

VersaBet Version 4.0

Using the Lotto Manager

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Introduction

The Lotto Manager keeps track of the previous drawings of a game, allows you to add new drawings as they occur, and lets you perform all normal database functions such as searching, editing, inserting, and deleting drawing records. In addition, the Lotto Manager has built-in analysis features to help you make an informed choice when selecting your numbers to play. It allows you to search previous game drawings and generate statistical reports that help you identify patterns and trends.

The Lotto Manager also has complete bet management capabilities. It allows you to build databases of stored bets, created using one of several bet-creation features incorporated into the program, and manipulate bet databases in the same way as game databases for searching, editing, etc..

Lotto Manager Basics

➤ The Main Screen

The MAIN SCREEN is the first screen that appears when the program begins running. At the bottom of the main screen is a *Prompt Line* that tells you what keys are active. A similar prompt line appears in every screen in the Lotto Manager and always lets you know what keys are currently available for use and what functions the keys perform. Just above the prompt line on the main screen is a *Status Line*. The status line tells you what bet file, if any, is active in memory, what game file, if any, is active, and how much total memory is available to the program.

➤ The Menus

The menus in The Lotto Manager guide you through every function of the program. In many cases when a selection is made from a menu a second, or *sub-menu*, will appear. The second menu will overlap the first and offer additional choices. When you select a menu or sub-menu option that leads directly to a function, such as viewing a database, you are returned to the last active menu or sub-menu when the function is terminated.

➤ Input Windows And Input Screens

[SEARCH LIMITS]	
Report Type	D
Search Numbers	5
First Record	1
Last Record	1357
First Field	1
Last Field	5
Smallest Match	3.

Input *windows* are used to set the limits of a function, such as a database search where you specify the range of records to be used in the search. In many cases, entries in an input window have a default value that is accepted by simply pressing the **Enter** key. The default value is always identified on the prompt line at the bottom of the main screen.

Input *screens* are used for actual input of numbers into databases, or numbers to be used in a database search. Input screens typically occupy all of the screen and use no

ENTER BETS: TESTBET.BET		BET # 1	
Position:	Value	Position:	Value
1 :	01		
2 :	03		
3 :	07		
4 :	18		
5 :	3.		

default values.

➤ Entering Numbers Into Input Fields

An input field will be a series of dots within an input window or input screen, the first of which is flashing to show that the field is ready for input. Numbers can be entered into input fields in two ways. To enter a single digit number (1-9) in a field that allows two digit numbers, you can press the appropriate number key followed by a press of the **Enter** key, or you can precede the single digit number with 0's (zeros). If the second method is used the cursor automatically jumps to the next input field when all positions in the first input field are full. The **Enter** key is not used. This method tends to be faster when entering a lot of data.

➤ The Default Database

Before the Lotto Manager can do any useful work it must have a database in memory on which to operate. You can provide it with a database by creating one or by loading one of those supplied with the program. Bet and Wheel databases remain in the computer's active memory until changed by the user or until the program is terminated. The program will always load without a Bet or Wheel database in memory. *Game* databases, on the other hand, are remembered between Lotto Manager sessions. The last game database in use will automatically be loaded into memory the next time the program is run. This is called the *default* database. The very first time that the Lotto Manager is run, no default database has been established so the **Active Game** entry on the status line will say: **None**. After you select a game database from the *Games* menu it becomes the default game database and will from that point load automatically unless you change to another game database. You can always tell what bet or game database is currently active by checking the names on the status line.

➤ Exit Procedures

To exit any menu, data entry form, or function, press the **ESC** key. To exit the program and return to DOS, first return to the Main menu, press the **ESC** key from the Main menu, then press the **ENTER** key.

The Main Menu



The Lotto Manager is divided into four major sections; Bets, Games, Systems, and Utilities. The first section, *Bets*, has to do with all aspects of creating and maintaining bet file databases. The second section, *Games*, is concerned with all aspects of the past history of Lotto games stored in the game file databases. The third section, *Systems*, deals with all aspects of number wheeling systems stored as formulas in wheel databases. The last section is *Utilities*, and allows the user access to DOS functions without leaving the program. Access to all four sections is gained through the Main menu.

The Main menu also offers the option of quitting the program. To exit correctly and insure that all files are properly closed, press the number **4** key while the Main menu is active, or select

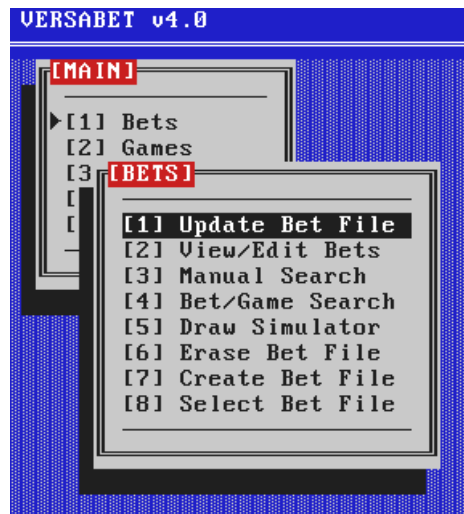
Quit with the highlight bar, and then press the **Enter** key to confirm that you wish to exit. Another way is to press the **ESC** key while the Main menu is active, and then to press the **Enter** key.

After quitting the program, the screen will clear and you will be returned to the DOS prompt.

The Bets and Games Menus

➤ Bet Files And Game Files

In the language of the Lotto Manager, a *bet* is a group of numbers placed on a play slip and submitted to a lottery agent. These numbers represent a players judgement as to what numbers will be selected in a subsequent lottery drawing.

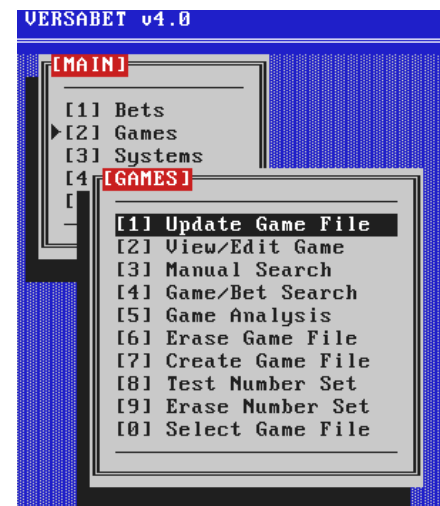


A collection of these number groups that relate to the same lottery drawing is called a *bet database* or *bet file*, and these files are stored on your disk under assigned names. A number of different bet files, containing groups of different numbers, for use in the same or different lottery games, can be stored on the same disk under different names.

The name used to identify a bet file can be up to eight characters long and be

composed of any combination of the standard alphanumeric characters on a computer keyboard. The Lotto Manager always attaches a three-character extension (**.BET**) to the assigned name so it can identify it as a bet file.

The purpose of a bet file is to store groups of numbers so they can be examined, tested, and later transcribed to a lottery bet-slip for play.



A *Game* is a particular lottery that draws a fixed amount of random numbers on a regular basis. The group of numbers drawn at random are *drawing results* and a collection of these number groups that relate to the same lottery is called a *game database* or *game file*. The game files, like the bet files, are stored on disk under an assigned name. A number of different game files, containing groups of different numbers, for different lotteries, can be stored on the same disk.

The name used to identify a game file can be up to eight characters long and be composed of any combination of the standard alphanumeric characters on a computer keyboard. The Lotto Manager always attaches a three-character extension (**.GAM**) to the assigned name so it can identify the file as a game file.

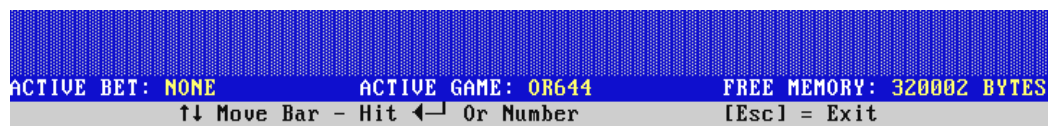
The purpose of a game file in The Lotto Manager is to store groups of numbers so that they can

be examined, tested, and analyzed for patterns and trends. VersaBet 4.0 is shipped with a number of game files for various lotteries, and new game files can be created by using the *Create Game File* function on the *Games* menu.

A bet file can be created in a number of ways; by using the *Create Bet File* function on the *Bets* menu, or by *wheeling* from the *Systems* menu, or through the *Bet Maker* component of VersaBet 4. This section will refer only to creating bets and games using the *Create Bet File* and *Create Game File* functions from the appropriate menu..

➤ Active Bets And Active Games

When the Lotto Manager is shipped it contains no bet files on the program disks. These must be created by the user. When the program is started, the status line at the bottom of the screen



ACTIVE BET: NONE ACTIVE GAME: OR644 FREE MEMORY: 320002 BYTES
↑↓ Move Bar - Hit ← Or Number [Esc] = Exit

reports the following:

Active Bet:
NONE

A bet file must be made active before any bet file operations can be performed on it. If you attempt to use any function on the *Bets* menu while the above message is displayed you will be transferred to the *Bet File Selection* screen to choose a bet file. If no files have yet been created then the selection screen will be blank and you will see the error message: FILE NOT FOUND.

After a key-press you will then be returned to the *Bets* menu. After you have created a file using the *Create* option on the *Bets* menu, or selected a file from the *Bets* directory, the status line will change to show: **Active Bet: MYBET** (or whatever bet name you used in place of MYBET). At this point you will be able to use all of the functions on the *Bets* menu.

When the Lotto Manager is run for the first time the status line at the bottom of the screen reports the following:

Active Game: NONE

A game file must be made active before any operations can be performed on it. If you attempt to use any function on the *Games* menu while the above message is displayed you will be transferred to the *Game File Selection* screen choose a game file. After selecting a game you will see that the status line now reports the name of the game you selected next to **Active Game:** and you will be able to use all of the functions on the *Games* menu.

Once you have established an active game, the Lotto Manager will remember the game's name and automatically load it as the default game each time you run the program. If you wish to change the default game to another, simply select a new game with the *Select Game File* option on the *Games* menu (explained below). The Lotto Manager always remembers the last game selected as the default game.

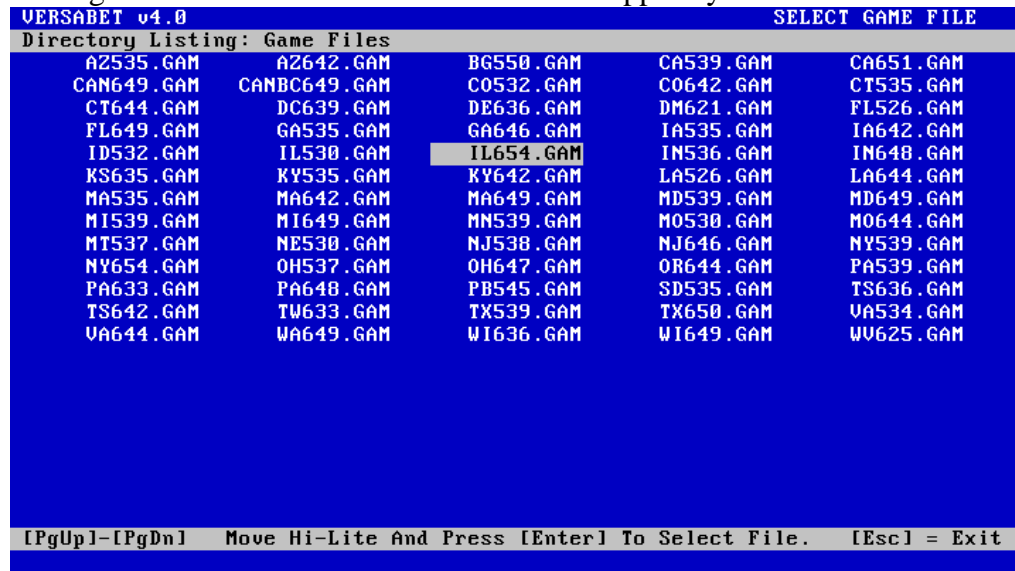
➤ Bet Menu And Game Menu Common Functions

The *Bet* and *Game* menus have many functions in common that work exactly the same on bet files or on game files.

The Update File Function

To update a file is to add a group of numbers to the end of the file that represent a new bet or a new game drawing result. To use this feature, make the correct menu active by selecting it from the *Main* menu, then press **1** or highlight *Update File* and press the **Enter** key.

If no file is currently active you will see a directory display of available files and be asked to choose one. If there are no files displayed in the directory then you will receive an error message and be returned to the menu. If this happens you should select *Create File* from the



menu and proceed to create a file to work with. See the information below on creating files.

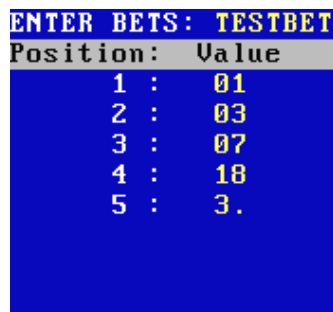
After you have chosen or created a file you can proceed with the *Update* function.

Near the top right of the screen is displayed the name of the currently active bet or game. Near the top left is displayed the number of the record that will be added to the file.

At the bottom of the screen is the prompt line telling you to begin entering numbers, and in the middle or active part of the screen is the input area for the information you are about to enter. The numbers shown vertically under *Position* indicate the *Fields* assigned to each bet in the bet file.

An individual record within a file can have anywhere between one and eighty fields, that is, can hold up to eighty numbers. All records within a file must be of the same length (have the same number of fields) and this length is established at the time the file is created.

Next to *Position* in the input area is *Value*. Value is the actual number that will be entered into the field. The value input field is located to the right of the position number and is seen as two dots, the first of which is flashing. The flashing dot indicates that the field is ready to accept input.



Numbers are entered one field at a time. Duplicate numbers between fields are allowed in order to accommodate games such as Powerball, but you will hear a warning beep when a duplicate entry occurs.

When all fields are full the prompt at the bottom of the screen will change to tell you to press the **Enter** key to accept the new bet record or game record. If the numbers are correct, press the **Enter** key. If you have made a mistake and wish to change the record before saving it, press the **Esc** key to re-

enter the record.

When a record has been accepted it is saved to the end of the file, the screen clears for a new record, and the record number shown on the top right of the screen is updated to the next available record number.

After you have finished your updating session, press the **Esc** key on the new record. In the case of a game *file* you will now be requested to enter the date for the last update. This should be the *date of the drawing*, not the current date. The date will be shown later at the bottom of each *Game View/Edit* screen to remind you of the date of the last game drawing on file. After the date is entered you will be returned to the menu to select a new activity.

Skipping the Date Entry

If you begin to update a game file and then change your mind and exit, to avoid having to enter a date just enter an **X** in the date field.

The View/Edit Function

The contents of a file (the individual records) can be viewed, changed, deleted, or printed to a printer. To use this function, make the *Bet* or *Game* menu active by selecting it from the *Main*

DISPLAY GAME: CA539.GAM							
RECORD:	RECORD VALUES	TC=U123456789	BM/AM	EV/OD	SUM	BACK	
1340 :	8 9 24 26 29	2030	2/ 3	3/ 2	96	19	
1341 :	3 7 12 21 37	2111	3/ 2	1/ 4	80	18	
1342 :	10 19 28 29 32	0221	2/ 3	3/ 2	118	17	
1343 :	2 9 14 22 33	2111	3/ 2	3/ 2	80	16	
1344 :	16 23 24 27 39	0131	1/ 4	2/ 3	129	15	
1345 :	7 9 20 27 32	2021	2/ 3	2/ 3	95	14	
1346 :	3 13 14 21 26	1220	3/ 2	2/ 3	77	13	
1347 :	2 6 25 34 38	2012	2/ 3	4/ 1	105	12	
1348 :	6 17 21 25 36	1121	2/ 3	2/ 3	105	11	
1349 :	5 6 19 26 38	2111	3/ 2	3/ 2	94	10	
1350 :	5 18 24 26 36	1121	2/ 3	4/ 1	109	9	
1351 :	7 19 21 25 38	1121	2/ 3	1/ 4	110	8	
1352 :	8 14 19 23 24	1220	3/ 2	3/ 2	88	7	
1353 :	2 11 14 20 25	1220	3/ 2	3/ 2	72	6	
1354 :	15 18 24 27 39	0221	2/ 3	2/ 3	123	5	
1355 :	13 16 18 24 37	0311	3/ 2	3/ 2	108	4	
1356 :	8 16 17 21 29	1220	3/ 2	2/ 3	91	3	
1357 :	3 9 13 23 38	2111	3/ 2	1/ 4	86	2	
1358 :	3 17 22 28 35	1121	2/ 3	2/ 3	105	1	
[PgUp]-[PgDn]-[Home]-[End] [E]dit [D]elete [I]nsert [P]rint [Esc]=Exit							
LAST UPDATE: 10/16/97							

menu, then press **2** or highlight *View/Edit* and press the **Enter** key. The first twenty records in the currently active file will be immediately displayed on the screen.

You can move through the file, displaying groups of twenty records at a time by pressing the

Page Up Or **Page Down** keys. You can move directly to the last twenty records in the file by pressing the **End** key, and you can return directly to the top of the file by pressing the **Home** key.

At the very top of the screen are the words *DISPLAY BETS* or *DISPLAY GAME*: followed by the name of the file being displayed. At the bottom of the screen is a prompt line that shows the functions available while in *View/Edit* mode, and the keys that perform those functions. In the main area of the screen, from the left, is shown the record numbers followed by the record contents. To the right of the record contents you will see a detailed breakdown of the *structure* of

the record contents.

The structure shows some of the various elements that make up a number group. Ideally, the structure of the bets that you create should match the most prevalent characteristics of your game drawings.

1. Tens-Column Count

TC in the column header stands for *tens-column*, and the information below shows you how many numbers in the record match the available tens groups. **U = Units**, or numbers 1-9. **1 = Tens**, or numbers 10-19. **2 = Twenties**, or numbers 20-29, and so forth up, to numbers 90-99

2. Mid-point Count

The *Mid-point* is a number half-way between the lowest and highest number allowed in your lottery game. A 44-number lottery game would have a mid-point of 22. The **BM** (*below* mid-point) and **AM** (*above* Mid-point) column headings show how many numbers in the record are distributed on either side of the mid-point. For purposes of calculation, the actual mid-point number (22 in the example above) is considered to be below the mid-point.

3. Even-Odd Count

The **EV/OD** shows the distribution of numbers in the record that are even or odd.

4. Sum-Of-The-Digits

The **Sum** of a record is the result of adding together all of the individual numbers in the record. A 6-number game, for example, containing the numbers 8-12-18-22-31-39, would have a sum of 130.

A detailed examination of sums, like that provided by the Sum Analysis component of VersaBet, will show you that a great many sums available to your game, although theoretically possible, actually never occur. This is true even in games that have been around for many years. Constructing your bets using only sums that have frequent occurrences can save many dollars in avoiding wasted bets. See the User Manuals for using the Sum Analysis and Bet Maker components for information on how to use sums effectively.

5. Games Back

The **Back** column shown on the display (last column to the right) is the reverse of the **Record** column on the far left. It shows how far back is a record from the newest record in the database. This information is most useful when used in conjunction with the Source Analysis function on the Analysis menu. See the information below on the Source Analysis function for more information on this.

View/Edit Options

[E] Edit The Edit option allows you to modify a record in the file. Pressing the **E** key displays an input field that asks you to enter the number of the record you would like to edit. When you enter the record number you are transferred to an Input Screen similar to that used for the Update function, except that the word **EDIT** appears prominently in the center of the top line. Enter the new values for the record and

then press **Enter** to confirm and accept the new data, or press the **Esc** key to cancel the operation. After the new data has been accepted you are returned to the View/Edit screen for your next operation.

- [D] Delete The Delete function allows you to delete a particular record or group of record from the file. Pressing the **D** key displays an input field that prompts you to enter the record number of the first record you wish to delete. After you enter the first record number you are prompted to enter the number of the last record you wish to delete. If you wish to delete only one record, you would enter the same record number as First Record and Last Record. When you press **Enter** after entering the Last Record number, the prompt line will change to red and you will be asked to confirm that you really wish to erase the records. If you wish to continue, press the **Enter** key. If you wish to cancel the operation, press the **Esc** key.
- [I] Insert A new record can be inserted into a file at any point except for the last (latest) record. A new record can be appended to the file only by using the Update function. To insert a record, press the **I** key. You will be prompted to enter the record number that you wish to insert and will then be transferred to an input screen to enter the numbers for the inserted record. The input screen resembles the *Update* input screen except that the word **INSERT** appears in the center of the top line. Enter the numbers for the inserted record and press **Enter** to accept, or press the **Esc** key to cancel the operation
- [P] Print The print option will allow you to print all or any part of the file you are currently viewing. Pressing the **P** key displays an input window that asks you to enter the first and last (beginning and ending) records you wish to print. After entering the record numbers, press **Enter**, or press **Esc** if you wish to cancel the operation. Before starting to print, make sure that your printer is on-line and that your paper is properly aligned. Once printing begins, do not interrupt the operation
- [ESC] Exit To exit the View/Edit function, press the **Esc** key while in View/Edit mode. You will be returned to the menu.

The Search Functions

Basic Search Types

There are two basic search types; *Manual Searches* and *File Searches*. A Manual search allows you to enter numbers of your choice as search targets, while a File search will test the contents of one type of file against the contents of another type of file, i.e., a *bet* file against a *game* file, a *game* file against a *bet* file, or a Set Generator *number-set* against a *game* file. The main difference between the three *File* searches lies in which file you will be allowed to control the *Record Range*.

Search Report Types

The Lotto Manager searches generate two kinds of reports, *Detailed* and *Summary*.

Detailed Reports

Detailed reports show the records being searched as the search progresses, and show the search results by highlighting matched numbers in the records. Detail searches also count the total number of matches or 'hits' and display them on the right edge of the screen. When running detail searches, you can also set a Smallest Match flag so that a minimum number of 'hits' must occur before a record is shown as a winning MATCH. This is useful for quickly identifying records in a bet file that are winning records in a game drawing. The match flag is shown on the right of the screen, along with the hit count, and shows a record as being a MISS or a MATCH according to the *Smallest Match* criteria you established.

The search numbers for a Detailed report are always entered manually and the search string can be up to 80 numbers long, depending on the limit that was set when the bet file was created. One

SEARCH BET FILE: NEWBET		DETAILED SEARCH	
Record:	[Numbers Being Searched]	[Search Results]	
1 :	2 15 18 29 34 37	MISS	(1)
2 :	2 18 21 23 31 34	MISS	(1)
3 :	2 15 18 34 35 41	MATCH	(2)
4 :	2 15 18 25 34 35	MISS	(1)
5 :	2 15 18 33 34 41	MATCH	(2)
6 :	2 15 18 23 34 37	MISS	(1)
7 :	2 11 18 31 34 41	MATCH	(2)
8 :	2 15 18 31 34 41	MATCH	(2)
9 :	2 11 18 29 34 39	MISS	(1)
10 :	2 15 18 25 33 34	MISS	(1)
11 :	2 15 18 25 34 39	MISS	(1)
12 :	2 18 21 25 31 34	MISS	(1)
13 :	2 15 18 25 34 37	MISS	(1)
14 :	2 15 18 27 31 34	MATCH	(2)
15 :	2 18 19 21 31 34	MISS	(1)

[Esc] = Exit

could use a detailed search to spot winning bets after a game drawing by entering the drawing results as the search string.

You could also use a detailed search to check, for instance, the even/odd balance of bets within the bet file by entering a string of all 22 even numbers (in a 6/44 game for example) as the search string, and then comparing the results to the

results shown by an Even/Odd Analysis performed earlier on the game file (See the chapter on The Analysis Menu for more information on game file analysis).

Summary Reports

Summary reports do not show the records being searched but only the total number of matches or 'hits' of each category found by the search. Search strings for Summary report searches can be

SUMMARY SEARCH		SOURCE FILE: CA539.GAM		TARGET FILE: NEWBET.BET									
[Source]		[Status]		[Target]									
RECORD 1357 OF 1357		FINISHED		RECORD 15 OF 15									
FIELD 5 OF 5				FIELD 6 OF 6									
HITS	RECS	HITS	RECS	HITS	RECS	HITS	RECS	HITS	RECS	HITS	RECS	HITS	RECS
0 =	9094	7 =	0	14 =	0	21 =	0	28 =	0	35 =	0	42 =	0
1 =	8422	8 =	0	15 =	0	22 =	0	29 =	0	36 =	0	43 =	0
2 =	2557	9 =	0	16 =	0	23 =	0	30 =	0	37 =	0	44 =	0
3 =	278	10 =	0	17 =	0	24 =	0	31 =	0	38 =	0	45 =	0
4 =	4	11 =	0	18 =	0	25 =	0	32 =	0	39 =	0	46 =	0
5 =	0	12 =	0	19 =	0	26 =	0	33 =	0	40 =	0	47 =	0
6 =	0	13 =	0	20 =	0	27 =	0	34 =	0	41 =	0	48 =	0

[PgUp]-[PgDn] [Esc] = Exit

entered manually or the strings can be composed of records in a file that is used as a search source.

After a Summary report search is complete, results of the search are displayed in a window on the lower half of the monitor screen. The window is divided by fields called **HITS** and **RECS**. HITS stands for the number of matches found in a single record of the file being searched. RECS stands for the

number of records in the file being searched that had the number of HITS shown to the left.

Instead of using manual input you could search the bet file with records from the currently active game file (a Bet/Game Search), or search the game file with records from the currently active bet file. In a search of this type, *all of the records* in one file would be tested against *selected*

records in the other file. If the source file had, for example, 100 records in it, the search would be conducted as if you had entered each of the 100 strings of search numbers manually and run 100 separate searches.

You will note that **HITS** and **RECS** extends across the entire report window, and continues to 80 if you press the **Page-Down** key. This is because the Lotto Manager is capable of handling bet records or game records containing up to 80 numbers. Most lotto play involves use of records containing only from 5 to 7 numbers, so your search reports will usually be confined to the first few columns of the window. Keno players, depending on the particular version of the game, may use considerably more of the window.

Manual Searches



The individual records in a file can be searched for matching numbers that are entered manually. This is useful for determining if you have any wins in a bet file after a lottery drawing. Since the bet file contains all the bets that were placed in the drawing, searching for winning matches is quick, efficient and accurate. You can also use this feature to check a prospective set of numbers against a game file to see how the numbers would have worked in past games. To use this feature, make the Bets menu active by selecting

it from the Main menu, then press **3** or highlight 'Manual Search' and press the **ENTER** key. You are immediately transferred to a Search Limits window to define the type of report you wish to generate, and to set the limits on the part of the database to be searched.

- REPORT TYPE** Report Type can be Detailed or Summary. See the discussion of report types above. Enter 'D' or 'S'. The default is 'D' (Detailed).
- SEARCH NUMBERS** The amount of numbers that you wish to search the database with. The default is the number of numbers contained in a bet record. (A five-number record would have a default of 5, a six-number record would have a default of 6, etc.. You can enter any amount of numbers up to the highest number allowed as a valid bet number when the file was created (A file that was created for use on a 6/44 lotto game would restrict you to 44 numbers).
- FIRST RECORD** The first record in the file to be examined in the search. The default is 1.
- LAST RECORD** The last record in the file to be included in the search. The default is the highest record number in the file. To search the entire database, just press the **Enter** key for FIRST RECORD and LAST RECORD.
- FIRST FIELD** A record has as many fields as the amount of numbers in a record (6 numbers = 6 fields). The Lotto Manager allows you to isolate fields. The default is 1, which means the number field farthest to the left.
- LAST FIELD** The default is the highest field in the record. The highest field in a 6-number record would be 6. Pressing the **Enter** key for FIRST FIELD and LAST FIELD selects the entire record.
- SMALLEST MATCH** Sets the flag to show a winning MATCH when the amount of SEARCH

NUMBERS specified here are matched in a single bet record. The default is 3. This item is ignored and skipped over if the search type is set as Summary.

When the Search Limits information is complete, you are presented with an input screen containing a series of numbered fields where you will enter the numbers to be searched for. After you have entered all numbers into the input fields, you are transferred to the report screen where the search results are displayed. See the section above under **Search Report Types** for an explanation of the report screens.

If you have performed a Detailed report search, you can re-run the search by pressing the **Esc** key. This returns you to the input screen where you can enter new numbers. To exit the search function and return to the Bets menu, press the **Esc** key while in the input screen.

If you have run a Summary report search, pressing the **Esc** key and then the **Enter** key will return you to the Bets menu.

Bet/Game and Game/Bet Searches

The Lotto Manager allows you to use the currently active game file or bet file as the source of search numbers for searching the other file type. This is a very valuable feature. By showing you how well your proposed bets would have done in past game drawings it indicates whether or not your bets conform to the general patterns and trends of your lottery. Bet/Game and Game/Bet search reports are always Summary type reports.

To run, for example, a Bet/Game search, select number **4** on the Bets menu, or highlight 'Bet/Game Search' on the menu and press **Enter**. If you have not yet made a game file active, you will be transferred to the Game Selection screen to choose one. After choosing a game file you are transferred to a Search Limits window to select the part of the bet file to be examined.

FIRST RECORD	The first record in the file to be examined in the search. The default is 1.
LAST RECORD	The last record in the file to be included in the search. The default is the highest record number in the file. To search the entire database, just press the Enter key for FIRST RECORD and LAST RECORD.
FIRST FIELD	A bet record has as many fields as the amount of numbers in a record (6 numbers = 6 fields). The Lotto Manager allows you to isolate fields. The default is 1, which means the number field farthest to the left.
LAST FIELD	The default is the highest field in the record. The highest field in a 6-number record would be 6. Pressing the ENTER key for FIRST FIELD and LAST FIELD selects the entire record.

After you have entered all of the required information into the Search Limits window, the report generation will begin, showing you the progress of the report as it proceeds. When the report is complete the Results Window will open on the bottom half of the screen and the report statistics will be displayed. Please review the information in the section above called **Search Report Types** for an explanation of the Summary report.

To exit the report screen and return to the Bets menu, press the **ESC** key and then press **ENTER**. If you had been conducting a Game/Bet search instead of a Bet/Game search, the only difference

would have been that the search limits would have applied to the game file instead of the bet file. In other words, instead of being able to control the record range to be examined in the bet file, you would have controlled the range in the game file. Of the two searches, the Game/Bet search is the most frequently used as it allows you to target only the more recent records in your game database.

Number Set Searches

With the advent of VersaBet 4.0, the Lotto Manager now includes a new search option available to the game database only; this is the *Search Number Set* option on the *Games* menu. This option works very much like a Game/Bet search, except that the source numbers, instead of being derived from a bet file, are derived from a *number-set* created by VersaBet's Set Generator component.

When you select this option from the *Games* menu you will get a directory listing of the available sets (files saved with the **.SET** extension). Choose one and then proceed as if you were conducting a Game/Bet search described above.

NOTE ON SUMMARY REPORT SEARCHES

Once a summary report search has begun it cannot be canceled. If you will be checking large files against each other, or generating a large number of random drawings in the Bet Simulator discussed below, be sure to allow plenty of time for the report to be generated. Large searches can take hours.

The Erase File Function

Obsolete files can easily be removed from the directory. To use this function, select Bets or Games from the Main menu and then select the 'Erase File' option and press **Enter**. You will be transferred to the directory where all of the files will be listed on the screen. To erase a file, move the highlight bar on the screen by pressing the arrow keys on your keypad until the highlight is on the file you wish to erase. When your file is highlighted, press the **Enter** key. After pressing the **Enter** key you will be asked to confirm that you wish to erase the file. To erase the file press the **Enter** key again, or press the **Esc** key to cancel the operation.

After the file has been erased, you are returned to the directory screen to erase another file. When you are done erasing, press the **ESC** key to return to the Bets menu.

The Create File Function

In the Lotto Manager, a *bet* file can be created manually, with each record entered individually, or it can be created through the use of a wheeling system, or it can be created with VersaBet's Bet Maker component. A *game* file is always created manually. In this section we will discuss the manual creation only of both file types. Be sure to read the chapter on the Systems Menu for information about file creation with wheeling systems, and the Bet Maker manual for info on generating bets with that component.

To manually create a new file, first choose the Create File option from either the *Bets* or *Games* menu. You will see an input screen and a prompt requesting that you enter a name for the new file. A name can be up to 8 characters long. You can use any name you wish but should use one

that readily identifies the file. For instance, if the file is to hold bets for use with the Oregon lottery on August 10, the name could be: OR0810. Do not add a file extension to the name as the Lotto Manager does this for you. Every bet file is automatically appended with the extension **.BET** so the program can identify it as a bet file. Game files are appended with the extension **.GAM**.

After you have assigned a name for the file you will be asked to describe the *structure* of the file. You will be asked first to specify how many numbers each record will hold. In the case of a game database, the record must be specified to hold as many fields as there are numbers drawn in the game drawing. For example, the current Pennsylvania 6/48 lotto game draws six numbers plus a bonus number, so the answer when creating a new game file for this game to **Number Fields Per Bet?**, would be 7.

However, while this particular game draws seven numbers only six numbers are bet, so a bet file for this game must be structured for six fields instead of seven.

The next two questions ask you to establish the range of numbers allowed in any record. Using the Pennsylvania game again as an example, the lowest number that can be drawn is 1, and the highest that can be drawn is 48. In this case the **Lowest Number Allowed?** would be 1, and the **Highest Number Allowed?** would be 48. In the case of the California 5/39 game, the **Lowest Number Allowed?** would be 1, and the **Highest Number Allowed?** would be 39.

These limits are placed in the file to help eliminate input errors when entering record data. If you tried later to enter the number 40 into a California 5/39 record, the number would be rejected.

After you have answered the three questions you are transferred to the input screen for entering record data. You will see a position for each field in a record and must enter a number into each position. In order for a file to be saved you must enter at least one record into it. After each record is entered, the screen clears for the next record, and the current record number shown at the top right of the screen is incremented by one number.

When you have finished entering records into the file, press the **Esc** key and you will be returned to the menu for the next operation. Notice that after you create a file it automatically becomes the *Active Bet* or *Active Game* and its name now appears on the status line of the main screen. You can add additional records to any file by first selecting it with the *Select File* option on its menu (if it is not already active) and then selecting the *Update* option from the same menu.

The Select File Function

As explained earlier, in order to perform any operation on a file it must first be made active. There are two ways to activate a file. If you try to access almost any function from the *Bets* or *Games* menu with no active file in memory, you are automatically transferred to the file selection screen and requested to select a file. After the file is selected you are transferred directly to the function you attempted to access. This is the first method. The second method is to use the *Select File* option on the menu.

When you select this option you are transferred to a directory display that lists all available files of the category you selected. Select the file that you are interested in by moving the highlight on the screen with the **arrow** keys until it is on the desired file and then press **Enter**. The file that you selected will load into memory, replacing the currently active file if any. After loading is complete you are returned to the menu. Notice that the name of the file that you selected appears

next to **ACTIVE BET:** or **ACTIVE GAME:** on the main screen status line.

➤ **Bets Menu Special Functions**

The Draw Simulator

The Lotto Manager contains a random-number generator that produces simulated drawing results with which to test your bet file. Thousands of drawings may be generated at a time and the report results demonstrate the overall balance of the structure of the bets you have created. What you should be looking for here is a significant number of combined hits in all categories. If you are testing a bet file containing 8 records against 100 random drawings, you are searching a total of 800 records; a good result would show that the total number of records showing 1 or more hits would be at least 400 (50%). The more high-number hits (3-6 in the average lottery) the better.

The results of this kind of search are interesting but their value should not be overstated. A random-number generator will not contain the biases of the mechanical system used by your lottery and a Bet/Game search (above) gives you a much better feel for the quality of your bets. If your game is a new one however, and you do not have an established history to draw on, the Draw Simulator can be very useful.

To run the Draw Simulator, select the option from the *Bets* menu. If you have not yet made a bet file active, you will be transferred to the *Bet File Selection* screen to choose one. After choosing a bet file you are transferred to a *Search Limits* window to select the part of the bet file to be examined.

FIRST RECORD	The first record in the bet file to be examined in the search. The default is 1.
LAST RECORD	The last record in the bet file to be included in the search. The default is the highest record number in the file. To search the entire database, just press the Enter key for FIRST RECORD and LAST RECORD.
FIRST FIELD	A bet record has as many fields as the amount of numbers in a record (6 numbers = 6 fields). The Lotto Manager allows you to isolate fields. The default is 1, which means the number field farthest to the left.
LAST FIELD	The default is the highest field in the record. The highest field in a 6-number record would be 6. Pressing the Enter key for FIRST FIELD and LAST FIELD selects the entire record.
NO. OF DRAWS	Establishes the number of randomly generated game drawings that will be used in the search. A good number to start with would be 1000.
DRAW SIZE	The amount of numbers contained in each simulated drawing. The default is 6 but can be any number.

After you have entered all of the required information into the *Search Limits* window, the report generation will begin, showing you the progress of the report as it proceeds. When the report is complete the Results window will open on the bottom half of the screen and the report statistics

will be displayed. Please review the information in the section above called **Search Report Types** for an explanation of the Summary report.

To exit the report screen and return to the *Bets* menu, press the **Esc** key and then press **Enter**.

➤ Games Menu Special Functions

The Analyze Game Function

The Lotto Manager allows you to examine and analyze the past results from previous game drawings to help you make decisions about selecting numbers for future drawings. It offers a variety of analysis tools to accomplish this end and we have devoted a special section to explaining these tools. To access the analysis features, select the *Game Analysis* option from the *Games* function menu. See the section below on *The Game Analysis Menu* for details on analysis functions of the Lotto Manager.

The Game Analysis Menu

The ability to analyze the past drawing results of a lotto or keno game is one of the most important functions of lottery software. Without this ability the software is truly limited and at best can be used only as a database manager. The purpose of analyzing past drawings is to give you insight into the patterns that a particular lottery follows, and thereby aid you in selecting numbers to play in future drawings.

The Lotto Manager has a collection of sixteen analysis tools to help you look at past drawing results in different ways, and we will give a description of each of these below.

To use the analysis features, first select the *Games* menu from the *Main* menu, then select the *Analyze Game* option from the *Games* menu. This will open up the *Game Analysis* sub-menu.

The Search Limits Window

The Lotto Manager has the unique ability to isolate any part of the game file database for analysis. Each time you select an analysis function from the Game Analysis menu you are presented with a *Search Limits* window that asks you to enter the record numbers of the first and last record to be included in the analysis, and to enter the first and last fields of each record (remember, each record is composed of fields; one field for each number a record holds).

If your database has 200 drawing records in it and you wish to analyze only the last fifty drawing records, you would enter 151 for FIRST RECORD and you would enter 200 for LAST RECORD. If you wanted, at the same time, to examine only the first three fields of each record, you would enter 1 for FIRST FIELD and 3 for LAST FIELD. All results from the analysis that followed would apply only to the range of records and fields selected. If you wish to run your analysis on the entire database you are not required to enter the record numbers or the field numbers; simply press the **Enter** key on the blank inputs for FIRST RECORD and LAST RECORD and for FIRST FIELD and LAST FIELD, and the entire database will be included in the analysis.

More About Fields

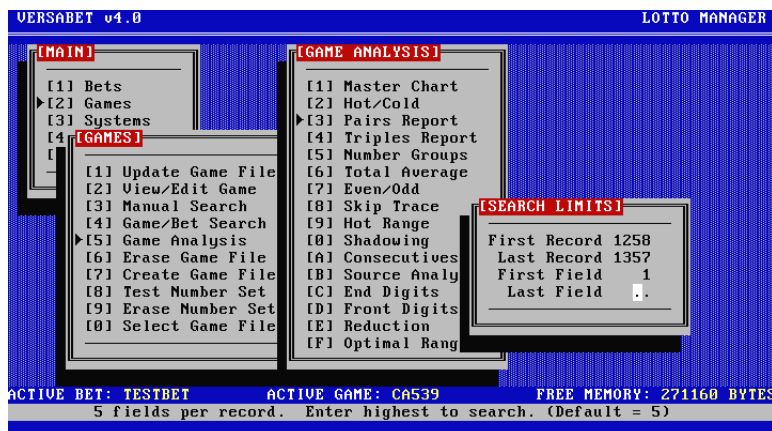
As explained, a record has as many fields as it has numbers in the record. A typical six-number lotto game that also draws a **bonus** number would require 7 numbers (and 7 fields) in each record. When running an analysis on such a lotto game, you can, if you wish, leave the bonus number out of your calculations by specifying the FIRST FIELD as 1 and the LAST FIELD as 6 (assuming you entered the bonus number last when you updated the file).

Isolating fields in your analysis can be very illuminating. If you have stored your drawing results in the database in the order that the numbers were drawn, you can find out which range of numbers tend to be drawn first by running an analysis that includes only the first field in the calculations. The same technique applies to finding which numbers tend to be drawn second, third, and so forth.

You can also get interesting information if your numbers are stored in numerical order (the more common method). If you isolate, for instance, the first 1-3 fields, you can get an accurate reading of just the low-range of numbers that are most frequently drawn in your lottery. You can do the same thing to get a high-range reading by isolating the last two or three fields.

Selecting A Record Range

Deciding on the number of records to include in an analysis takes some fine-tuning and depends somewhat on the particular analysis that you are running and the particular lottery you are running it on. Including a large portion or all of the database for analysis gives you the broadest historical perspective but does not necessarily tell you what is happening currently in terms of patterns and trends. Including too few records in the analysis can result in information that does not have enough historical perspective to be truly useful.



Some experimentation will be required to find the ranges for your lottery that yield the best results. To get you started we suggest that you start by using the last 25 records in your database for all analysis functions. Find the strongest numbers by comparing results from the various functions (see the section at the end of this chapter for a sample scenario for doing this) and then construct test

bets using these numbers. Do the same thing again using the last 50 records, and again using 75 records. Lastly, do the same thing once more using the entire database. Do not actually play these bets; just bide your time and see how your bets would have worked out when the game drawings occur. Do this for a number of game drawings until you get a feel for the optimal range for your lottery.

An alternative to creating test bets is to run an analysis on the game database that ignores the more recent drawing results. For instance, if your game database has 200 records in it you can begin your analysis with records 175 to 199 (25 records), using record 200 as a basis for results. In other words; run your analysis, choose your numbers, and then compare your number choices to what actually occurred in record 200. You can run successive tests, each time dropping one

more game from the bottom of the database and moving up one record each time for your starting record.

A certain amount of patience and persistence is required in using any approach when first starting out. Bear in mind that you are in this for the long haul and if you wish to get consistent results you must first do the necessary ground work.

ANALYSIS FUNCTIONS

The following is a description of the sixteen analysis functions available in the Lotto Manager. While all of these tools provide valuable information, remember that you should not make all of your decisions on the basis of one report or analysis alone. A number that shows up as weak or unlikely in one report may show up as strong in another. The result of one analysis is not as important as the accumulated weight of the evidence derived from cross-referencing many different analysis.

The Master Chart Analysis

The Master Chart gives the basic statistics of the numbers in the game database and provides an eagle's eye view of the history of each number. To display the Master Chart, press number **1** on the Game Analysis menu or select *Master Chart* with the highlight bar and press **Enter**.

Next, establish the record range in the SEARCH LIMITS window. After you have entered the search limits, the program begins calculating and displays the progress of the calculations on the screen. When the calculations are complete the Master Chart is displayed.

The top line of the Master Chart shows the name of the active game, the starting and ending record numbers of the portion of the database being considered, and the total number of records processed. The next two lines are the *Title Bar* and identify the individual columns of the report. At the bottom of the screen the *prompt line* shows which keys are currently active. The active keys perform the following functions:

Key	Function
Page Down	Cycles the screen display twenty numbers at a time. When the last number is displayed, pressing the Page Down key re-displays the first twenty numbers.
P	Prints the Master Chart to your line printer. After pressing P you are advised to turn on your printer and press Enter to begin printing. Pressing the Esc key instead of the Enter key cancels the print operation
ESC	Exits the Master Chart display. After pressing Esc you are required to press Enter to confirm your exit. Pressing any other key re-displays the Master Chart.

The main screen of the Master Chart displays nine columns of information identified in the title bar near the top of the screen. The column information, reading across the screen from left to right, is as follows:

MASTER CHART FOR: CA539.GAM									Records 1258 To 1357		100 Records Processed	
NUMBER	HITS	HITS %	MISSES	MISSES %	FREQ OF HITS	SINCE HIT	LO-HI RANGE	CURRENT STATUS				
21	17	17.0	83	83.0	5.9	1	0-19	IN RANGE				
22	7	7.0	93	93.0	14.3	14	0-24	IN RANGE				
23	11	11.0	89	89.0	9.1	0	0-30	IN RANGE				
24	20	20.0	80	80.0	5.0	2	0-20	IN RANGE				
25	23	23.0	77	77.0	4.3	4	0-10	IN RANGE				
26	15	15.0	85	85.0	6.7	7	0-22	IN RANGE				
27	10	10.0	90	90.0	10.0	3	0-30	IN RANGE				
28	19	19.0	81	81.0	5.3	15	0-11	OVER				
29	10	10.0	90	90.0	10.0	1	1-18	IN RANGE				
30	15	15.0	85	85.0	6.7	22	0-18	OVER				
31	15	15.0	85	85.0	6.7	27	0-11	OVER				
32	14	14.0	86	86.0	7.1	12	0-15	IN RANGE				
33	10	10.0	90	90.0	10.0	14	0-25	IN RANGE				
34	9	9.0	91	91.0	11.1	10	2-19	IN RANGE				
35	16	16.0	84	84.0	6.3	26	0-11	OVER				
36	10	10.0	90	90.0	10.0	7	0-20	IN RANGE				
37	8	8.0	92	92.0	12.5	2	1-28	IN RANGE				
38	14	14.0	86	86.0	7.1	0	1-22	UNDER				
39	12	12.0	88	88.0	8.3	3	0-14	IN RANGE				

[PgDn] [P] = Print [Esc] = Exit

Column Title	Purpose
NUMBER	Displays all the legal numbers in the database from lowest to highest. All information to the right of the number on the same line applies to that number.
HITS	Tells you how many times the number in column one was drawn in game drawing.
HITS %	Tells you what percentage of times a number was drawn in a game drawing.
MISSES	Tells you how many times a number was NOT drawn in a game drawing.
MISSES %	Tells you the percentage of times a number was NOT drawn in a game drawing.
FREQ OF HITS	Divides the number of game drawings by the number of hits to show the average number of game drawings BETWEEN HITS for the number in column one.
SINCE HIT	Shows how many game drawings have occurred since the number was last drawn. A 0 (zero) indicates that no drawings have occurred since the number in column one was drawn; in other words, that the number was drawn in the last game drawing.

- LO-HI RANGE** Shows the least and most game drawings that have ever occurred between the times a number was selected in a drawing. A display of 0-20 for instance, indicates that the smallest number of game drawings that occurred before the number was drawn was zero (in other words, that at least once it was drawn twice in a row), and that the largest number of drawings that occurred before a number was drawn was twenty. The LO-HI RANGE in this case is zero to twenty.
- STATUS** Indicates the number's current location in its LO-HI RANGE. The SINCE HIT number is tested to see if it fits between the low and high numbers shown in the LO-HI RANGE. If it does then it is shown as being IN RANGE, in other words, in the range of game drawings where it is most frequently drawn. If the SINCE HIT number is lower than the low end of the range then it is shown as being UNDER. If the SINCE HIT number is greater than the high end of the LO-HI RANGE, then it's shown as OVER (theoretically, OVERDUE).

To exit the Master Chart, press the **Esc** key followed and then press the **Enter** key. This will return you to the *SEARCH LIMITS* window. Pressing the **Esc** key once more will return you to the *Game Analysis* menu.

The Hot/Cold Analysis

The Hot/Cold report provides a listing in descending order of most-to-least drawn numbers in past game drawings. To view the Hot/Cold report, select option **2** from the Game Analysis menu and then enter the record range in the *SEARCH LIMITS* window. The calculation screen will display briefly, followed by the report screen.

The top line of the report screen shows the name of the currently active game file, the record range being analyzed, and the total number of records processed. Below the top line is the Title Bar that identifies the columns on the main screen. At the bottom of the screen is the Prompt Line that shows the active keys. The functions of the active keys are as follows:

Key	Function
P	Prints the Hot/Cold list to your line printer. When P is selected you are prompted to turn on your printer and to press ENTER to begin printing. Pressing the ESC key instead of the ENTER key will cancel the print operation.
ESC	Exits the Hot/Cold report.

The main screen of the report displays up to four three-column groups that are identified in the Title Bar and contain the report information. The three-column groups provide information on the following:

HOT/COLD REPORT: CA539.GAM			Records 1 To 1357			%1357 Records Processed		
#	Hits	%	#	Hits	%	#	Hits	%
13	203	15.0	6	172	12.7			
25	201	14.8	36	172	12.7			
38	194	14.3	9	169	12.5			
4	192	14.1	35	168	12.4			
34	189	13.9	11	167	12.3			
39	189	13.9	16	167	12.3			
5	188	13.9	29	165	12.2			
22	188	13.9	17	164	12.1			
26	188	13.9	20	164	12.1			
30	188	13.9	1	163	12.0			
12	187	13.8	7	161	11.9			
27	187	13.8	18	159	11.7			
23	184	13.6	19	159	11.7			
33	182	13.4	21	159	11.7			
32	181	13.3	14	153	11.3			
24	179	13.2	2	150	11.1			
8	178	13.1	3	150	11.1			
10	178	13.1	15	149	11.0			
28	176	13.0	37	148	10.9			
31	174	12.8						

[P] = Print [Esc] = Exit

Column Title	Purpose
--------------	---------

#	A legal drawing number.
HITS	The total number of times the drawing number was selected in a game drawing.
%	The percentage of times that the drawing number was selected in a game drawing.

The screen can display up to 80 numbers but will actually display no more than the active game allows. The column groups are read from top to bottom and from left to right. The 'hottest' or most frequently hit numbers are shown from the top left. The coldest numbers are found on the bottom right. To exit the *Hot/Cold* report and return to the *Game Analysis* menu, press the **Esc** key twice.

The Pairs Analysis

The purpose of the Pairs Report is to show paired numbers that tend to be drawn together in the same game drawing. These numbers are thought of as *complimentary*, and a high incidence of complimentary occurrence should be given consideration when selecting numbers to play.

The Pairs Report is actually in two parts. The first part is the Summary mode, that shows every number paired with every other number in the order of the number of times paired. The second part is the ZOOM mode that is activated by selecting the ZOOM feature on the summary screen. The Zoom feature allows you to zoom-in on a particular number and get a detailed rendering of just that number as it relates to all other numbers.

To run the Pairs Report, select option **3** on the Game Analysis menu or highlight 'Pairs Report'

and press **ENTER**. Enter the record range in the SEARCH LIMITS window and the program will display the Summary screen and begin calculating the pairs.

The Summary Screen

The first line of the Summary screen shows the name of the active game file and the number of

PAIRS REPORT: CAS39.GAM						100 Records Processed			
Pairs	Hits	Pairs	Hits	Pairs	Hits	Pairs	Hits	Pairs	Hits
21-25	6	8-29	4	25-35	4	2- 9	3	7-21	3
25-21	6	8-32	4	26- 6	4	2-16	3	8-14	3
26-32	6	8-35	4	26- 8	4	2-21	3	8-15	3
32-26	6	9-30	4	26-24	4	2-33	3	8-17	3
5-25	5	10-39	4	28- 2	4	2-35	3	8-28	3
12-30	5	11-19	4	28-33	4	2-36	3	8-37	3
16-24	5	12-13	4	28-35	4	3- 9	3	9- 2	3
18-24	5	13-12	4	29- 8	4	3-24	3	9- 3	3
24-16	5	15-35	4	30- 9	4	3-26	3	9- 4	3
24-18	5	17-21	4	32- 8	4	4- 5	3	9-20	3
25- 5	5	19-11	4	32-35	4	4- 9	3	9-24	3
30-12	5	19-24	4	33-28	4	4-19	3	9-28	3
2-25	4	19-25	4	35- 8	4	4-25	3	9-31	3
2-28	4	21- 3	4	35-15	4	5- 4	3	9-33	3
3-21	4	21-17	4	35-25	4	5-16	3	9-38	3
3-38	4	24-19	4	35-28	4	5-19	3	10-25	3
6-25	4	24-26	4	35-32	4	5-24	3	10-35	3
6-26	4	25- 2	4	38- 3	4	5-26	3	11-13	3
6-38	4	25- 6	4	38- 6	4	5-38	3	11-15	3
8-26	4	25-19	4	39-10	4	6-17	3	11-25	3
[Home] = Top		[PgDn] = Continue		[Z] = Zoom		[Esc] = Exit			

records processed. The second line is the Title Bar and identifies the columns of information on the main part of the screen. The bottom line is the Prompt Line that identifies the active keys. The functions of the active keys are as

follows:

Key Function

- HOME Restarts the display at the top, showing the top 100 highest paired numbers.
- PgUp (Page Up) Cycles the screen to display the next 100 highest paired numbers.
- Z (Zoom) Allows you to zoom-in on a particular number to view all the pairings that occurred with that number. When the Zoom key is pressed, an input window opens asking you to enter the number you wish to zoom on. After the number is entered you are transferred to the Zoom screen (see below).
- ESC Exits the Pairs Report.

The main part of the summary screen shows a set of 100 paired numbers, listed in most-to-least paired order. The paired numbers are shown under the Title Bar listing PAIRS, and the number of times paired is shown under the Title Bar listing HITS. Press the **PgDn** (Page Down) key to view the next group of 100 pairs.

The Zoom Screen

The Zoom screen is accessed by pressing the **Z** key while in Summary mode. An input window opens asking for the number to zoom on and you are then transferred to the Zoom screen. The purpose of the Zoom screen is to isolate a particular number and show all the pairs for just the isolated number.

PAIRS REPORT: CA539.GAM			No. 3 : NUMERIC ORDER			100 Records Processed		
#	Hits	%	#	Hits	%	#	Hits	%
1	1	7.7	21	4	30.8			
2	1	7.7	22	0	0.0			
3	0	0.0	23	2	15.4			
4	1	7.7	24	3	23.1			
5	1	7.7	25	1	7.7			
6	2	15.4	26	3	23.1			
7	1	7.7	27	1	7.7			
8	0	0.0	28	1	7.7			
9	3	23.1	29	1	7.7			
10	1	7.7	30	1	7.7			
11	1	7.7	31	2	15.4			
12	2	15.4	32	0	0.0			
13	2	15.4	33	2	15.4			
14	2	15.4	34	1	7.7			
15	0	0.0	35	2	15.4			
16	0	0.0	36	1	7.7			
17	1	7.7	37	1	7.7			
18	1	7.7	38	4	30.8			
19	2	15.4	39	0	0.0			
20	0	0.0						

PAGE 1 OF 2 [PgUp]-[PgDn] [P] = Print [Esc] = Exit RECS: %1258 TO %1357

The Zoom screen has two modes or parts. The first part shows the pairs in NUMERIC ORDER, and the second shows them in MOST PAIRED ORDER. The modes are toggled by pressing the **PAGE UP** or **PAGE DOWN** keys. On the first line of the Zoom screen the zoomed number is identified along with the mode. The second line of the screen is the Title Bar and contains the headings for the data in the column groups. The headings are as follows:

Heading	Purpose
---------	---------

- # Shows each legal number the game uses.
- HITS Shows how many times the number to the left was drawn in a game drawing when the zoomed number (shown on the top line of the screen) was drawn in a game drawing.
- % Shows the percentage of times that the number to the left was drawn in a game drawing when the zoomed number was drawn in a game drawing.

The Prompt Line at the bottom of the screen informs you that there are two pages available, shows the starting and ending record numbers being used in the current analysis, and shows the active keys for this mode. The active keys are as follows:

Key	Function
-----	----------

- PgUp-PgDn Toggles the order of the numbers displayed between NUMERIC and MOST PAIRED.

- P Prints the zoomed Pairs Report with numbers in MOST PAIRED order.

- ESC Returns you to the Pairs Report Summary screen.

Pressing the **Esc** key while in Zoom mode returns you to the Summary mode, and pressing the **Esc** key while in Summary mode returns you to the *Game Analysis* menu.

The Triples Analysis

The triples report displays groups of three numbers from your game files database that have been selected in the same game drawing more than once. To run the Triples Report, select number **4** from the *Game Analysis* menu or highlight 'Triples Report' on the menu and press **Enter**.

When the SEARCH LIMIT window opens you will see the normal First Record and Last Record and Fields inputs, and in addition you will see an input field identified as *Target Number*. Only one number at a time can be reported on in the Triples Report, and that number is called the Target Number. Enter the Target Number and the Triples Report will begin calculating.

```

TRIPLES REPORT: CA539.GAM    TRIPLES FOR NUMBER: 4    %1357 Records Processed
4 1 3 = 2    4 2 8 = 3    4 5 7 = 2    4 5 36 = 2
4 1 6 = 2    4 2 9 = 2    4 5 8 = 4    4 5 38 = 3
4 1 8 = 2    4 2 17 = 2    4 5 9 = 3    4 6 1 = 2
4 1 9 = 4    4 2 20 = 2    4 5 10 = 4    4 6 7 = 3
4 1 12 = 3    4 2 24 = 2    4 5 13 = 3    4 6 9 = 2
4 1 15 = 2    4 2 28 = 3    4 5 14 = 3    4 6 11 = 3
4 1 16 = 2    4 2 29 = 2    4 5 15 = 5    4 6 12 = 3
4 1 19 = 2    4 2 33 = 2    4 5 16 = 2    4 6 14 = 3
4 1 20 = 4    4 2 36 = 2    4 5 19 = 2    4 6 16 = 3
4 1 24 = 3    4 2 38 = 3    4 5 20 = 3    4 6 17 = 2
4 1 25 = 3    4 3 1 = 2    4 5 21 = 2    4 6 22 = 2
4 1 26 = 2    4 3 2 = 3    4 5 22 = 2    4 6 24 = 5
4 1 27 = 3    4 3 12 = 2    4 5 23 = 2    4 6 27 = 2
4 1 28 = 5    4 3 23 = 2    4 5 25 = 4    4 6 30 = 6
4 1 30 = 2    4 3 24 = 2    4 5 27 = 2    4 6 31 = 2
4 1 31 = 4    4 3 25 = 2    4 5 28 = 2    4 6 34 = 2
4 1 32 = 4    4 3 28 = 2    4 5 30 = 3    4 6 38 = 2
4 1 35 = 3    4 3 32 = 3    4 5 32 = 3    4 7 5 = 2
4 1 38 = 5    4 3 35 = 2    4 5 34 = 4    4 7 6 = 3
4 2 3 = 3    4 3 36 = 2    4 5 35 = 2    4 7 8 = 3
    
```

[PgDn] [P] = Print [Esc] = Exit

The Triples Report can take some time to calculate, depending on the amount of numbers used by your lottery and by the size of the game file that is being examined. If your lottery uses fifty-four numbers and you are analyzing 500

records, be prepared to wait for results. The calculation screen will keep you informed on the progress of the analysis. Once analysis has begun, do not interrupt it.

When the calculation is complete you will see the Triples Report screen. If no triples were found the screen will be blank and you can press the **Esc** key to return to the *Game Analysis* menu. If triples were found they will be listed on the screen in numerical order, beginning with the target number on the left of each listing. A typical example of a triples listing, with a Target Number

of 4, would be:

4 1 3 = 2

4 1 9 = 4

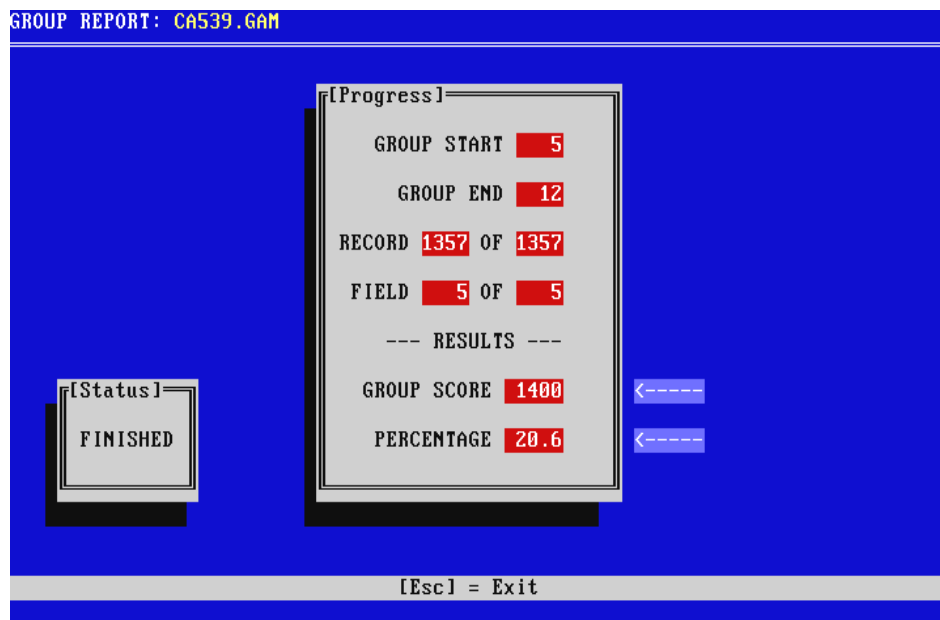
This means that the numbers 4, 1, and 3 were drawn together in the same game drawing twice, and the numbers 4, 1, and 9 were drawn in the same game drawing four times. Because triples are relatively less common than pairs, you'll want to use a fairly large part of the game file database for your analysis. We recommend that you set your First Record and Last Record to include at least 100 records for analysis.

The Number Groups Analysis

The Number Groups analysis allows you to examine the statistics on any size set of contiguous numbers in your game file database. By this means you can determine if certain *blocks* of numbers tend to be drawn more than other blocks. An example of how this can be used is a follows:

Suppose your lottery game uses 54 numbers. Using Number Groups analysis you can determine if the numbers 1-27 tend to be drawn more or less than the numbers 28-54 and weight your bets accordingly. You can make your blocks or sets any size and analyze, for instance, how the numbers 1-10 compare to 11-20, 21-30, 31-40, etc. by running a Number Groups analysis on each of these sets and comparing the results.

To use Number Groups analysis, select 'Number Groups' on the menu and press **Enter**.



Establish the starting and ending records in the SEARCH LIMITS window, and then establish the first and last number of the group to analyze.

A report window will appear and the progress of the calculations will be displayed. When the calculations are complete, the report information will be displayed on the bottom part of the

report window, showing the cumulative total number of times any number in the group was drawn in a game drawing, and the percentage that the cumulative total represents. In the above example, a group consisting of the numbers 5-12 was analyzed using all 1357 records in the database:

--- RESULTS ---

GROUP SCORE 1400

PERCENTAGE 20.6

This shows that the total number of times any number between five and twelve was drawn over the 1357 records tested was 1400, and that this represents 20.6% of all other numbers drawn over the same 1357 records.

To exit this analysis, press the **Esc** key and you will be returned to the SEARCH LIMITS window to enter another group. Press **Esc** again to return to the *Game Analysis* menu.

The Total Average Analysis

A drawing record in a game file consists of a group of 1 and 2-digit numbers. If you add these numbers of this single drawing together you come up with a figure called sum-of-the-digits. For example:

Drawing Numbers	Sum-of -the-digits
7-18-26-37-45-53	186

If you add together the drawing sums of a series of drawings, and then divide the total by the number of drawings in the series you end up with a figure called the Total Average Sum. The Total Average Sum figure represents the average drawing sum of any given drawing in the game file database. For example:

Drawing Numbers	Sum-of-the-digits
7-18-26-37-45-53	186
4-15-31-33-40-48	171
2-22-23-34-44-51	175
TOTAL SUM	532

532 divided by 3 (the number of drawings analyzed)= 177.33= Total Average Sum.

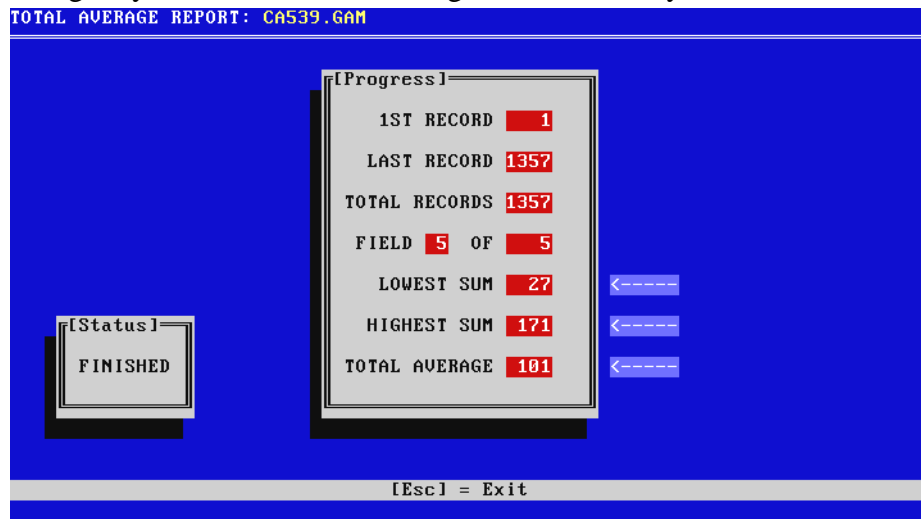
Of course using only three records for the analysis as in the example does not give you a representative sampling of the database but it does illustrate the idea. We recommend in general that you use 100 records or more for the Total Average Sum calculation.

Knowing the Total Average Sum is of value when constructing bets. If you know that the average drawing sum totals to a certain value you can construct your bets in such a way that the sum of each bet is within reasonable range of the total average value. This creates what is known as a *balanced* bet and is another useful technique for aligning your bets more closely with the history of your lottery.

To run the Total Average analysis, select *Total Average* from the menu and press **Enter**. After you enter the starting and ending record range into the SEARCH LIMITS window, the Total Average report window will appear and the program will begin calculating.

When calculation is complete, your attention will be directed to the last three fields in the report window by blinking arrows. These fields show the lowest drawing sum detected, the highest drawing sum detected, and the computed total average. The lowest sum and highest sum fields

will give you some idea of the range of values that you should allow as a valid total average



when constructing your bets in a bet file.

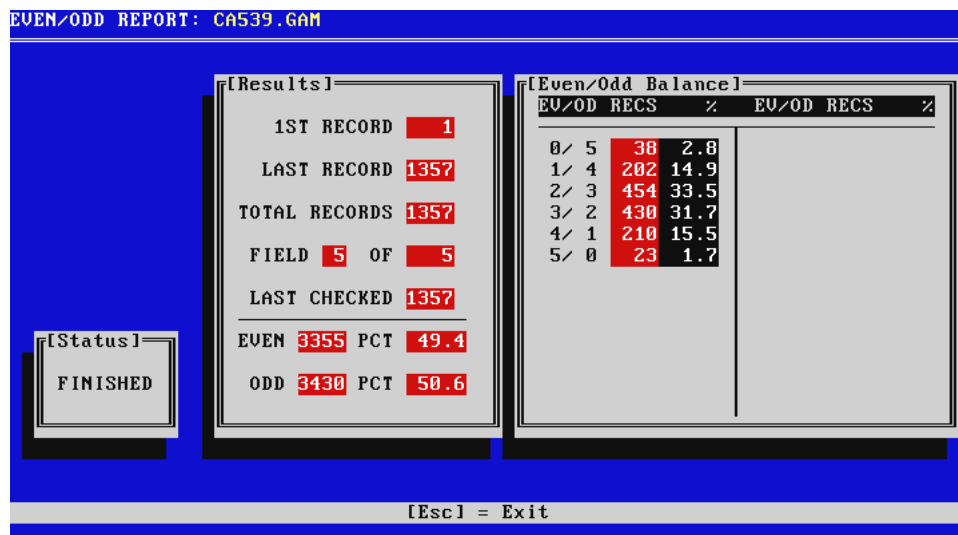
To exit the Total Average function, press the **ESC** key to return to the SEARCH LIMITS window. Press the **ESC** key again to return to the Game Analysis menu.

Once you're comfortable with the Sum-of-the digits concept, be sure to

examine the advanced techniques for working with sums provided by the VersaBet Sum Analyzer component under the *Advanced* section on the VersaBet Control Panel. When used with the Bet Maker component, you will have an extremely powerful method of generating effective bets.

The Even/Odd Analysis

It is useful to know the even/odd ratio of numbers in past game drawings. Having this information helps you construct bets that match the historical ratios and keep aligned with the general patterns and trends of your particular lottery. This information is especially valuable when used with VersaBet's Bet Maker component. To run the Even/Odd analysis, select 'Even/Odd' from the menu and press **Enter**.



After you enter the starting and ending record numbers in the SEARCH LIMITS window, the Even/Odd report window will appear and the program will begin calculating.

When calculation is complete your attention will be directed by blinking

arrows to the last two rows of the report. These rows tell you the total number of times that even numbers were drawn in a game drawing and the total number of times that odd numbers were drawn in a game drawing. They also tell you the percentage that each total represents.

To exit the Even/Odd report, press the **Esc** key to return to the SEARCH LIMITS window.

Pressing **Esc** again will return you to the *Game Analysis* menu.

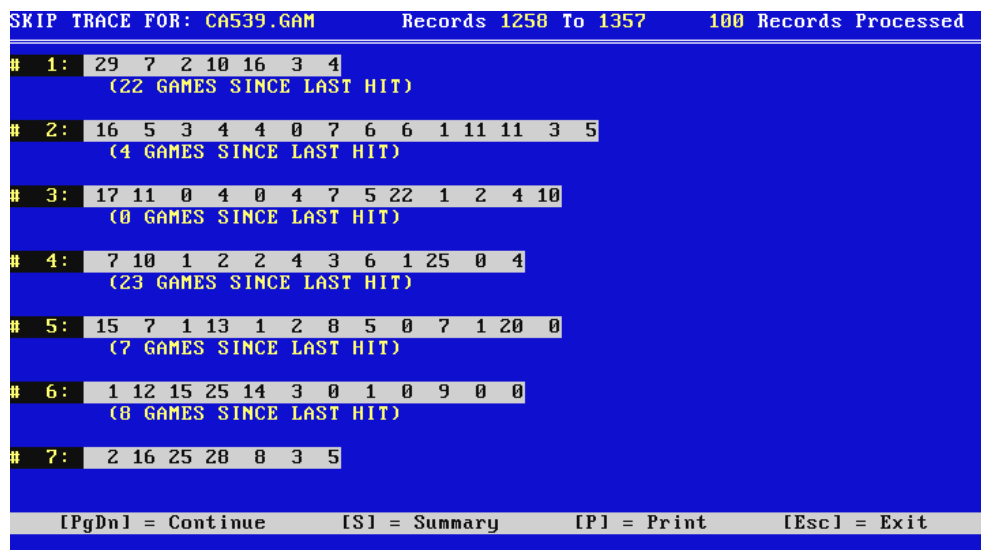
The Skip Trace Analysis

Skip Trace, as the name implies, traces number skips. It shows the number of game drawings that elapse between games where any given number was drawn, and thereby illustrates the *pattern of hits* for a number. This function can be used to ascertain the *consistency* of a number (more about consistency later). Skip Trace also categorizes skips for each number and shows in which category each number tends to hit (be drawn) most.

To run Skip Trace, select 'Skip Trace' using the arrow keys and press **Enter**. Set the record and field ranges in the SEARCH LIMITS window and the analysis will begin.

When Skip Trace has finished analyzing the records you specified, the *Detail* report screen will appear. The top of the report screen shows the name of the game file being analyzed, the range of records that were selected for analysis, and the total number of records processed. The

Prompt Line at the bottom of the screen shows the active keys; the **Page Down** key scrolls the



next group of numbers, the **S** key transfers you to the Summary screen, the **P** key prints the report to your printer, and the **ESC** key exits the report and returns you to the Game Analysis menu.

The main part of the Detail screen shows the Skip

Trace results. On the left of the screen is the number being reported, followed on the right by the skip history.

The purpose of the Detail screen is to show the pattern of skips for a number and to demonstrate the number's consistency. In the case of number 1 above, the skip history indicates that the number becomes inconsistent after about nine skips in a row. Since it has currently skipped 23 times, and has skipped as many as 26 times in the past, it should probably not be considered as a bet until after it has hit once again.

Pressing the **S** key while viewing the Detail screen transfers you to the Summary screen.

The *Summary* screen shows the skip history for each number divided into categories. The category columns are identified on the Title Bar on the second line of the screen and illustrate

SKIP TRACE FOR: CA539.GAM											Records 1258 To 1357		100 Records Processed		
Numbr	Curnt	Skips 0 - 3		Skips 4 - 6		Skips 7 - 10		Skips 11 - 15		Skips 16 - 20		Skips Over 20		Avgf	Hit
21	1	8	47%	3	18%	5	29%	0	0%	1	6%	0	0%	5.9	17
22	14	2	29%	0	0%	2	29%	1	14%	0	0%	2	29%	14.3	7
23	0	3	27%	3	27%	2	18%	2	18%	0	0%	1	9%	9.1	11
24	2	12	60%	5	25%	1	5%	1	5%	1	5%	0	0%	5.0	20
25	4	15	65%	3	13%	5	22%	0	0%	0	0%	0	0%	4.3	23
26	7	10	67%	1	7%	0	0%	3	20%	0	0%	1	7%	6.7	15
27	3	3	30%	2	20%	2	20%	2	20%	0	0%	1	10%	10.0	10
28	15	12	63%	5	26%	1	5%	1	5%	0	0%	0	0%	5.3	19
29	1	2	20%	1	10%	4	40%	1	10%	2	20%	0	0%	10.0	10
30	22	8	53%	5	33%	1	7%	0	0%	1	7%	0	0%	6.7	15
31	27	7	47%	6	40%	1	7%	1	7%	0	0%	0	0%	6.7	15
32	12	7	50%	2	14%	2	14%	3	21%	0	0%	0	0%	7.1	14
33	14	4	40%	1	10%	2	20%	2	20%	0	0%	1	10%	10.0	10
34	10	1	11%	1	11%	6	67%	0	0%	1	11%	0	0%	11.1	9
35	26	9	56%	4	25%	2	13%	1	6%	0	0%	0	0%	6.3	16
36	7	5	50%	0	0%	1	10%	1	10%	3	30%	0	0%	10.0	10
37	2	1	13%	1	13%	2	25%	3	38%	0	0%	1	13%	12.5	8
38	0	7	50%	2	14%	2	14%	1	7%	1	7%	1	7%	7.1	14
39	3	1	8%	5	42%	3	25%	3	25%	0	0%	0	0%	8.3	12

[PgDn] = Continue [P] = Print [Esc] = Exit

the tendency of a number to hit after it has skipped a certain number of times. The Summary screen is divided into ten columns that provide the following information:

- Number** A legal drawing number for the current database.
- Current Skips** The number of game drawings that have occurred since the number was last drawn or 'hit'.
- Skips 0-3, etc.** The number of times in the past that a number has hit after skipping between 0 and 3 times, 4-6 times, 7-10 times, 11-15 times, 16-20 times, and over 20 times, and the percentage of times it has hit while in that skip category.
- Average Frequency** The average number of game drawings that elapse between hits for a number.
- Hit Total** The total number of times that a number has been drawn in a game drawing.

Bear in mind always that the stats shown for a number are valid only for the range of games selected in the SEARCH LIMITS window. This applies to all analysis functions, but Skip Trace can be particularly confusing, since many numbers may not show up at all as hits, when you are analyzing only a few records in the database. It is recommended that with Skip Trace you use the entire database if it contains 100 records or less, otherwise use between 100 and 150 records.

The category of skips where a number most frequently hits is highlighted on the screen. If the *Current Skips* shown for a number place it in a skip category that is highlighted, then that number becomes a candidate for selection. If the *Current Skips* for a number is in a highlighted category, and the *Average Frequency* for the number is also highlighted, then that number

becomes an even stronger contender.

The prompt Line at the bottom of the Detail screen shows the keys active while in this mode. Pressing the **Page-Down** key displays the next series of numbers, the **P** key sends the Detail report to your line printer, and pressing the **Esc** key returns you to the Summary screen.

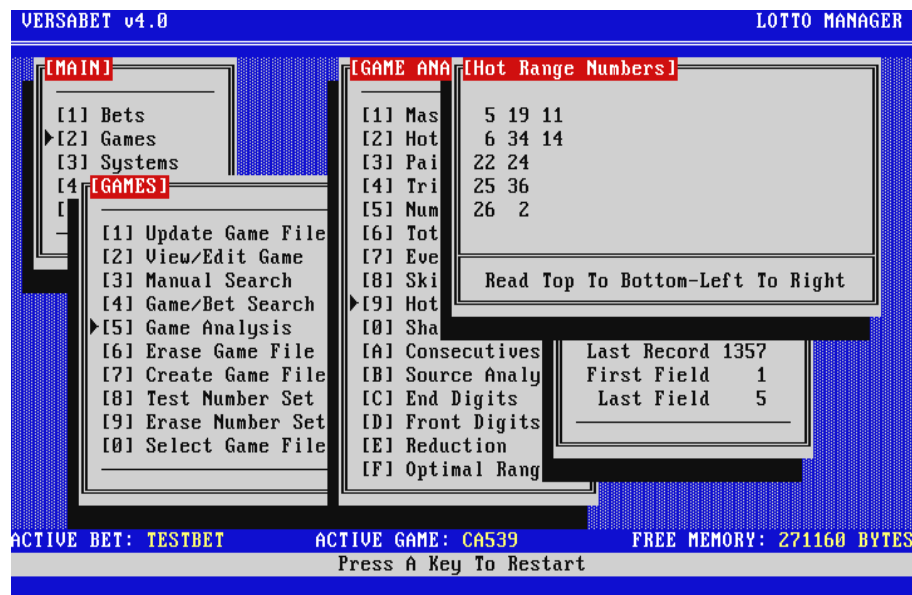
Pressing the **Esc** key twice while in the Summary screen returns you to the Game Analysis menu.

The Hot Range Analysis

Hot Range is closely allied to *Skip Trace*. The Hot Range function examines each number's current location in the skip categories and gives you its projection of which numbers are likely hit in the next game drawing, based on *Skip Trace* and *Average Frequency* information.

To run Hot Range, select number **9** on the Game Analysis menu, or highlight 'Hot Range' using the arrow keys and press ENTER. Set the record and field ranges in the SEARCH LIMITS window. The Hot Range window will open and the program will begin examining skip categories.

When the calculations are complete a prompt will ask you "How many numbers?" The amount of numbers you request depends on the goal you are trying to achieve. If you are playing a 6-number lotto game and wish to place only one bet you can simply request six number, transfer them to a play slip, and place your bet.



If you are looking for 12 numbers to enter into a 12-number wheel you could request 12 numbers, write them down, exit the Hot Range, call up the desired wheel from the Systems menu, enter the numbers into the wheel and save the new bet file that will be created. Then you can run a Bet/Game search and test the new bets against the history file.

If you would just like to see a display of the relative standing of each number in relation to the others, you could request all of the numbers to be displayed by entering the highest number your lottery allows.

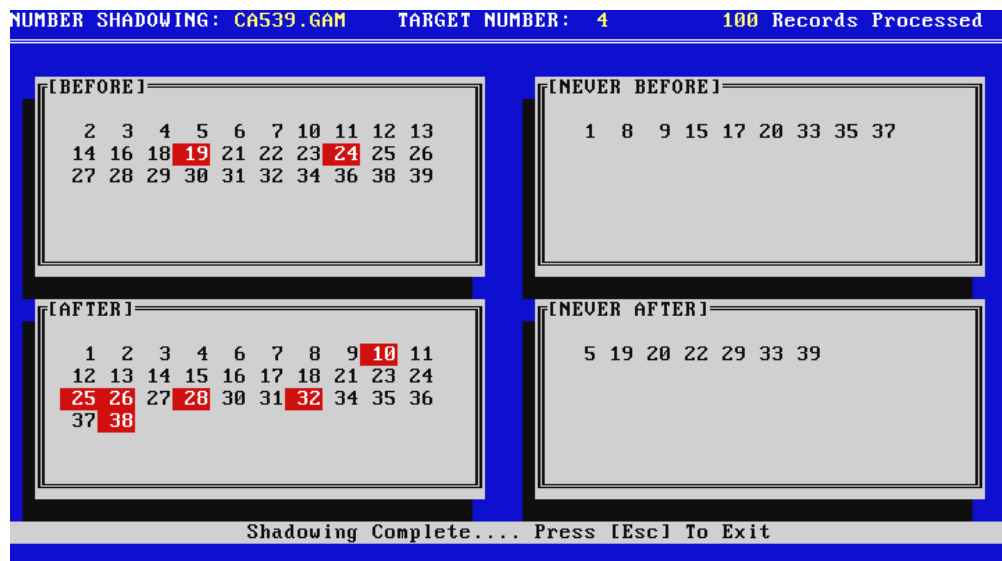
The Hot Range window displays the numbers in most-to-least recommended order and the numbers are read from top to bottom starting at the left. After the display is complete, pressing any key will restart the process and prompt you for another input. To exit the Hot Range function, press the **Esc** key when you are prompted for "How Many Numbers?".

The Shadowing Analysis

Shadowing is a unique and uniquely powerful method of examining the results of the last game drawing to predict the results of the next. Shadowing will look at each number drawn in the last game, or actually *any* numbers entered by the user, and show which other numbers are *in its shadow*. In physical reality, a shadow falls behind an object opposite to the source of light. If we make our object a number in a particular game drawing, we can shine an imaginary source of light from a narrow angle overhead and illuminate which other numbers occur in game drawings immediately before and after our object or *target* number. Numbers that occur in game drawings immediately before a game drawing where the target number appears are in the target number's BEFORE shadow. Numbers that appear in game drawings immediately after a game drawing where the target number appears, are in the target number's AFTER shadow.

In the same way, numbers that do not appear in game drawings immediately before or after a game drawing where the target number has appeared, are notable by their absence. These numbers fall in NEVER BEFORE and NEVER AFTER shadows.

When shadowing is run, each record in the range established in the SEARCH LIMITS window is examined for an occurrence of the target number, and each number in each record before and after the record where the target number was found is recorded and placed in its proper shadow. When the Shadowing report is displayed, each number is shown in its appropriate shadow box.



To run the Shadowing report, select 'Shadowing' using the arrow keys and press **Enter**. Set the record and field ranges in the SEARCH LIMITS window and set the target number to examine (Shadowing can

shadow only one number at a time). When the SEARCH LIMITS entries are complete, the report screen will appear and the program will begin its calculations.

When establishing the search limits for the Shadowing report, keep in mind that the size of the portion of the database you use has a strong bearing on the usefulness of the results that will be generated. Use of a large portion of the database could result in most or all of the available numbers appearing in the BEFORE and AFTER boxes and few or none appearing in the NEVER BEFORE and NEVER AFTER boxes. This is because the greater the amount of game drawings included, the greater the chances that a number will appear in game drawings both before and after the target number. It is recommended that you use a database of about 25 games to start with, and then adjust upward until the results become less meaningful.

When the calculations are complete, the shadow boxes will fill with numbers. Numbers that are highlighted in the BEFORE and AFTER boxes are numbers that appear in their appropriate

category *most frequently* in relation to the target number.

To exit Shadowing and return to the *Game Analysis* menu, press the **Esc** key twice.

The Consecutives Analysis

The Consecutives analysis examines each number in the game database and reports on its tendency to be drawn in consecutive game drawings, or to *follow itself* in game drawings. This

CONSECUTIVE HITS: CA539.GAM			Records 1 To 1357			%1357 Records Processed		
NBR	HITS	%	NBR	HITS	%	NBR	HITS	%
1	18	11.0	21	18	11.3			
2	12	8.0	22	31	16.5			
3	18	12.0	23	31	16.8			
4	34	17.7	24	28	15.6			
5	20	10.6	25	31	15.4			
6	22	12.8	26	25	13.3			
7	14	8.7	27	31	16.6			
8	19	10.7	28	23	13.1			
9	19	11.2	29	23	13.9			
10	27	15.2	30	29	15.4			
11	21	12.6	31	29	16.7			
12	24	12.8	32	31	17.1			
13	34	16.7	33	27	14.8			
14	16	10.5	34	25	13.2			
15	17	11.4	35	17	10.1			
16	19	11.4	36	20	11.6			
17	15	9.1	37	15	10.1			
18	14	8.8	38	30	15.5			
19	20	12.6	39	29	15.3			
20	21	12.8						

[P] = Print [Esc] = Exit

feature is a variant of Shadowing in that it analyzes each number only in relation to itself and reports only the incidences of AFTER results. Some numbers tend to be high repeaters, and follow themselves 20% or more of the time. These numbers should certainly be considered for inclusion as a bet.

To run Consecutives, select 'Consecutives' using the arrow keys and press **Enter**. Set the record and field ranges in the SEARCH LIMITS window and the analysis will begin.

You will notice that the Consecutives report screen is divided into groups of three columns each. The Title Bar on the second line of the screen identifies each column:

- NBR The number being reported on.
- HITS The amount of times the number has been drawn in consecutive games.
- % The percentage of times (in relation to the total number of times that the number has been drawn in *any* game) that the number has been drawn in consecutive games.

The Prompt Line at the bottom of the screen shows the active keys. Press the **P** key to print the report on your line printer. Press the **Esc** key and then the **Enter** key to exit the report.

The Source Analysis

The mechanics of the Source Analysis process involves examining a group of records in the game database (the *target* records), one record at a time, and comparing the numbers in the target record with the numbers in previous records (the *source* records). The object is to discover which source records contain the most matching numbers with each target record.

The source records are thought of in terms of *games back*, and each source record is assigned a *games back number* that is relative to the target record being examined. For example, if the

first target record is record 241, *games back #1* for record 241 would be record 240. *Games back #2* for record 241 would be record 239, and so on. Then when the next target record is examined (record 242), *games back #1* becomes record 241, *games back #2* becomes record 240, and so on. This is what is meant by *games back numbers* being *relative*.

When a number is found in a source record that matches a number found in a target record, the *games back number* of the source record receives a *hit*. The actual record number of the source record where the match was found is not important. *Only the games back number is important*. When all of the target records have been tested against all of the source records, the cumulative total *hits* for all *games back numbers* are displayed on the screen and the most productive games back can be easily identified.

To begin setting up for your search and running Source Analysis, select 'Source Analysis' using the arrow keys and press **Enter**. This will open a special Search Limits window.

[SOURCE ANALYSIS]	
Nearest Back	: 1
Farthest Back	: 10
First Game	: 1258
Last Game	: 1357
First Field	: 1
Last Field	: 5
Detail/Summary	: .

When setting up your Source Analysis search in the Search Limits window you must establish three ranges. The first range is for your source records and is established in terms of *games back*. The second range is for your target records; the actual records that contain the drawing numbers for which you will search the source records. The third range is for the fields within each record to be included in the search.

Nearest Back	The <i>Games Back Number</i> closest to <i>any</i> target record.
Farthest Back	The <i>Games Back Number</i> farthest away from <i>any</i> target record.
First Game	The record number of the first target record to be included in the analysis.
Last Game	The record number of the last target record to be included in the analysis.
First Field	The first field within each record of the target games to be included in the analysis. The default is 1 and can be accepted by pressing the ENTER key.
Last Field	The last field within each record of the target games to be included in the analysis. The default is the highest field number and can be accepted by pressing the ENTER key. You would normally press ENTER for both First Field and Last Field unless you wished to exclude bonus numbers; in which case you would subtract 1 from the highest field (or 2 or more, depending on how many bonus numbers your lottery used).
Detail/Summary	The type of report that will be generated. There are two types of reports, <i>Detailed</i> and <i>Summary</i> , as will be explained below. Enter D for Detailed or S for Summary . The default is Summary and can be accepted by simply pressing the ENTER key.

After the report type has been entered, source analysis begins calculating. It checks each record specified in the range of *First Game* and *Last Game* against each game back from itself specified in *Nearest Back* and *Farthest back* and records cumulative hits for each game back.

When scoring is complete, the results appear on the screen in the form of a Summary report.

The Summary Report

The Summary Report screen is divided in half vertically. The left side of the screen displays

SOURCE ANALYSIS SUMMARY: CA539				LAST 1 TO 10 GAMES		RECORDS 1258 -	
MOST-TO-LEAST PRODUCTIVE SOURCE				NUMERIC ORDER BY GAMES BACK			
GAMES BACK	TOTAL HITS	AVG HITS	% OF TTL HITS	GAMES BACK	TOTAL HITS	AVG HITS	% OF TTL HITS
2	75	0.750	11.61	1	71	0.710	10.99
10	74	0.740	11.46	2	75	0.750	11.61
1	71	0.710	10.99	3	62	0.620	9.60
9	68	0.680	10.53	4	63	0.630	9.75
5	64	0.640	9.91	5	64	0.640	9.91
4	63	0.630	9.75	6	54	0.540	8.36
3	62	0.620	9.60	7	58	0.580	8.98
7	58	0.580	8.98	8	57	0.570	8.82
8	57	0.570	8.82	9	68	0.680	10.53
6	54	0.540	8.36	10	74	0.740	11.46

Average for combined games back = 6.460 hits per game scanned
 [Enter] = Continue [P] = Print Summary [Esc] = Exit

games back statistics in order of most-to-least productive. The right side of the screen shows the same information in numerical order by games back. After the Summary report is run, it is a good idea to

print a copy of the report on your printer. You will need this information to apply the results of the report in selecting numbers, a process that will be explained later.

The Detailed Report

If you wish to observe the progress of the Source Analysis calculations you can do so by selecting the Detailed report instead of the Summary report. Doing so will help you better understand how Source Analysis works.

- Game Back** The current *game number back* from record number 242. In this case 1, or the first game back.
- Game # Back** The actual record number of the record that is the first game back from record 242. In this case 241.
- Game Hits** The amount of numbers in record 242 that were matched in record 241. In this case none.
- Hit Average** The average number of matched numbers in records 242 and 241.
- Game Back Ttl Hits** The cumulative total hits for the Game Back, regardless of the target record being examined.
- Running Average** The cumulative average number of hits for the Game Back being considered.

While viewing the detail screen, pressing any key will move you to the next page to scan the next set of records. After the last record has been scanned you are automatically transferred to the Summary report to view the results of the analysis. If you wish, you can exit from the Detailed report to the Summary report at any time by pressing the **ESC** key. Doing so will not effect the results of the Summary report in any way.

Understanding the mechanics of how Source Analysis works is useful when setting up your ranges in the Search Limits window. The most common area of confusion seems to be in recognizing the difference between the source records (the *Games Back*), and the target records (the part of the database to be examined). Remember that the *First Game* and *Last Game* inputs establish the records to be searched, and that the *Nearest Back* and *Farthest Back* inputs establish the relative range that each record will be searched.

A good way to begin using Source Analysis is to use the last 25 records in your database as the target records (First Game-Last Game), and to use 1 and 15 as Nearest Back and Farthest Back values. You can later experiment by adjusting the Nearest Back and Farthest Back range to see where you get the best results. Later, you can experiment further by shrinking or expanding the size of the database being examined.

Applying Source Analysis Information

Once you have printed out your Summary report, you are ready to begin selecting numbers to play. To begin, exit Source Analysis by pressing the **Esc** key, then press **Esc** twice more to return to the Games menu.

Select option 2 (View/Edit Game) on the Games menu, then press the **End** key to view the database's most recent drawing records. Now look at the left side of the Summary report. In our sample screen above we see that the 2nd game back was the most productive source of winning numbers. To find the 2nd game back in your database, look at the right-most column (marked **Back**) on your View/Edit display for the number 2. By reading across to the left you can get the numbers from the record.

DISPLAY GAME: CA539.GAM						
RECORD:	RECORD VALUES	TC=U123456789	BM/AM	EU/OD	SUM	BACK
1340 :	8 9 24 26 29	2030	2/ 3	3/ 2	96	19
1341 :	3 7 12 21 37	2111	3/ 2	1/ 4	80	18
1342 :	10 19 28 29 32	0221	2/ 3	3/ 2	118	17
1343 :	2 9 14 22 33	2111	3/ 2	3/ 2	80	16
1344 :	16 23 24 27 39	0131	1/ 4	2/ 3	129	15
1345 :	7 9 20 27 32	2021	2/ 3	2/ 3	95	14
1346 :	3 13 14 21 26	1220	3/ 2	2/ 3	77	13
1347 :	2 6 25 34 38	2012	2/ 3	4/ 1	105	12
1348 :	6 17 21 25 36	1121	2/ 3	2/ 3	105	11
1349 :	5 6 19 26 38	2111	3/ 2	3/ 2	94	10
1350 :	5 18 24 26 36	1121	2/ 3	4/ 1	109	9
1351 :	7 19 21 25 38	1121	2/ 3	1/ 4	110	8

Record Contents
for Game Back

Games Back

The next most productive game back was 10. Repeat the process by finding #10 in the Back column, then reading across, getting the numbers that occurred in that record, and adding them to the numbers you extracted from the 2nd game back.

Next cross out numbers from the 10th game back that were already present from the 2nd game back to get rid of any duplicate numbers.

Keep extracting numbers from games back in the order shown on the Source Analysis Summary report, getting rid of duplicates as you go, until you have enough unique numbers to either fill your wheel, or to use in the Bet Maker component.

Remember that the value of the numbers in the Games Back are hierarchical. The numbers that appeared in the *most* productive game back are more valuable than the numbers that appeared in the 2nd or 3rd most productive game back. This could be important when using the numbers in a wheeling system where certain positions repeat more often than others. You would probably wish to place the more valuable numbers into the positions that repeat the most often.

The End Digits Analysis

Digit Analysis has become very popular in Lotto number analysis and good results have been reported in the systematic use of this approach to the game. For purposes of Digit Analysis, every number drawn in a Lotto or Keno game is a two-digit number. The single numbers 1-9 are considered to be preceded by the numeral 0 (zero). End Digit analysis tracks the occurrences of each digit of a number drawn in a game drawing by its end location and reports which end-digits appear most or least frequently. The practical application of this procedure is to give special consideration to digits that appear significantly more frequently than others.

For example, if End Digit analysis of the last twenty-five games shows that numbers ending with the digits 3 and 6 have appeared most frequently, then you may want to include in your mix of bet selections the numbers 3, 13, 23, 33, 43, 6, 16, 26, 36, 46, etc..

To run End Digits, select 'End Digits' using the arrow keys and press **Enter**. Set the record and field limits in the SEARCH LIMITS window and the program will begin its calculations.

The Summary Screen

End Digit analysis has two screens; a Summary screen and a Detail screen. The Summary

END DIGITS: CA539.GAM																																											
Records 1258 To 1357																																											
100 Records Processed																																											
ED	#	HIT	%	ED	#	HIT	%	ED	#	HIT	%	ED	#	HIT	%																												
-1	1	7	7%	-2	2	14	14%	-3	3	13	13%	-4	4	12	12%	-5	5	13	13%																								
	11	13	13%		12	13	13%		13	14	14%		14	14	14%		15	10	10%																								
	21	17	17%		22	7	7%		23	11	11%		24	20	20%		25	23	23%																								
	31	15	15%		32	14	14%		33	10	10%		34	9	9%		35	16	16%																								
	41	0	0%		42	0	0%		43	0	0%		44	0	0%		45	0	0%																								
	51	0	0%		52	0	0%		53	0	0%		54	0	0%		55	0	0%																								
	61	0	0%		62	0	0%		63	0	0%		64	0	0%		65	0	0%																								
	71	0	0%		72	0	0%		73	0	0%		74	0	0%		75	0	0%																								
Ttl				52				10%				48				10%																											
ED				#				HIT				%				ED				#				HIT				%															
-6	6	12	12%	-7	7	7	7%	-8	8	15	15%	-9	9	17	17%	-0	10	12	12%																								
	16	15	15%		17	12	12%		18	10	10%		19	15	15%		20	7	7%																								
	26	15	15%		27	10	10%		28	19	19%		29	10	10%		30	15	15%																								
	36	10	10%		37	8	8%		38	14	14%		39	12	12%		40	0	0%																								
	46	0	0%		47	0	0%		48	0	0%		49	0	0%		50	0	0%																								
	56	0	0%		57	0	0%		58	0	0%		59	0	0%		60	0	0%																								
	66	0	0%		67	0	0%		68	0	0%		69	0	0%		70	0	0%																								
	76	0	0%		77	0	0%		78	0	0%		79	0	0%		80	0	0%																								
Ttl				52				10%				37				7%				58				12%				54				11%				34				7%			
Game = 1357																																											
↑↓ = Scan Games [D] = Detail [Esc] = Exit																																											

screen appears first and is divided into 10 groups of four columns each. Each group represents an End Digit number 1-0. Each group has a column labeled **ED**, Which identifies the **End Digit**, a column labeled **#**, which list all of the numbers with that group's End Digit, a column labeled **HIT**, which tells how many times each number was drawn in a game drawing, and a

column labeled %, which indicates the percentage of times a given number has been drawn in a game drawing (in relation to *all of the numbers* regardless of End Digit).

At the bottom of each **HIT** column is a *total (Ttl)* figure that represents the total number of times any number from the End Digit group has been drawn in a game drawing. To the right of the total figure in each group is a percentage figure that indicates the percentage of times that any number from that End Digit group has been drawn in a game drawing.

Scattered across the various # columns will be certain numbers highlighted in reverse. At the bottom of the screen on the far left of the Prompt Line you will see the statement **GAME =** followed by a number. The highlighted numbers on the screen are the actual numbers drawn in the game drawing number that appears next to the **GAME =** statement. A press of the **UP ARROW** key will increment the **GAME =** game number backwards by one game at a time. Pressing the **DOWN ARROW** key will increment the **GAME =** game number forward. As the game number changes, the highlighted numbers on the screen will change to reflect the actual numbers drawn for the game number shown. *NOTE: The totals and percentages shown on the Summary screen always relate to the entire part of the database being examined and will not change as games are scanned with the arrow keys.*

The Detail Screen

The End Digit Detail screen is accessed by pressing the **D** key while in the Summary screen.

The Detail screen gives a detailed rendering of End Digit hits spread over actual records, and is displayed ten records at a time. The screen is divided horizontally. The top part reads from the

END DIGITS: CA539.GAM											
Records 1250 To 1357 100 Records Processed											
Record	-1	-2	-3	-4	-5	-6	-7	-8	-9	-0	
1348	1	0	0	0	1	2	1	0	0	0	
1349	0	0	0	0	1	2	0	1	1	0	
1350	0	0	0	1	1	2	0	1	0	0	
1351	1	0	0	0	1	0	1	1	1	0	
1352	0	0	1	2	0	0	0	1	1	0	
1353	1	1	0	1	1	0	0	0	0	1	
1354	0	0	0	1	1	0	1	1	1	0	
1355	0	0	1	1	0	1	1	1	0	0	
1356	1	0	0	0	0	1	1	1	1	0	
1357	0	0	3	0	0	0	0	1	1	0	
Total	4	1	5	6	6	8	5	8	6	1	
Percent	8.0	2.0	10.0	12.0	12.0	16.0	10.0	16.0	12.0	2.0	
1348	6	17	21	25	36	1353	2	11	14	20	25
1349	5	6	19	26	38	1354	15	18	24	27	39
1350	5	18	24	26	36	1355	13	16	18	24	37
1351	7	19	21	25	38	1356	8	16	17	21	29
1352	8	14	19	23	24	1357	3	9	13	23	38
↑↓-[PgUp]-[PgDn] [S] = Summary [Esc] = Exit											

record number on the left, to the right across the columns of End Digit values shown in the Title Bar on the second line of the screen. The numbers shown under each End Digit value are the number of

hits recorded for that value for each of the games being displayed. The bottom part of the screen shows the actual numbers drawn in each record displayed on the top part of the screen.

The display can be changed one-record-at-a-time by using the arrow keys, or ten-records-at-a-time by using the **Page Up** and **Page Down** keys. The total and percentage figures shown at the bottom of the top part of the screen always relate to the current ten records being displayed. You can move freely between the Summary and Detail screens by pressing the **S** or the **D** key (depending on which screen you are viewing at the time). To exit the End Digit analysis, press

the **Esc** key while viewing either screen.

The Front Digit Analysis

Front Digit analysis works exactly like End Digit analysis but focuses on the first digit instead of the second. Instead of tracking a number by its end location, it tracks it by its front location. The single numbers 1-9 are considered to be preceded by a 0 (zero) and in Front Digit analysis are reported on in the zeros column.

The description of the End Digit screens given under End Digit analysis above are exactly the same for Front Digit analysis.

To run Front Digits, select 'Front Digits' using the arrow keys and press **Enter**. Set the record and field limits in the SEARCH LIMITS window and the program will begin its calculations.

The Reduction Analysis

The Reduction Analysis converts every number within a record in the selected range to its 1-digit equivalent, then reduces each *record* to its 1-digit equivalent.

REDUCTION REPORT: CA539.GAM			Records 1258 To 1357	100 Records Processed
Number	Number Score	Number %	Record Score	Record %
1	61	12.20	12	12.00
2	58	11.60	12	12.00
3	70	14.00	6	6.00
4	48	9.60	11	11.00
5	52	10.40	12	12.00
6	52	10.40	16	16.00
7	54	10.80	6	6.00
8	58	11.60	13	13.00
9	47	9.40	12	12.00

**NUMBER
REDUCTION REPORT**

Each number in each record
is reduced down to a one
digit equivalent.

1 = 1, 10, 19, 28, 37, 46, 55, 64, 73, 82, 91
2 = 2, 11, 20, 29, 38, 47, 56, 65, 74, 83, 92
3 = 3, 12, 21, 30, 39, 48, 57, 66, 75, 84, 93
4 = 4, 13, 22, 31, 40, 49, 58, 67, 76, 85, 94
5 = 5, 14, 23, 32, 41, 50, 59, 68, 77, 86, 95
6 = 6, 15, 24, 33, 42, 51, 60, 69, 78, 87, 96
7 = 7, 16, 25, 34, 43, 52, 61, 70, 79, 88, 97
8 = 8, 17, 26, 35, 44, 53, 62, 71, 80, 89, 98
9 = 9, 18, 27, 36, 45, 54, 63, 72, 81, 90, 99

**REFERENCE TABLE
OF
REDUCTION VALUES
(Numbers 1-99)**

[P] = Print [Esc] = Exit

The numerologists among us will understand and appreciate the concept immediately. Those of us who are not numerologists can still benefit from its use as it is very similar to Sum Analysis in concept.

To reduce a number, you sum its individual digits: 45=4+5=9. The number 45 reduced would be 9.

If the reduced number comes out as another 2-digit number (66=6+6=12), you reduce the result again until you have only a 1-digit number (66=6+6=12=1+2=3) so that as you can see in this example, the number 66 reduces to 3.

Zero's are ignored and discarded. 10=1, 20=2, 91=9+1=10=1+0=1

Reducing an entire record would involve first reducing each of the numbers in the record, then

summing and reducing each of the reduced numbers until you arrived at a one-digit number that represented the entire record. Here's an example:

The record contents are 2-15-35-38-40-44

2=**2**

15=1+5=**6**

35=3+5=**8**

38=3+8=11, 11=1+1=**2**

40=4+0=**4**

44=4+4=**8**

So the new (reduced) contents of the record would be: 2-6-8-2-4-8

Now to reduce the record; **2 + 6 = 8 + 8 = 16 = 7 + 2 = 9 + 4 = 13 = 4 + 8 = 12 = 3**. The result is a 1-digit value of 3 for the entire record.

Don't be confused, this is not a *scoring* system. A result of 9 is not intrinsically more valuable than a result of 3, any more than in Sum Analysis a sum of 100 would be intrinsically more valuable than a sum of 99. In both cases, the value of a result lies in its frequency of occurrence in the game database.

Once you find a reduction value that occurs frequently, you can construct your bets using numbers that will reduce down to reflect this value, in the same way that you would use numbers that total to a particular sum as indicated by using Sum Analysis

The Optimal Range Analysis

OPTIMAL RANGES: CA539.GAM											Records 1 To 1357	1357 Records Processed
POSITION	01	02	03	04	05	06	07	08	09	10		
HITS	26262	622	556	206	26							
%	19.3	45.8	41.0	15.2	1.9							

[RANGE LIMITS]

Start Range 11

End Range 20

[PgUp]-[PgDn] and Arrow Keys to Scan [Esc] = Exit

The Optimal Range analysis addresses the issue of where to position a number within a bet in terms of lowest number used to highest number used. For instance, if the lowest number you want to use in

a bet is 15, what are the chances of the lowest number in a game drawing being 15 or above?

The sample screen shows that the numbers 11 through 20 have been the lowest numbers

(Position 1 above) drawn in a game only 19.3% of the time, whereas 11-20 have appeared as the second lowest numbers (Position 2) over 45% of the time. This gives you a pretty good idea of how to structure or arrange the numbers within your bets.

The Start Range and End Range numbers can be manipulated with the **Page Up** and **Page Down** keys and the arrow keys to make the range of numbers as broad or narrow as you wish. The **Up and Down arrows** increase and decrease the Start Range. The **Left and Right arrows** increase and decrease the End Range. The **Page Up** and **Page Down** keys move the Start Range and End Range either up or down in groups set by the arrow keys.

GETTING THE MOST FROM ANALYSIS

As mentioned above, the various analytical functions are meant to be used together. Finding the correct emphasis to place on a particular analysis function is a matter of trial and error, but once established will allow you to construct your bets with speed and confidence.

To illustrate the process of integrating the analysis functions and to get you started in constructing your test bets, we will briefly outline the analysis process. Your goal in this exercise is to find ten numbers to combine in different ways to create a series of six-number bets.

Step 1

Run the Master Chart using the last 25 records in your game file database and record in a column on a sheet of paper all of the numbers that are identified as being IN RANGE in the STATUS column. You will usually end up with many more numbers than you actually need, but ignore that for now.

Step 2

Run the Hot/Cold report using the last 25 records in your game file database and rearrange the numbers on your sheet of paper so they are listed in Hot/Cold order. Erase or cross out the original column.

Step 3

Run the Pairs Report using the last 25 records in your game file database. The Summary screen of the Pairs Report lists the most-paired numbers first. Using only the highest category of pairs, circle all numbers on your sheet of paper that show up as being paired with another number that appears on your sheet of paper. When this process is complete, count the number of circled numbers. If you find that you have circled ten numbers or more, then go to step 5. Otherwise go to the next step.

Step 4

Run the Pairs Report again using the last 25 records in your game file database. This time select the Zoom mode and zoom in on the first uncircled number nearest the top of the column on your sheet of paper. When you get the Zoom screen, press the Page Down key to view the numbers on the screen in MOST PAIRED order. On your sheet of paper, circle the number that you zoomed on and circle all other numbers on the sheet that appear in the top category of MOST PAIRED with the number that was zoomed on. Continue this process by zooming on the next uncircled number nearest the top of your column on paper until you have circled at least ten numbers.

Step 5

If you have more than ten numbers circled on your list, erase circled numbers from the bottom of the list until you are left with only ten circled numbers.

Step 6

Run the Even/Odd analysis to find the percentage of even numbers to odd numbers and note this down on paper.

Step 7

Run the Number Groups analysis twice; the first time using the first half of the legal number range for your lottery, and the second time using the second half. For instance, if your lottery used 44 numbers, your first analysis would use numbers 1-22, and your second analysis would use numbers 23-44. Note the results down on paper.

Step 8

Begin constructing your bets manually, using the ten numbers you have circled on paper. Combine the numbers in such a way as to maintain as close as possible conformance to even/odd numbers and number groups as those analysis indicated. If you wish, you can also run a Total Average report, again using the last 25 records in your database, to determine approximately what value each 'bet sum' should total to.

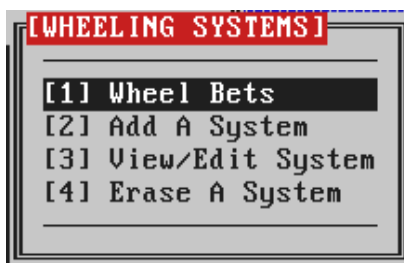
Enter these bets into a new bet file that you create using the procedures described in the chapter on the Games Menu. Instead of creating the bets manually, you can instead choose an appropriate wheeling system from the Wheels menu and create a bet file with your ten numbers using the wheeling system.

SUMMARY

The above is just one simple example of a technique to select numbers to use in your bets. This example uses the Master Chart as a basic source and then refines the choices by using other analysis functions. There are many possible variations to this; for instance, instead of using the IN RANGE values you may want to try using the OVER values as a starting point, or you may want to start with the Hot/Cold analysis and use only numbers that occupy the middle range.

Whichever technique you use, give it a thorough workout and a reasonable chance to prove itself.

The Systems Menu



The subject of wheeling systems is a large and complex one and too specialized to go into in depth in this manual.

The following information is intended as an introduction to familiarize you with how wheeling systems can be used in the Lotto Manager to enhance your prospects of winning.

Wheeling Systems

A wheeling system is a pattern or template for distributing numbers. When a wheel is employed to create a bet file, you enter a list of your chosen play numbers into the wheel's input screen and the numbers are distributed according to the wheel's formula to create bets.

The formula causes the numbers in the bet groups to overlap and repeat throughout the wheel. This overlapping and repeating ensures that if a certain amount of the numbers entered into the wheel match the numbers drawn in a game drawing, a prize will be won. The minimum amount of numbers to be matched and the prize to be won depends upon the design of the specific wheel.

Every wheeling system, or 'wheel' as it is commonly termed, has three principle features.

1. It distributes a fixed amount of numbers (bet numbers).
2. It generates a fixed number of bet groups, each group of a fixed size, from the bet numbers.
3. It (sometimes) offers a minimum win guarantee if certain conditions are met.

The fixed values and the win guarantee can vary widely from wheel-to-wheel and it is up to you to choose a wheel appropriate to your circumstances.

It is important to keep in mind the distinction between a wheeling system and the bet file that it creates. A wheeling system is of no use as a bet file, since it contains only groups of numerical labels instead of groups of bets. A wheeling system is only of value for creating the bet files which actually contain the bet groups, which are later transferred to a play slip.

TYPES OF WHEELS

There are two major types of wheel used in Lotto and Keno games; full wheels and shortened wheels. Full wheels create bet groups that combine a fixed amount of numbers into every possible unique combination of those numbers. This type of wheel is potentially the most profitable, offering multiple prize guarantees, but is also the most expensive to play as the amount of numbers to wheel gets larger. Shortened wheels, on the other hand, allow for play of a greater amount of numbers (thus improving the chances of matching the numbers drawn in a game drawing) at a smaller cost, but offer weaker guarantees because they generate fewer combinations

There are various sub-types of shortened wheels; among the most common are the following:

Key Systems	Every bet group will have at least one number that appears in every other bet group. Some wheels use multiple keys.
Group Systems	Numbers are entered into the wheel as groups of varying sizes. To win, a player must match a certain amount of numbers within each group with numbers drawn in the game drawing.
Pair Systems	Numbers are entered into the wheel as pairs. To win, the player must match a certain number of paired numbers with the numbers drawn in the game drawing.
Group/Pair Systems	Numbers are entered into the wheel as both groups of varying sizes, and as pairs within each group. To win, a player must match a certain number of pairs within each group with numbers drawn in the game drawing

When using any of these sub-types, you can see that the order that numbers are entered into the wheel is very important. In Key Systems, the key number is normally the first number entered. In Group, Pair, and Group/Pair Systems, the mating of the groups and the pairs should be carefully worked out on paper and then entered into the wheel in the order specified by the

wheels designer.

Wheeling Menu Functions

To use the wheeling systems, select number 3 from the main menu, or highlight Systems and press **ENTER**. The Wheeling Systems menu will open and show four options. The functions of the four options are described below:

1. Wheel Bets

[Wheel Data]	
Wheel Name	: 00681265
Bet Size	: 6
Numbers Wheeled	: 12
Bets Generated	: 68
Prize Category	: 2
Numbers To Match	: 6 Incl. Key(s)
Guaranteed Wins	: 1
Keys Per Bet	: 0

Wheeling bets is the function of using a wheel file to create a bet file. When Wheel Bets is selected you are transferred to a directory screen, that lists all of the wheeling systems on your disk, and asked to select a wheel for use. To select a wheel, move the highlight bar on the screen with the arrow keys on your keyboard until the wheel that you wish to use is highlighted, and then press the **ENTER** key.

You are next transferred to an information screen that shows the characteristics of the wheel you have selected, and you are requested on the prompt line to verify that you have selected the correct wheel. The information screen shows the following data:

Wheel Name	The file name of the wheel.
Bet Size	The amount of numbers that each bet group in the wheel will contain.
Numbers Wheeled	The amount of numbers that will be distributed through the wheel.
Bets Generated	The number of bet groups of the Bet Size shown above that will be created.
Prize Category	The minimum prize that is guaranteed by the wheel if the Numbers To Match condition is met.
Numbers To Match	The amount of Numbers Wheeled (above) that must match the numbers drawn in the game drawing for the guarantee to apply.
Guaranteed Wins	The number of wins that are guaranteed in the Prize Category (above) if the Numbers To Match (above) condition is met.
Keys Per Bet	The amount of Key Numbers used per bet group, if any.

If you have selected the correct wheel, press the Y key. If you have selected the wrong wheel then press the N key and you will be returned to the wheels directory to make another selection.

Once you have verified the correct wheel you will be transferred to an input screen that asks you to enter the highest number allowed in your lottery game as a valid bet. In a 6/44 lottery, the highest number allowed would be 44. In a 6/53 lottery, the highest number allowed would be 53.

Next you will see the Wheel Input Screen. At the top of the input screen will be listed the name of the wheeling system being used. The second line on the screen is the title bar which contains the column headings, and the last line on the screen is a prompt line that tells you to enter the total amount of numbers accepted by the wheel you are using.

WHEEL BETS: WHEEL 0060145F											
RV	Pos:	Choice	RV	Pos:	Choice	RV	Pos:	Choice	RV	Pos:	Choice
32	1	:			.2						
24	2	:			.8						
20	3	:			17						
20	4	:			19						
20	5	:			20						
20	6	:			21						
19	7	:			25						
19	8	:			26						
20	9	:			28						
26	10	:			30						
17	11	:			31						
17	12	:			33						
20	13	:			35						
26	14	:			37						
Press [Enter] to accept, [Esc] to start over											

The column headings shown on the title are in sets of three that are repeated across the screen; the meanings of the headings are as follows:

- RV RV means Repeat Value. It tells you how many times the number entered into the current position will repeat throughout the wheel.
- POS POS stands for Position. It indicates the order position of the number that will be entered in the Choice column. Position is not important in unshortened wheels, but can be very important in shortened wheels where numbers must be entered as keys, or in groups or pairs.
- CHOICE Choice is the number actually to be entered as a bet.

You will note that although the column headings extend across the screen, only a few input positions are indicated on the main part of the screen. This is because that while the screen is capable of holding the input for up to eighty numbers, only the amount of numbers allowed by the particular wheel are provided with input fields.

To proceed, enter the numbers you have chosen as your bets into the appropriate *choice fields* on the screen. If you are using a shortened wheel and the RV is not the same for all positions, enter the numbers that you consider the stronger into positions that repeat more often, i.e., that have a higher RV.

After you have entered the last number into the last position, you are prompted on the Prompt Line to press **ENTER** to confirm your choices. If you have made no mistakes, press **ENTER**.

If you wish to re-enter your numbers then press the **ESC** key to start over.

Once you have accepted your numbers, the screen will clear and display the bets that have been

NEW BETS WHEELED FROM: 0060145F							
RECORD:	RECORD	VALUES	TC=U123456789	BM/AM	EU/OD	SUM	BACK
1	:	2 8 19 21 26	2120	3/ 2	3/ 2	76	60
2	:	2 8 19 25 28	2120	3/ 2	3/ 2	82	59
3	:	2 8 19 30 33	2102	3/ 2	3/ 2	92	58
4	:	2 8 19 31 35	2102	3/ 2	2/ 3	95	57
5	:	2 8 20 30 35	2012	2/ 3	4/ 1	95	56
6	:	2 8 21 30 37	2012	2/ 3	3/ 2	98	55
7	:	2 8 25 31 37	2012	2/ 3	2/ 3	103	54
8	:	2 8 26 33 37	2012	2/ 3	3/ 2	106	53
9	:	2 17 19 21 28	1220	3/ 2	2/ 3	87	52
10	:	2 17 19 30 35	1202	3/ 2	2/ 3	103	51
11	:	2 17 20 21 26	1130	2/ 3	3/ 2	86	50
12	:	2 17 20 25 28	1130	2/ 3	3/ 2	92	49
13	:	2 17 20 30 33	1112	2/ 3	3/ 2	102	48
14	:	2 17 20 31 35	1112	2/ 3	2/ 3	105	47
15	:	2 17 21 31 37	1112	2/ 3	1/ 4	108	46
16	:	2 17 25 30 37	1112	2/ 3	2/ 3	111	45
17	:	2 17 26 35 37	1112	2/ 3	2/ 3	117	44
18	:	2 17 28 33 37	1112	2/ 3	2/ 3	117	43
19	:	2 19 21 33 37	1112	2/ 3	1/ 4	112	42
20	:	2 19 25 35 37	1112	2/ 3	1/ 4	118	41

[PgUp]-[PgDn]-[Home]-[End] [R]=Randomize [S]=Save [Esc]=Exit

created with your wheel. At this point you have three options: You can save the bets to a bet file, you can abort the process and start over, or you can *Randomize* the bets.

Using the Randomizer

After the bets have been created by the wheel you

can further customize them by using the *Randomize* feature. Randomize helps compensate somewhat for the fact that wheeling systems do not take into account the *elements* of a bet in the way that VersaBet's Bet Maker component does.

By pressing **R** from the keyboard, you can force the numbers in the bets to be reshuffled. You can continue reshuffling until the Even/Odd, Mid-point, and Sums are in closer conformity to what other analysis has shown to be the more usual tendencies of your lottery game. Randomizing does not affect the win guarantee of the wheel in any way. The reshuffled numbers will still be distributed in accordance to the formula of the wheel.

Saving Bets and Multiple Bets from the Same Session

Each reshuffled bet can be saved under its own file name and you can easily create multiple bet files with the same numbers that have been randomized to meet different criteria. When you are satisfied with the bets that have been created then press the **S** key to save them. You will be asked to assign a file name to the bet file and may use any name that does not already exist in your bet file directory, up to eight characters in length. When choosing a file name, use something descriptive to help you identify and select the file when you call it up for later use. An example for a bet file created for use in the Oregon lottery for the drawing to be held on September 14 would be: **OR0914**.

After you have named and saved the bet file or files, you can press the **Esc** key and be returned to the *Systems* menu. Note that on the bottom of the screen the name of the **Active Bet:** has changed to the last bet file that you saved. This means that the file is ready for manipulation by any of the functions on the *Bets* menu.

2. Add A System

The Lotto Manager is furnished with a number of wheeling systems already on disk. The Add-A-System function allows you to increase your inventory of systems by inventing your own or by copying the formulas from many of the books and publications devoted to the subject. Adding a system is a three-step process that consists of 1) describing the structure of the wheel, 2) entering the wheel formula, and 3) saving the wheel to your disk.

[WHEEL STRUCTURE]	
Numbers Per Bet :	..
Bets Per Wheel :	
Numbers To Wheel :	
Numbers To Match :	
Guaranteed Wins :	
Prize Category :	
Key Numbers Used :	

Before beginning, make sure that you have assembled all of the information that you need and that you have cleared a block of time for yourself to enter the formulas. Once you

begin entering the formulas you must continue until the wheel is complete. If you exit the input screen before the wheel is completed and saved, all of your work will be lost.

To add a system, select number **2** from the Wheeling Systems menu, or highlight 'Add A System' on the menu and press **Enter**.

After selecting 'Add A System', an input window labeled **WHEEL STRUCTURE** will pop up and you will be prompted to enter the structure information. The structure information is defined as follows:

Numbers Per Bet	The amount of numbers that each bet group in the wheel will contain.
Bets Generated	The number of bet groups of the Bet Size shown above that will be created.
Numbers To Wheel	The amount of numbers that will be distributed through the wheel.
Numbers To Match	The amount of Numbers Wheeled (above) that must match the numbers drawn in the game drawing for the guarantee to apply.
Guaranteed Wins	The number of wins that are guaranteed in the Prize Category (above) if the Numbers To Match (above) condition is met.
Prize Category	The minimum prize that is guaranteed by the wheel if the Numbers To Match condition is met.
Keys Numbers Used	The amount of Key Numbers used per bet group, if any.

Only the first three items and the last item on the structure chart are important to the design of the wheel; the rest is purely informational and if you don't know the answers just enter your best guess.

After you have entered the structure information you are transferred to the wheel input screen to begin entering the wheel formulas. The top line of the screen tells you that you are in the ADD WHEEL mode. It also tells you the record number that you are about to enter into the wheel and the total number of records to be entered. The second line is the Title Bar and contains the column headings. The bottom line is the Prompt Line and tells you to enter the number pattern for each bet.

The column headings are as follows:

POSITION Position indicates the location within the group of fields that the current **VALUE** (numeric label) you are about to enter will occupy.

VALUE Value is the numeric label to be entered into the current field **POSITION**.

As explained earlier, the screen can display up to eighty input fields, but will actually display only the number of fields specified in **NUMBERS PER BET** (above).

Enter the value in each position until all positions are filled. If you find that you have made an error in the current record, press the **Esc** key redo the record. If all entries are correct then press the **Enter** key to accept the record. After each record is accepted, a new blank record will appear on the screen. Continue filling in records until the wheel is complete.

If you find, after accepting a record, that you made a mistake, or if you are not sure, jot down the record number on a piece of paper. You can edit the wheel later with the **View/Edit** option.

When the last record has been accepted, the contents of the finished wheel will be displayed on the screen. If the wheel contains more than twenty records you can view the additional records by use of the **Page Down** key.

The last step in this procedure is to save the wheel to your disk. To save the wheel, press the **S** key. An input field will appear and the Prompt Line will ask you to enter a name for the wheel. You can use any name up to eight characters in length that does not already exist on your disk. Type in the name and press enter and you will be returned to the Wheeling Systems menu. The new wheel can now be called up at any time and used to create a bet file.

3. View/Edit System

The individual records in a wheel file can be viewed and edited in much the same way as the records in a bet file or a game file. To view or edit a wheel, select number **3** from the Wheeling Systems menu or highlight 'View/Edit Wheel' on the menu and press **ENTER**.

You will be transferred to the wheel files directory and the names of the wheeling system on your disk will be displayed on the screen. Select the wheel file to view or edit by moving the highlight bar on the screen with the arrow keys. Highlight the desired wheel and press **ENTER**. Next confirm that you have selected the correct wheel by pressing the **Y** key in the **VERIFY WHEEL** screen. The contents of the wheel will be displayed on the screen twenty records at a time. You can view additional records by pressing the **Page Down** key.

Three options are available while in the **View/Edit** mode. You can, 1) edit any record by pressing the **E** key, followed by entering the number of the record to edit, or you can, 2) print all or any part of the wheel file by pressing the **P** key and specifying a range of records to print, or you can, 3) exit back to the Wheeling Systems menu by pressing the **Esc** key.

The edit mode can be used to correct errors made while entering the wheel formulas, but you cannot modify the structure of the wheel by adding additional records or deleting existing records.

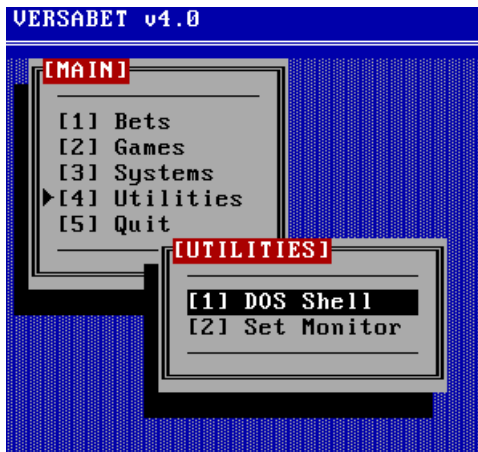
4. Erase A System

Any wheeling system can be removed from your disk or directory. To remove a system, select number 4 on the Wheeling Systems menu or highlight 'Erase A System' on the menu and press **Enter**.

When the File Selection screen appears, move the highlight bar with the arrow keys to the file you wish to erase and press the **Enter** key. You will be asked to confirm that you wish to erase the file. Press the **Enter** key to erase or press the **Esc** key to cancel the erase.

After you have erased the file the selection screen will be re-displayed and the erased file will be gone. To erase another file, repeat the above process. When you have finished erasing files, press the **Esc** key to return to the *Systems* menu.

The Utilities Menu



The Utilities menu presently has two functions; to allow you to view the contents of the current directory, and to exit temporarily to DOS.

1. DOS Shell

Option 2 on the Utilities menu allows you to temporarily exit the Lotto Manager and work at the DOS command level. From here you can copy files or format disks or even run another program if it is not too large.

Since the Lotto Manager remains running while the DOS Shell is active, the amount of memory that you have available for performing other tasks is limited. If you try

to run a large program while using the Shell, you may get an *OUT OF MEMORY* error and need to reboot your system to recover.

To leave the DOS Shell and return to The Lotto Manager, type and enter *Exit* at the DOS prompt.

2. Set Monitor

The *Set Monitor* option allows you to control the highlights on some of the screen displays. Some types of monitors, most notably LCD displays, cannot translate colors properly. For this type of display you may need to set the display option to *monochrome*. The normal setting for all others should be color.