers.

### Lucky & Unlucky numbers:

You can force as many lucky numbers as desired by selecting them before hitting the [Quick Pick](#) button. Conversely, you can force unlucky numbers (e.g., 13) to not be chosen by disabling them. This is accomplished by clicking the number box twice, which turns the box dark gray.

When adding bonus numbers to a ticket file, the [Quick Pick](#) button will select a random bonus number.

See also:

[Hot Pick](#)

[Cold Pick](#)



## Creating Databases

To create a [Lottery Database](#) select [Create Database](#) from the [History](#) Menu. Enter the following information about your database:

- Lottery name
- Lottery type: 5 or 6 based on numbers per ticket
- Bonus pick: Select [Yes](#) if your lottery includes a bonus number
- Numbers per lottery, e.g., 49

Once this information is entered, select [OK](#). You will then be prompted to name the file for this database. Use any filename you wish, but please use the following conventions:

- \*.db5 - for Pick 5 lotteries
- \*.db6 - for Pick 6 lotteries

See also:

[Lottery Databases](#)

## Database Statistics

Once a [Lottery Database](#) has been selected, to view database statistics, select [Statistics](#) from the [Winning Numbers](#) Menu. Win A Lotto currently provides the following statistics:

- Frequency of Winning Numbers: This option displays a bar chart showing the frequency of each number in the selected database. The performance of each number can be compared to the statistical average, which is represented by a dashed line. Red bars indicate numbers hotter than average.

- Frequency of Winning Pairs: This option displays a two dimensional graph showing the frequency of numbers that occur together.

- Skipping Habit Table: Choose this option to display a two dimensional graph showing frequency of drawings skipped for each number in the lottery. This information can be used to determine when a number is most likely to be drawn again. Red indicates the most occurring skip pattern for that number.

- Cluster Analysis: Choose this option to display a graph showing the distribution of winning numbers over the period of time selected in the Statistics Options. You may select a cluster by drawing a box around an area of interest (click and hold left mouse button and drag the red box across the area of interest). Win A Lotto will then calculate the percentage of winning numbers the selected range of numbers represents for the time period selected.

- Past Performance: This option is available only when both a ticket file and a database are open. When selected, this option will display the ticket file's past performance against the open database. Red entries indicate that the condition of the wheel was met.

- Frequency of Winning Numbers: This option displays a bar chart showing the frequency of each number in the selected database. The performance of each number can be compared to the statistical average, which is represented by a dashed line. Red bars indicate numbers hotter than average.

### Statistics Options:

By selecting [Statistics](#) from the [Options](#) menu you can select the range of dates considered when calculating the database statistics. You may also choose to include or ignore bonus numbers in the statistical analysis. If any statistics windows are already open, they must be closed and reopened before the new options will take affect.

See also:  
[Ticket Files](#)



Rob & Don

. . . Remember your friends at **Fixed It! Software.**

## Win A Lotto Registration

### To receive a Registered copy of Win A Lotto:

- Select [Print](#) from the [File](#) Menu.
- Select [Registration Form...](#)
- Enter your name and address into the menu fields.
- Select the [OK](#) button.
- Make out a check to Don Turner for \$20.
- Mail your form and check to:

### **Fixed It! Software**

P.O. Box 372  
Capshaw, AL 35742

### Registering has the following benefits:

- You'll get our full set of more than 100 predefined wheel tables
- You'll be allowed to [import](#) your own wheel files
- You'll receive three months of technical support
- You'll be given access to the [Win A Lotto Home Page](#)
- You'll get databases for the following lotteries:

Arizona Pick 5 and 6	California Pick 5 and 6
Colorado Pick 6	Connecticut Pick 5 and 6
Delaware Pick 6	Florida Pick 5 and 6
Georgia Pick 5 and 6	Illinois Pick 5 and 6
Indiana Pick 5 and 6	Iowa Pick 5 and 6
Kansas Pick 6	Kentucky Pick 5 and 6
Lottario Pick 6	Louisiana Pick 5 and 6
Maryland Pick 6	Massachusetts Pick 5 and 6
Michigan Pick 5 and 6	Minnesota Pick 5
Missouri Pick 5 and 6	Montana Pick 5
Nebraska Pick 5	New Jersey Pick 5 and 6
New York Pick 5	New Hampshire Pick 6
Ohio Pick 5 and 6	Ontario Pick 6
Oregon Pick 6	Pennsylvania Pick 5 and 6
Rhode Island Pick 5	South Dakota Pick 5
Texas Pick 5 and 6	Tri-State Pick 6
Tri-West Pick 6	Virginia Pick 5 and 6
Washington DC Pick 6	Washington State Pick 6
Wisconsin Pick 6	West Virginia Pick 6

. . . and others

