



# **Lotto Whiz 4G**

## **User Guide**

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## Requirements

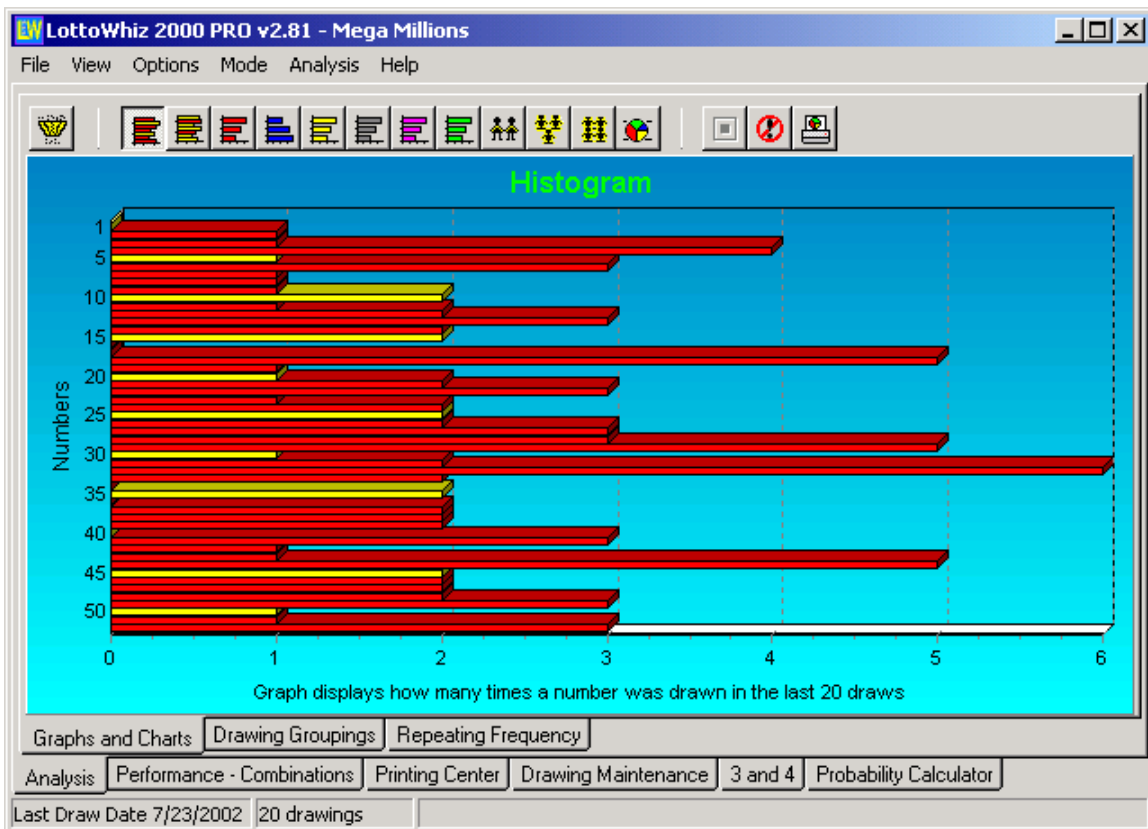
### Requirements to run LottoWhiz

- Pentium 75MHz or higher PC, running Windows NT/2000/XP/Vista/7 or newer.
- 128 MB RAM or higher.
- 50 Megabytes free hard disk space.
- VGA display or higher (256 colors or more).

### Setup:

Insert the LottoWhiz CD in your CD-ROM drive and follow the directions that appear automatically on your screen.

After installation, load LottoWhiz and from the **File/Open** menu, open your favorite game. If your game is not included, check the **How to create a new game** section on how to create a new game.



## Introduction

Thank you for purchasing **LottoWhiz**. A lottery program so powerful and yet so easy to use that it will change your experience of playing lottery games forever. Playing lottery will never be the same.

Whether you're a systematic lottery player or a beginner, you need LottoWhiz to help you efficiently play the lottery. It is a unique lottery program that provides you with all the means to **create** and **print** wheeling systems **directly onto the tickets**, saving you time and headaches (unlike other lottery programs that do not print on tickets). Of course you can print any numbers on the tickets whether they are chosen by you, generated randomly, or numbers calculated by LottoWhiz based on past lottery results.

Selecting numbers is as easy as a mouse click. The number-panels in the program resemble the number-panels (boards) on your lotto tickets (bet slips). The program provides you with charts and graphs that are easy to read and understand. Almost anything in the game can be handled with the mouse.

The program can be used virtually for any lottery game, which uses numbers from 0 to 99 or 1-100. For games such as the **Wild Card Lotto** etc., (where the bonus number is card and not a number) there is a workaround.

For information on how to use those games see Workarounds for certain games.

To access this help file from LottoWhiz click on the "**Contents & Index**" from the "**Help**" menu or press **F1** on the keyboard any time during the game. In this help file you will find out how to do all of the above, plus how to create new games, how to modify, delete and update them and much much more...

## Assumptions

This help file assumes you are familiar with the Windows 2000/NT/XP/Vista/7 interface. For information about the Windows 2000/NT/XP/Vista/7 interface consult your Windows /2000/NT/XP/Vista/7 help file.

## Warranty Disclaimer

Although LottoWhiz is a program that will certainly provide you with convenient tools to play the lottery in an intelligent way, it does not in any way guarantee that it will provide you the winning numbers.

In no event is T&T Solutions Inc. liable for any incidental or consequential damages arising from the use of, or inability to use, this program.

LottoWhiz is protected by copyright laws and unlicensed distribution of this program is against the law.

## What is in LottoWhiz

The LottoWhiz program consists of six main sections.

1. The **Analysis** section displays the Analysis Chart, which contains all the Top Graphs for the game. It also includes analysis of numbers based on groups, even-odd, sum and frequency of numbers drawn.
  - **Preview/Print** displayed charts and grids.
2. In the **Performance - Combinations** section you can do the following:
  - **Create** and **print on your tickets** almost any **wheeling system** for virtually any game.
  - Check the **hits or matches** of any drawing or numbers you select against the previous drawings stored in the database.
  - Check the **percentage of hits** of the draws against the Top Graphs from the Analysis chart.
  - Check & run a report of **hits of combinations** against previous draws stored in the database.
  - **Transfer** the numbers you selected to the “**Drawing Maintenance**” section (recommended for beginners) or enter the numbers **directly into the database** of drawings.
  - **Multi-system support** for lotteries that support system selection.
  - **Filtering** of random or whiz numbers based on groups, sums and/or odd-even.
  - **Preview/Print** displayed charts and grids.
3. The **Quick Pick Center** section resembles the game ticket. Here you can select calculated numbers (recommended for first time users), your own numbers and/or random numbers. You can print the numbers on your tickets or on a sheet.
4. In the **Drawing Maintenance** section you can do the following:
  - **Insert, modify** and **delete** the drawings and/or dates for each game.
  - **Search** for drawings and/or dates.
  - **Preview/Print** displayed draws.
5. The “**3 and 4**” section is for Pick 3 and Pick 4 games. Here you can create wheeling systems for Pick 3 & Pick 4 (box selections only), or select and print your own numbers or randomly selected numbers.
6. In the **Probability Calculator** section you can calculate the following:
  - The **odds** for almost any lottery game, including the odds with wheeling systems.
  - The **total combination** of numbers (tickets) for almost any wheeling system.The **total amount of winning tickets** from the wheeling systems.

## Combinations

Combinations are all possible arrangements of numbers in fixed groups when the numbers are taken from a set of numbers that is larger than the fixed group. The example below shows all combinations of 7 numbers taken 6 numbers at a time. This is also called a complete wheeling system, since any outcome of the 6 numbers out of the set of 7 numbers will guarantee a match of all 6 numbers with at least 1 group.

The use of wheeling systems improves your chances of winning and maximizes your payoffs through multiple ticket hits. In the example below if you hit 6 numbers out of the set of 7 numbers then you will have 1 ticket with 6 hits out of 6 numbers, and 6 tickets with 5 hits out of 6 numbers. So, you can see that in this case every ticket is a winning ticket. **LottoWhiz** includes a "**Probability Calculator**" that can calculate the amount of combinations on almost any wheeling system and the hit ratio as well.

For example: Let's say that you are playing *New York Lotto*. You want to play a set of 7 numbers. Since you can only select 6 numbers in a panel, in order to play those 7 numbers you have to take those 7 numbers and group them in sets of 6 numbers. The total amount of these groups of 6 numbers when you choose from a set of 7 numbers is 7. These groups are called combinations, and every combination means one ticket. In other words, you are taking the combinations of 7 numbers taken 6 numbers at a time. If you have a set of 8 numbers, then 8 numbers taken 6 numbers at a time are 28 combinations, 9 numbers taken 6 numbers at a time are 84 combinations and so on.

The program's limit of combinations is 2,147,483,648.

Example of 7 numbers taken 6 at a time:  
A set of 7 numbers: **1,5,10,15,20,25,30**

All groups of 6 from the set of 7:

- 1: **1,5,10,15,20,25**
- 2: **1,5,10,15,20,30**
- 3: **1,5,10,15,25,30**
- 4: **1,5,10,20,25,30**
- 5: **1,5,15,20,25,30**
- 6: **1,10,15,20,25,30**
- 7: **5,10,15,20,25,30**

0 Standard Numbers

7 Variable Numbers

Wheeling System ->: 7 Combinations

1	2	3	4	5	01,05,10,15,20,25 1
6	7	8	9	10	01,05,10,15,20,30 2
11	12	13	14	15	01,05,10,15,25,30 3
16	17	18	19	20	01,05,10,20,25,30 4
21	22	23	24	25	01,05,15,20,25,30 5
26	27	28	29	30	01,10,15,20,25,30 6
31	32	33	34	35	05,10,15,20,25,30 7
36	37	38	39	40	
41	42	43	44	45	
46					

Clear

Check Hits/Winning Numbers...  
 Get Numbers From Draws...  
 Get Numbers From Grid...  
 Get Numbers From Top Graphs...  
 Clipboard Functions...  


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 Print Grid

Right-Mouse click here for more options.

## Standard numbers (Fixed or Keyed)

Standard numbers are the numbers that you choose to be displayed on every ticket. Also known as fixed or keyed numbers.

When you use standard numbers in a wheeling system, you create a partial wheeling system and the standard numbers will be displayed on each group of the wheeling system.

They are very popular in Europe and even though the odds of some of their lotto games are not better than in the US, their success rate is much higher.

To select standard numbers, simply left-click on the number panels in the “**Performance - Combinations**” section.

Example of a system that uses **3** standard numbers and **5** variable numbers:  
**3** standard numbers: **1,2,3**  
**5** variable numbers: **10,15,20,25,30**

1: **1,2,3,10,15,20**  
 2: **1,2,3,10,15,25**  
 3: **1,2,3,10,15,30**  
 4: **1,2,3,10,20,25**  
 5: **1,2,3,10,20,30**  
 6: **1,2,3,10,25,30**  
 7: **1,2,3,15,20,25**  
 8: **1,2,3,15,20,30**  
 9: **1,2,3,15,25,30**  
 10: **1,2,3,20,25,30**

3 Standard Numbers

5 Variable Numbers

Wheeling System ->: 10 Combinations

1	2	3	4	5	01,02,03,10,15,20	1
6	7	8	9	10	01,02,03,10,15,25	2
11	12	13	14	15	01,02,03,10,15,30	3
16	17	18	19	20	01,02,03,10,20,25	4
21	22	23	24	25	01,02,03,10,20,30	5
26	27	28	29	30	01,02,03,10,25,30	6
31	32	33	34	35	01,02,03,15,20,25	7
36	37	38	39	40	01,02,03,15,20,30	8
41	42	43	44	45	01,02,03,15,25,30	9
46					01,02,03,20,25,30	10


Clear

## Variable numbers

Variables are the main numbers of the wheeling group. In other words, they will be used to create a wheeling system. If you choose only variable numbers then you can create complete (full) wheeling system, or an abbreviated wheeling system. If you choose variable numbers with some standard numbers then you will create a partial wheeling system.

To select variable numbers, simply right-click on the number-panel in the “**Performance - Combinations**” section.

For example: let’s say that you play *New York Lotto* where you choose 6 numbers out of 51 numbers and you choose 10 variable numbers and no standard numbers, then 10 numbers taken 6 numbers at a time are 210 combinations. If you choose 10 variable numbers and 3 standard numbers, then the combinations of 10 numbers taken 3 numbers at a time are 120 (It’s taken 3 at time now because the other 3 numbers are the standard numbers that will appear on each of the 120 panels).

<p>Example of a system that uses <b>3</b> standard numbers and <b>5</b> variable numbers:  <b>3</b> standard numbers: <b>1,2,3</b>  <b>5</b> variable numbers: <b>10,15,20,25,30</b></p> <p>1: <b>1,2,3,10,15,20</b>                  2: <b>1,2,3,10,15,25</b>                  3: <b>1,2,3,10,15,30</b>                  4: <b>1,2,3,10,20,25</b>                  5: <b>1,2,3,10,20,30</b>                  6: <b>1,2,3,10,25,30</b>                  7: <b>1,2,3,15,20,25</b>                  8: <b>1,2,3,15,20,30</b>                  9: <b>1,2,3,15,25,30</b>                  10: <b>1,2,3,20,25,30</b></p>	<div style="border: 1px solid gray; padding: 5px;"> <p>3 Standard Numbers  <input type="text" value="01,02,03"/></p> <p>5 Variable Numbers  <input type="text" value="10,15,20,25,30"/></p> <p>Wheeling System -&gt;: 10 Combinations</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>01,02,03,10,15,20</td><td>1</td></tr> <tr><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>01,02,03,10,15,25</td><td>2</td></tr> <tr><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>01,02,03,10,15,30</td><td>3</td></tr> <tr><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td><td>01,02,03,10,20,25</td><td>4</td></tr> <tr><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>01,02,03,10,20,30</td><td>5</td></tr> <tr><td>26</td><td>27</td><td>28</td><td>29</td><td>30</td><td>01,02,03,10,25,30</td><td>6</td></tr> <tr><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>01,02,03,15,20,25</td><td>7</td></tr> <tr><td>36</td><td>37</td><td>38</td><td>39</td><td>40</td><td>01,02,03,15,20,30</td><td>8</td></tr> <tr><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>01,02,03,15,25,30</td><td>9</td></tr> <tr><td>46</td><td></td><td></td><td></td><td></td><td>01,02,03,20,25,30</td><td>10</td></tr> </table> <p style="text-align: center;"> Clear</p> </div>	1	2	3	4	5	01,02,03,10,15,20	1	6	7	8	9	10	01,02,03,10,15,25	2	11	12	13	14	15	01,02,03,10,15,30	3	16	17	18	19	20	01,02,03,10,20,25	4	21	22	23	24	25	01,02,03,10,20,30	5	26	27	28	29	30	01,02,03,10,25,30	6	31	32	33	34	35	01,02,03,15,20,25	7	36	37	38	39	40	01,02,03,15,20,30	8	41	42	43	44	45	01,02,03,15,25,30	9	46					01,02,03,20,25,30	10
1	2	3	4	5	01,02,03,10,15,20	1																																																																	
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## Wheeling systems

Wheeling systems are the arrangement of numbers in groups which are taken from a larger group or set, in such a way that it will maximize the chance of winning and will also maximize the payoffs-due to the use of repetitive groups of numbers. There are many varieties of wheeling systems and they are very popular in Europe where they are used extensively since their lotto tickets allow multiple selections of numbers. Wheeling systems can be separated in to 3 categories, Complete (full) wheeling systems, partial wheeling systems and abbreviated wheeling systems.



**Complete (Full) wheeling systems** are the arrangement of numbers in groups (combinations) which guarantee you the maximum number of hits from the wheeling group if the numbers drawn are found in that group. **Partial wheeling systems & Abbreviated wheeling systems** do not guarantee the maximum number of hits but lesser hits, depending on how you create the wheeling system.

### Tip:

The use of a wheeling system is highly recommended for a group of people where everybody chips in, like work colleagues or friends, especially when the jackpot of a lottery game is very large. You can customize your wheeling system based on the amount of money collected.

## How to create a complete (full) wheeling system

To create a complete wheeling system:



1	2	3	4	5	1. In the " <b>Performance - Combinations</b> " section select the main set of numbers (wheeling group) for the wheeling system, which are the variable numbers, by right clicking on the number-panel.
6	7	8	9	10	
11	12	13	14	15	
16	17	18	19	20	
21	22	23	24	25	
26	27	28	29	30	
31	32	33	34	35	
36	37	38	39	40	
41	42	43	44	45	
46					
					
	2. Click on the " <b>Run Combinations</b> " button or menu.				

That's how easy it is to create a complete wheeling system using **LottoWhiz**. Also known as Full Wheels.

Make sure you select more numbers than what you select in that game. For example, if it is a Pick 6 game select more than 6 variable numbers, if it is a Pick 5 game select more than 5 variable numbers and so forth. The combinations tend to increase in size drastically so do not select too many numbers. You can print the entire lottery's wheeling system (which could take you weeks or months).

## How to create a partial wheeling system

To create a partial wheeling system:

1	2	3	4	5	1. In the " <b>Performance – Combinations</b> " section left-click on the number-panel to select the standard (fixed or keyed) numbers and right-click to select the variable numbers.
6	7	8	9	10	
11	12	13	14	15	
16	17	18	19	20	
21	22	23	24	25	
26	27	28	29	30	
31	32	33	34	35	
36	37	38	39	40	
41	42	43	44	45	
46					
					2. Click on the " <b>Run Combinations</b> " button or menu.
					

That's how easy it is to create one type of a partial wheeling system -using **LottoWhiz**. Make sure that the standard numbers you select are less than what you select in that game.

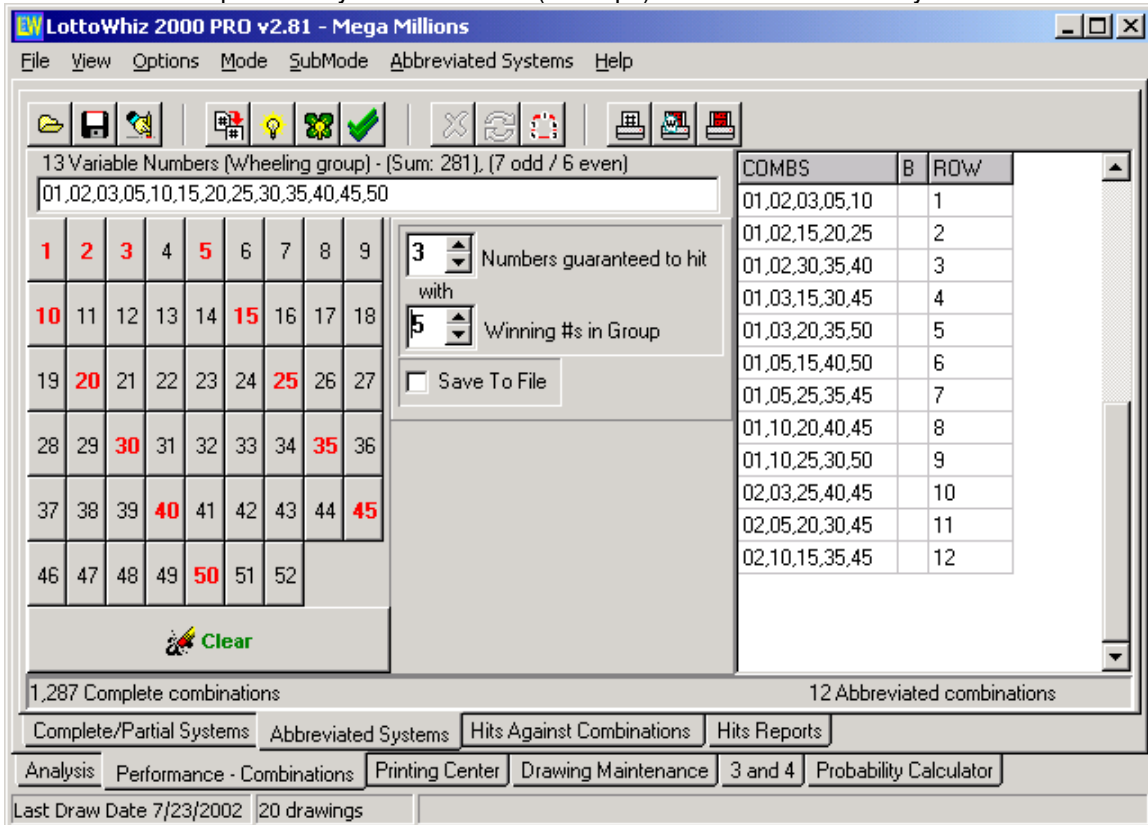
For example: If it is a Pick 6 game then select less than 6 standard numbers. If it is a Pick 5 game then select less than 5 standard numbers and so on. Choose as many variable numbers you need. The combinations in this case are a lot less, depending on how many standard numbers you choose, and the chances to win are, of course, less than the complete wheeling system.

### Tip:

This system is best to use when you have a strong feeling that 1 or 2 of your favorite or lucky numbers will come up on the next drawing. Make sure to choose them as standard numbers. You can also let LottoWhiz choose the wheeling system for you by clicking on the "**Suggested Wheeling system**" button. The numbers are chosen based on the previous statistics of the game. Of course, you can customize it to your needs if the wheeling system happens to be too large or too small.

## How to create an abbreviated wheeling system

Click on the “**Abbreviated Wheeling Systems**” tab in the “**Performance - Combinations**” section. If you have selected any numbers in the “**Performance - Combinations**” section, those numbers can be transferred to the “**Abbreviated Wheeling Systems**” section by clicking on the “**Get numbers from Complete/Partial system**” button and they will all appear as variable numbers since that is all you can select here. You can choose what the minimum number of hits the wheeling system will guarantee (provided all numbers drawn are found in the variable numbers group). Click “**run**”, and the abbreviated wheeling system will be displayed on the right window. You can print the system on tickets (bet slips) or save it on a file on your hard disk.



### Note:

Make sure the name of the file includes the entire name of the game on the left side (*it will be entered automatically if the game's name is not on the left side of the filename*).

Only abbreviated system files that have the current game's name on the left side can be opened.

<ul style="list-style-type: none"> <li>Print Displayed Numbers ▶</li> <li>Print Numbers From File ▶</li> <li>Check Hits/Winning Numbers...</li> <li>Filter Numbers...</li> <li>Powerball Options...</li> <li>Get Numbers From Draws...</li> <li>Get Numbers From Grid...</li> <li>Get Numbers From Top Graphs...</li> <li>Clipboard Functions...</li> <li>Print Grid</li> <li>Numbers Used</li> <li>Clear All Numbers</li> </ul>	<p>If you <b>right-mouse click</b> on the combinations window the pop-up window on right) will be displayed with more options.</p> <p><b>Filter Numbers option:</b> You can filter out numbers after the combinations have been generated.</p> <p><b>Powerball Options:</b> Use this to fill in the “B” (bonus) column as your combinations are generated.</p> <p><b>Get Numbers From ...:</b> Use this to set the number-panel with numbers from existing draws, current grid or from the Top Graphs Chart.</p> <p><b>Clipboard Functions:</b> This allows you to copy selected numbers into the windows clipboard.</p> <p><b>Print Grid:</b> This will print the numbers that are on the grid.</p> <p><b>Numbers Used:</b> This will set the number-panel with all the distinct numbers used in the system. This is useful when a system has been imported.</p> <p><b>Clear All Numbers:</b> This will clear the grid.</p>
--	--

## Multi-System Support

LottoWhiz includes system support for lotteries that support system selections \*\*.

Click on the **“Multi-Systems Selection”** button in the **“Performance - Combinations”** section. You can choose the amount of numbers for the system and how many to generate. Click **“Random”** for randomly generated systems or click **“Whiz System”** for calculated generate systems based on the previous outcome of drawings. The system selection will be displayed on the right window. You can print the systems directly onto the lottery tickets (bet slips) or just print them on a sheet of paper.

If you need to enable the filtering of numbers as they being generated, click on the appropriated checkbox and enter the desired range or values.

**Multi System Selection for [Mega Millions]**

Amount of numbers in system -> 5    Generate this many -> 15    System Group: 15 - (5 Number Systems)

Number selection:  
 Sum is >= 146 and <= 218  
 AND  OR     Use groups below:  
 Grp1-11: 1    Grp12-22: 1    Grp23-33: 1    Grp34-44: 1    Grp45-52: 1  
 AND  OR     Use odd/even below:  
 Odd #s >= 2 and <= 2     AND  OR  
 Even #s >= 3 and <= 3  
 0 Fixed Numbers - (Sum: 0), (0 odd / 0 even)

1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18
19	20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44	45
46	47	48	49	50	51	52		

COMBS    ROW

11,21,30,42,48	1
09,15,28,44,50	2
06,21,30,37,52	3
09,18,32,38,51	4
06,22,29,44,49	5
04,18,31,44,51	6
07,18,32,42,49	7
11,20,31,42,46	8
03,20,32,42,51	9
08,14,31,44,51	10
10,21,28,37,52	11
11,22,30,37,52	12
11,19,26,44,46	13
01,22,33,40,50	14
09,21,32,42,52	15

0 : Total combinations

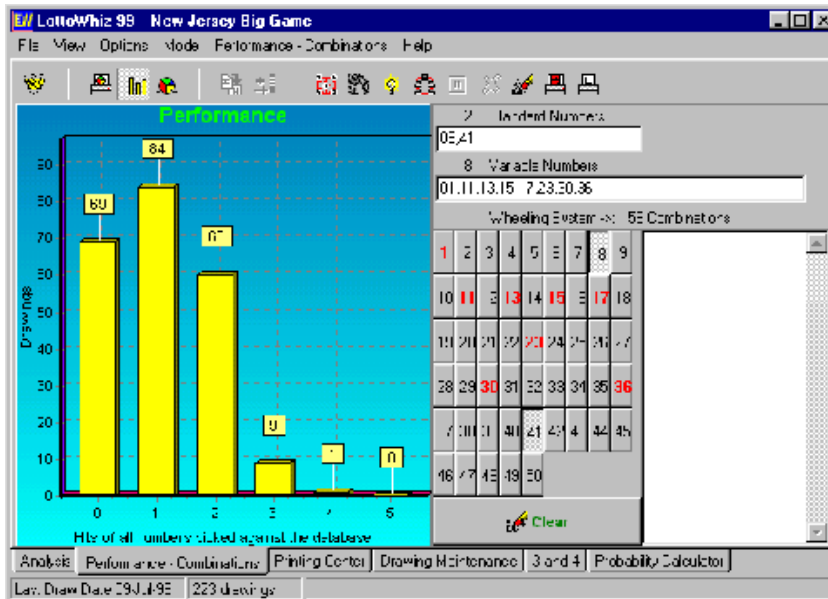
Right-Mouse here for more options

\*\* These numbers are not wheeled, but can be used for lotteries with built in wheels. Most international (Non-US) lottery tickets support system selections. If you do not know what that means we'll use an example for a Pick 6 game were you can only select 6 numbers and you want to play 8 numbers taken 6 at a time. In most US lotteries, you have to write on the lottery tickets all combinations of 8 numbers taken 6 at a time, which are 28 combinations. In the lotteries that support the system selection you can select 8 numbers right on the lottery ticket. (Of course the price is 28 times the price of 1 combination). Some lotteries support systems up to 20 numbers or more.

- Check Hits/Winning Numbers...
- Preview
- Advanced Preview
- Filter Numbers...
- Customized Number Set...
- Clipboard Functions...
- Get Numbers From Top Graphs...
- Numbers Used
- Print Grid

## Performance Graph

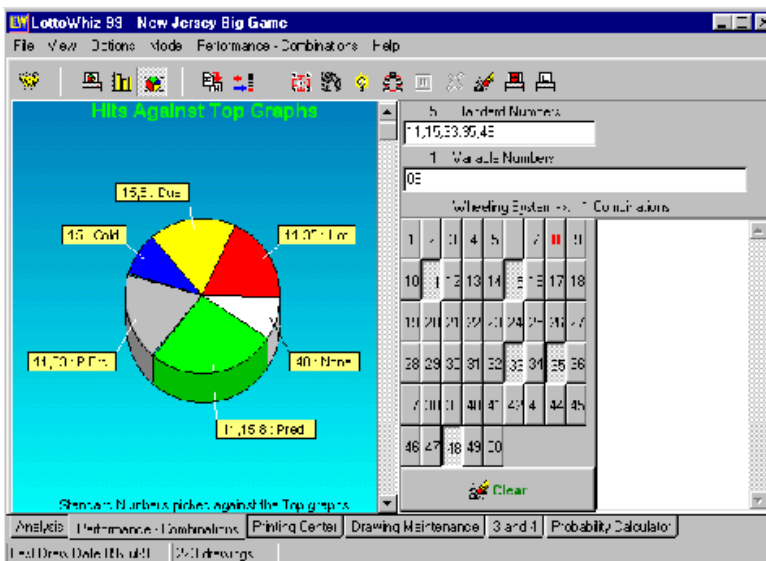
In the performance graph you can see the matches (hits) of the numbers you have picked (Standard and/or Variable) against the database of drawings.



## Hits Against Top Graphs

This chart shows if there are any hits (matches) of the numbers you have picked against all Top Graphs from the “**Analysis**” section. You can also check the new drawings here - before you insert them in the database. The hits can be viewed as a pie chart or as a bar graph.

\*Only up to the amount of numbers drawn in a game can be checked here.



**Tip:** You can print the displayed graph by clicking on the “**Print Graph**” button or menu.

## Analysis Chart

This Chart shows all major Top Graphs.

- **Histogram** - tells us how many times a number has been drawn.
- **Overdue Histogram** - shows us how many drawings have elapsed since a number was last drawn.
- **Top Hot Numbers** - are the top most frequently drawn numbers.
- **Top Cold Numbers** - are the top least frequently drawn numbers.
- **Top Due Numbers** - are the top numbers with the longest elapsed period since they were last drawn.
- **Top Periodic Frequency** - a graph displays the top numbers that are due to come up because of their tendency to reoccur in a periodic manner.
- **Top Periodic Pattern** - a graph displaying the top numbers that are due to come up not only because of their tendency to reoccur in a periodic manner but because they also have a tendency to reoccur with a pattern.
- **Top Pairs** - are the top most often drawn pairs.
- **Top Triples** - are the top most often drawn triples.
- **Top Predictions** - are the numbers that are most likely to come up, based on the statistical analysis of all the other graphs.
- **Statistical Hits From Top Graphs** - a pie chart that displays the percentage of numbers drawn from the top graphs.

All the graphs above are calculated based on the drawings recorded in the database. Therefore, if the database is very small there may be less than the numbers indicated in any of the top graphs.

### Tip:

- a). You can print the displayed graph by clicking on the "**Print Graph**" button or menu.
- b). When viewing the Top Pairs/Triples on the Top Number Sets form, you can change the "**Numbers in Set**" value to 4 or higher to view the **Top Quads/Quintuplets/etc.,**

## Thorough Statistical Analysis

When running this analysis the Top Prediction graph re-adjusts itself to the new percentage of hits from graphs of the drawings entered since it was last run.

You can run this analysis as often as you like. It's recommended that you should run it at least once on every third drawing entered in the database.

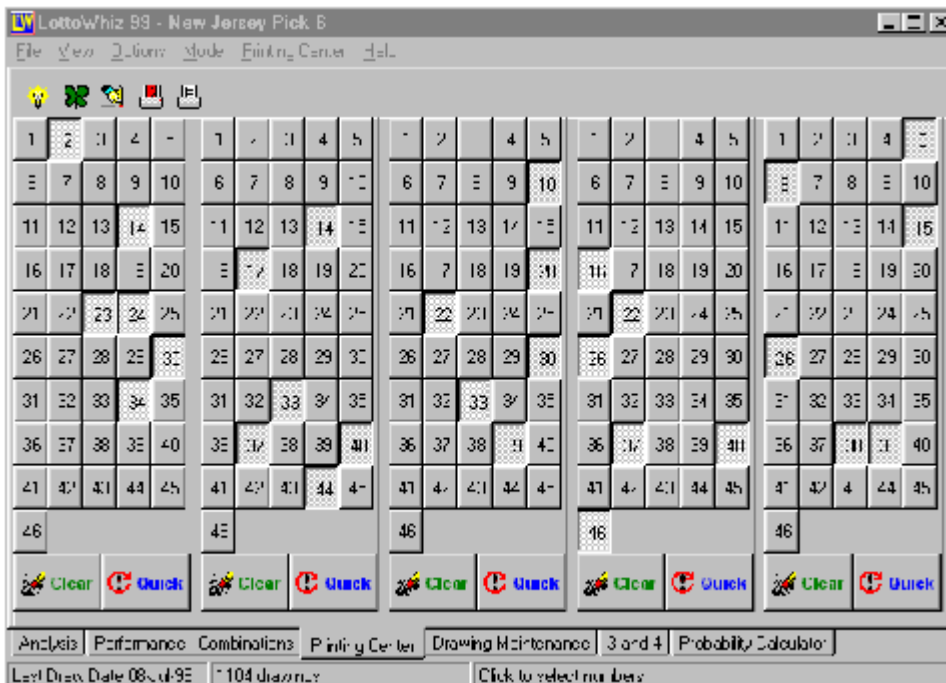
## Quick Pick Center

The **Quick Pick Center** (formerly known as **Printing Center**) section resembles the game ticket and is actually a quick pick section. Here you can select calculated numbers (recommended for first time users), your own numbers and/or random numbers. You can print the numbers on your tickets or on a sheet of paper.


To select the calculated numbers simply click on the “**Calculated numbers**” button or menu. The numbers are taken from the “**Suggested Wheeling system**” from the “**Performance - Combinations**” section and are displayed in increments of the whole game ticket at a time as you’re clicking the “**Calculated numbers**” button. You can print your tickets or the numbers at any time. You can clear the calculated numbers by clicking on the “**Clear**” button or menu.

Selecting your own numbers is done in exactly the same way you select the numbers from a real game ticket but instead of marking them with a pen, here you simply click, on the numbers you like on the number-panel with your mouse. You can select only as many numbers per number-panel as you are allowed to select in the game you’re playing. And every number-panel in this section has a “**Clear**” and a “**Quick**” button to customize individual number-panels at your request.

To randomly select numbers, simply click on the “**Random numbers**” button or menu.



## About number-panels

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30
31	32	33	34	35
36	37	38	39	40
41	42	43	44	
 Clear				

The purpose of the number-panels is to help you select the numbers you need for the game. The numbers selected can be checked, searched for, used in a wheeling system, or be entered in the database, all through these number-panels.

The number-panel in the “**Performance – Combinations**” section allows you to select standard numbers - by left clicking, or variable numbers - by right clicking, to be used in a wheeling system. You can check the numbers you select against the database of previous drawings or against the Top Graphs. You can also insert the numbers directly into the database. Until you become familiar with the great features of this program, it is recommended that you transfer them to the number-panel of the “**Drawing Maintenance**” section and then enter them in the database.

The number-panels in the “**Quick Pick Center**” section resemble the game ticket. Here you can select calculated numbers (recommended for first time users), your own numbers and/or random numbers. You can only left-click on them, and every number-panel here has a “**Clear**” and a “**Quick**” button to customize individual number-panels at your request.

The number-panel in the “**Drawing Maintenance**” is used for selecting numbers to be entered in the database or to be searched. In other words, you select the numbers that are drawn (by left-clicking only). Only if a game has a **bonus (supplementary) number**, then you are allowed to right-click and select it before you can enter the drawings in the database.

## How to enter drawings in the database

Entering drawings in the database is very simple.



Before you can enter a drawing into the database, you must select the numbers drawn.

Simply choose all numbers from the number-panel including the bonus numbers if any. When all numbers drawn are selected then the appropriate buttons will be enabled.

Click "**Insert Drawing in the Database**" from the toolbar or from the "**Drawing Maintenance**" menu.



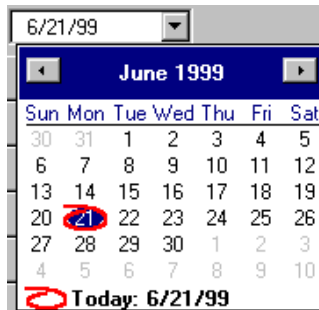
For consistency and to avoid any incorrect entries, you will not be able to insert the drawings unless all numbers to be entered in the database are selected. The date will be calculated and entered automatically based on the last drawing in the database. You can also insert the date and numbers you selected by clicking on the "**Insert date & numbers**" button or menu.



If for any reason the date entered is not correct, then simply select the correct date from the calendar and choose "**Insert date**" from the toolbar or the "**Drawing Maintenance**" menu. The date always gets entered on the selected row. Therefore before entering the date, make sure that the drawing or the row on which you wish to change the date is selected.

## How to enter dates into the database

Entering dates in the database is easy.



Simply select the correct date from the calendar in the "**Drawing Maintenance**" section and choose "**Insert date**" from the toolbar or the "**Drawing Maintenance**" menu. The date always gets entered on the selected row. Therefore before entering the date make sure that the drawing on which you wish to change the date is selected.



You can **not** enter the same date twice. If the drawing on that date is incorrect then select the drawing row and choose "**Insert numbers**" from the toolbar or the menu. The program automatically sorts the drawings by date. If, by accident, a drawing with no date is inserted, then go to the first drawing to find it and update it.

## How to modify a bonus (supplementary) number

1. Right-click on the number-panel in the “**Drawing Maintenance**” section to select the bonus (supplementary) numbers.
2. Choose “**Insert Bonus Number(s)**”.



The bonus number(s) always gets entered on the selected row. Therefore, before entering the bonus number, make sure that the drawing on which you wish to change the bonus number is selected.

## How to modify an existing drawing in the database

Modifying an existing drawing in the database is simple.



Simply select the correct numbers from the number-panel in the “**Drawing Maintenance**” section and choose “**Insert numbers**” from the toolbar or the “**Drawing Maintenance**” menu. The numbers always get entered on the selected row. Therefore, before entering the numbers make sure that the drawing that you wish to change is selected.

To modify an existing date in the database, see – How to enter dates into the database.

For consistency and to avoid any incorrect entries, you will not be able to insert the drawings unless all numbers to be entered in the database are selected. Even if all you need to change is one number, you must still select all numbers from the number-panel.

## How to delete a drawing

To delete a drawing from the database:

1. Select the drawing by clicking on it.
2. Click on the “**Delete**” button and click “**Yes**” on the confirmation box.



When you delete a drawing, the row (date & draw) you select gets deleted. If you want to **modify** an existing drawing but not the date, see – How to modify an existing drawing in the database.

## How to create a new game

To create a new game, choose “**New**” from the “**File**” menu. A window will pop up asking you to enter a name for the game. Enter a unique name for the game, up to 35 characters long.

In the “**Highest number in a number-panel**” enter the highest number drawn in the game. For example: *New York Lotto* is 59, *New Jersey Pick 6* is 49.

In the “**Lowest number in a number-panel**” enter the lowest number drawn in the game. For example: *New York Lotto* is 1.

In the “**Numbers you select from a number-panel**” enter the maximum number that can be selected from a board (number-panel) on the lottery ticket. For example: In *New York Lotto* you select 6 numbers.

In the “**Numbers drawn**” enter the amount of the **main numbers** that are drawn in the game, **do not include the bonus (supplementary) numbers**. For example: In *New Jersey Pick 6* it is 6 numbers drawn. In *New York Lotto* it is 6 plus the supplementary. In *New York Pick 10* it is 20. In *New York Lotto* you would enter 6 and 1 at the “**Amount of bonus numbers**” choice, the same goes for any game that has a supplementary (bonus) number.

In the “**Amount of bonus numbers**” enter the amount of bonus number(s) drawn.

In the “**Amount of number-panels in a ticket**” enter the amount of boards (number-panels) on a ticket sheet (bet slip). For example: *New Jersey Pick 6* has 5 panels on a ticket, *New York Lotto* has 10.

In the “**Rows of number-panels in a ticket**” enter the amount of rows of boards (number-panels) on a ticket. For example: *New Jersey Pick 6* has 1 row of number-panels, *New York Lotto* has 2 rows.

In the “**Columns in a number-panel**” enter the number of columns in a board (number-panel). For example: Each panel on a *New Jersey Pick 6* ticket has 5 columns. On a *New York Lotto* ticket each panel has 10 columns.

In the “**Rows in a number-panel**” enter the number of rows in a number-panel. For example: Each panel on a *New Jersey Pick 6* ticket has 10 columns. On a *New York Lotto* ticket each panel has 6 rows.

At the “**First number starts at column number**” enter the number of the column where the first number of the game starts. Most of the times it starts at column number 1 but there are a few lottery games where the first number starts at the 4<sup>th</sup> or 6<sup>th</sup> column.

At the “**Numbers go from top to bottom**” check this box only if the numbers on the bet-slip increase from top to bottom instead of left to right. Applies to bet-slip printing only.

At the “**First number starts at row number**” enter the number of the row where the first number of the game starts, if the numbers go from top to bottom. Applies to bet-slip printing only. **Note:** You will not see any difference on the visual screen in the program, where the numbers will still show a left to right order no matter what you might have indicated.

At the “**Select Drawing Dates**” options, select the date(s) on which the game is drawn. For example: *New York Lotto* is drawn on every Wednesday and Saturday.

## How to delete a game

To delete a game:

1. Select "**Delete Game**" from the "**File**" menu.
2. Double-click on the game you want to delete.
3. Click "**Yes**" on the confirmation box.

If you delete the current game, it will be unloaded from the program and the game with which you last started the program will be automatically loaded. If the "**Save Settings on Exit**" option is not checked then you would have to open another game.

## How to update a game

To update the current loaded game – choose "**Properties**" from the "**File**" menu:

Or,

1. Click on "**Update Game**" from the "**File**" menu.
2. Double-click on the game you want to update.

A window will pop up with the name of the game dimmed. Make the necessary changes and click "**OK**".

Updating a game is necessary when any of the game parameters change. A good example is the change of the drawing date(s) or the layout and/or the number of the number-panels.

If any other major changes take place, such as the amount of numbers that are drawn and/or numbers you select or the highest number in the game etc., then you must create a new game with the new parameters. This way you start a fresh game from the beginning, because these changes do change the odds of the game, which no longer is the same game, and the previous drawings and/or statistics no longer apply.

## How to rename a game

To rename a game:

1. Click on "**Rename Game**" from the "**File**" menu.
2. Double-click on the game you want to rename.
3. In the **New Name** box enter the new name for the game and click "**OK**".

## How to search for a drawing



In the “**Drawing Maintenance**” section, select the numbers from the n that you wish to search for and click on the “**Most Recent Match**” on the toolbar or the “**Drawing Maintenance**” menu. This will bring you to the most recent drawing with the most matches, if any.



If you click on the “**Find All Matches**” button it will go through all the drawings and stop on every drawing that meets the criteria of matches you have set in the “**Search Options**” from the “**Drawing Maintenance**” menu.

## How to search for a date



To search for a date in the database, select the date from the calendar in the “**Drawing Maintenance**” section and click on the “**Find Date**” button or menu. If your date does not exist in the database, it will bring you to the closest date.

## How to check winning numbers against wheel systems

To check winning numbers against a wheeling system, do the following:

In the “**Performance-Combinations**” or in the “**Abbreviated Wheeling Systems**”, if you already have created a wheeling system, either double-click on the window where the combinations are displayed or go to the “Hits Against Combination” section. Any numbers entered on this number-panel will be checked against the combinations displayed and the graph will show the number of hits

To check the winning numbers in the “**Multi system**”, section simply right-click on the window where the numbers are displayed and from the pop-up menu select the “**Check numbers**” option.

## How to print tickets

It is suggested that you do some printing tests before you start printing the tickets you want to play. Although LottoWhiz has some default values to help you print the tickets, the program will not let you print unless you have done a printing test and have saved the proper values for **each** game.



### To print your tickets:

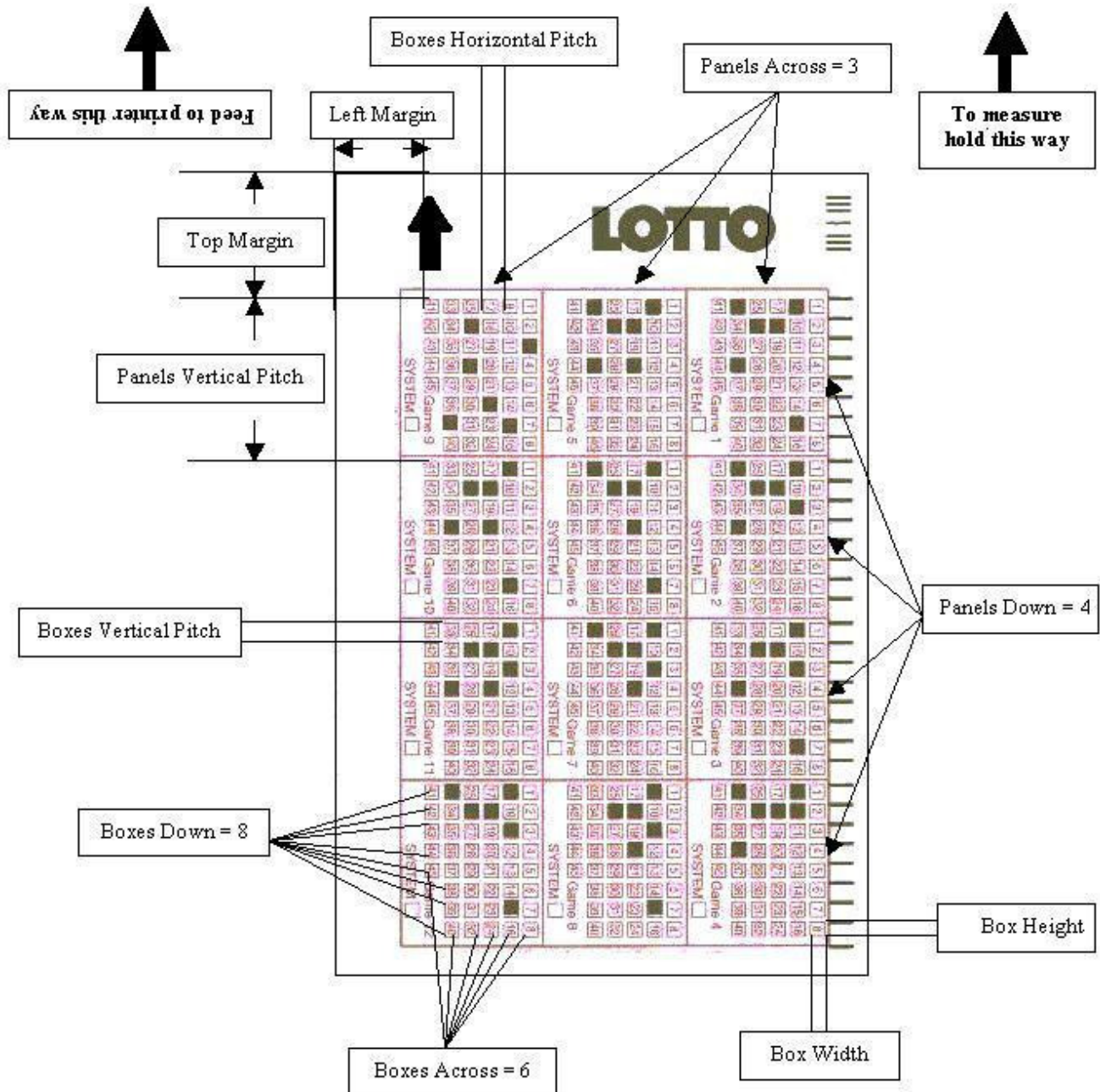
If you have selected a wheeling system from the “**Performance - Combinations**” section or have selected any type of numbers from the “**Quick Pick Center**” section, click on the “**Print Tickets**” button or menu.

If you have never done a print test for the current game, the “**Ticket Printing Properties**” window will pop-up (you can select it from the “**File**” menu anytime you wish during the game). You must then do a printing test to make sure that everything is aligned properly. Insert your ticket into the printer and perform a print test by clicking on the “**Print Test**” button. Make sure to insert the ticket vertically with the first panel down (into the printer) and the lowest number of the number-panel at the lower right corner. If the marks of the printer do not align with the numbers or boxes of the boards on your tickets, you then have to change the values of the “**Top Margin**” and/or “**Left Margin**”. Increase or decrease the margin values accordingly until the top left mark of the printer aligns with the top left number-box of the ticket.

If the margins are aligned correctly and the rest of the printer marks still do not correctly align, then you can proceed and use the appropriate values for the distances, widths and heights of the boxes to correct the alignment of the printer-marks. As you bring the mouse-cursor over the boxes with the values, information is displayed on the **information** box. The window on the left displays the layout of the ticket according to the values on the right and changes as you change the values. This will help you better understand the effects of the new values as you enter them, before you even do a printing test. You may have to do a few printing tests before you get everything correct. Once this is done make sure to **save** the values before you choose “**OK**”. From here on, you are all set for the current game and will never have to do anything unless new tickets come out with a different layout for the game.

### Note:

If a lottery ticket has multiple rows of number-panels, then those rows have to be aligned with the top row of the number-panels, otherwise you will not be able to print on the other rows of number-panels.



## Printing tickets from a file

To print from a file that was not created by LottoWhiz; the following criteria have to be met:

- The file must be a text-type file.
- The numbers in the file have to be in a comma-delimited format and one set of numbers per line.

For example: If you have a file with 5 sets of numbers for New York Lotto they have to be in the following order.

```
#,#,#,#,#,#  
#,#,#,#,#,#  
#,#,#,#,#,#  
#,#,#,#,#,#  
#,#,#,#,#,#  
.... and so on.
```

In the “**Abbreviated Wheeling Systems**” section select “**Import Numbers From File**” from the menu select your file and click “**Open**”. This will import and rename the file to a proper format that can be used with LottoWhiz. After a successful import, you can open it from the “**Open**” button.

### Note:

If your file was named MyNumbers.txt and had numbers meant for New York Lotto, then after the import, your file will be renamed “New York Lotto MyNumbers.lwz”. Also before importing make sure that the current game that is loaded is the correct game, in this case New York Lotto.

Once opened, you should see the numbers appear on the right window.

To print, right-click on that window and choose the proper action from the pop-up menu. (Choose "Print Displayed Numbers" - "On Tickets", or choose "Print Numbers From File" - "On Tickets" - "New York Lotto MYNumbers.LWZ")

## Probability Calculator

The Probability Calculator is a great tool to calculate the odds and the combinations of almost any wheeling system.

### To calculate the odds of a game or a complete wheeling system:

All you have to do to enter a number in the boxes is to click on them. A number-panel will pop-up from which you can select the numbers. You must start entering the numbers in the following order.

1. In the “**N**” box, enter the maximum numbers on a board in a game.  
For example: In *New York Lotto* there are 51 numbers.
2. In the “**R**” box, enter the numbers you select from a board. For example, in *New York Lotto* you select 6 numbers from each board.
3. In the “**A**” box, enter the numbers that are drawn or enter the amount of numbers you wish to play for a complete wheeling system. Do not include the supplementary number, if any  
For example: In *New York Lotto* there are 6 numbers drawn (supplementary is not included).
4. In the “**B**” box, enter the number of hits you wish to have.

Every possible calculation takes place as you exit the box in which you recently entered a number. You can click on the toolbar buttons if you are not sure what calculation took place. Now click the “**Probability**” button on the toolbar or the menu, and everything will be displayed on the page.

### To calculate the odds of a game or a partial wheeling system:

If steps 1-4 are complete then:

5. In the “**S**” box enter the amount of standard numbers that you wish to play.
6. In the “**V**” box enter the amount of v numbers that you wish to play.

Now click the “**Probability with Standard Numbers**” on the toolbar or the menu.

## Workarounds on certain games

**Powerball/Mega Millions:** If there is a drawing where the bonus number is drawn from the original 5 numbers you will be able to select it twice (as a bonus number and as a standard number) in the “**Drawing Maintenance**” section only. Printing on tickets (bet slips) works fine for the main numbers and the bonus number. Provided you have set the bonus number printing correctly (a separated defined game) and have linked the main game to its bonus game.

**Wild Card Lotto:** In this game the bonus number is a card. Since the program’s number-panels only provide numbers and not letters, you select the main numbers in the usual way by clicking on them. For the bonus number you select a temporary dummy number (by right clicking on the number-panel) then enter the drawing in the database. Once entered, go to the displayed window of drawings and double-click on the bonus column. A number-panel that includes card numbers will pop-up. Select the proper card number and then click the “**Insert**” button. Make sure to **uncheck** the “**Include the bonus number**” in the “**Search Options**” when searching for a drawing in the database. Printing on tickets (bet slips) works fine for the 6 selections out of 38 numbers, except for the bonus number. The bonus number will have to be filled in manually.

### Powerball/Mega Millions game:

Printing on tickets (bet slips) works fine for the 5 selections out of 49 numbers except for the bonus number. The Powerball number (Bonus or Gold Ball number) is actually a game by itself and we recommend that you handle it separately to get the best possible number. However once you have defined the printing parameters of the bonus number, any bonus numbers selected in the main (Powerball/Mega Millions) game will be printed to the play slip as well, along with the main selected numbers. Provided you have linked the main game to its bonus game.

### Powerball Number/Mega Million Gold Ball printing.

Printing support for the Powerball games is already included with LottoWhiz and it’s named “**Powerball Number Printing**” and “**Mega Million Gold Ball**” respectively. Just open the “Powerball Number Printing/Mega Million Gold Ball” game and treat it as if it were another game. If the Powerball number printing of your lottery is not included, then read the following on how to set it up.

### Setting up a new game for the Powerball number/Mega Million Gold Ball (Bonus part).

If you would like to print the Powerball number (bonus) that is not included in LottoWhiz on a lotto ticket, you will have to create a new game and give it a specific name, e.g. Powerball Printing. Use only the parameters that apply to the Powerball number.

**For example:** The Powerball part of the game has 1 as the lowest number and 42 as the highest number. In this game, enter 1 for numbers drawn and 1 for numbers you select from a panel since you will be dealing only with the Powerball number. Enter 0 for the bonus number. Then enter all the parameters that apply to the Powerball section of the lottery ticket, which has 1 row of 5 number-panels and each number-panel has 6 rows and 7 columns of numbers.

After printing all the main numbers from the main game, you can switch to the Powerball part of the game by opening the newly created game and print the Powerball number on the tickets. Of course you will have to set up the ticket printing properties for the Powerball.

Once you are set with this game, open the Main Game and go to the “Properties” and “Link” it to the currently created game. The Bonus number will have to be defined as a “Powerball” type number.

### Tip:

You could use this part of the game for calculating all the statistics and trends regarding the Powerball number.

## **Technical support**

For the time being we offer technical support either by email/mail or by fax:

Visit the frequently asked questions section on our website [www.LottoWhiz.com](http://www.LottoWhiz.com). If what you're looking for is not there, you can e-mail at [Support@LottoWhiz.com](mailto:Support@LottoWhiz.com) for registered users only.

**Mailing address:**        **T&T Solutions Inc.,**  
                                  **P.O. Box 9205**  
                                  **Lyndhurst, NJ 07071**

**Fax:**    **(201) 203-6278**

You can also send your comments to [Comments@LottoWhiz.com](mailto:Comments@LottoWhiz.com). We'd like to know your opinion.

Please report any problems or errors to [develop@lottowhiz.com](mailto:develop@lottowhiz.com).

### **Note:**

If you think that printing or any other option is not supported for your favorite lottery game, please send us by mail or by fax an actual lotto coupon and explain what you think is not working. We will be happy to make it work for you, if possible.



## Terminology

### Histogram

The Histogram tells us how many times a number has come up since the beginning of the recorded drawings.

### Overdue Histogram

The Overdue Histogram tells us how many drawings have elapsed since a number was last drawn.

### Top Hot Numbers

These are the most frequently drawn numbers.

### Top Cold Numbers

These are the least frequently drawn numbers.

### Top Due Numbers

These are the numbers with the longest elapsed period since they were last drawn.

### Top Periodic Frequency

The Periodic Frequency shows the tendency of numbers to reoccur after a certain period of draws. If the database of draws is not large enough, there might be less than the indicated numbers in this graph.

### Top Periodic Pattern

These are the numbers that not only have a tendency to reoccur after a certain period of draws but also have a tendency to reoccur with a pattern.

### Top Predictions

The Predictions are numbers that the analysis predicts are most likely to come up based on all other graphs. If the database of draws is not very large, there might be less than the numbers indicated in this graph.

### Top Pairs

These are the most often drawn pairs. If the database of draws is not very large, there might be less than the number of Pairs indicated in this graph.

### Top Triples

These are the most often drawn triples. If the database of draws is not very large, there might be less than the number of triples indicated in this graph.

### Tip:

Searching for the Top Triples in the database will take some time. Therefore, you can stop the search and continue at a later time or day provided you have not updated the database of drawings since the last time you stopped the search of the triples.

You can reset the triples to start fresh, at any time by clicking the "**Reset (Pairs-Triples)**" and then the "**Triples**" menu-item in the "**Analysis**" menu.

### Statistical Hits From Top Graphs

This is a pie chart that displays the percentage of numbers drawn from the top graphs.

## Wheeling systems

Wheeling systems are the arrangement of numbers in groups, which are taken from a larger group or set, in such a way that will maximize the chance of winning and will also maximize the payoffs due to the use of repetitive groups of numbers. There are many varieties of wheeling systems and they are very popular in Europe where they are being used extensively since their lotto tickets allow multiple selections of numbers. Wheeling systems can be separated into 3 categories, Complete (full) wheeling systems, partial wheeling systems and abbreviated wheeling systems.

### Complete (full) wheeling systems

**Complete (full) wheeling systems** are the arrangement of numbers in groups (combinations), which guarantee the maximum number of hits from the wheeling group if the numbers drawn are found in that group.

### Partial wheeling systems

**Partial wheeling systems** are the arrangement of numbers in groups (combinations) which do not guarantee the maximum number of hits from the wheeling group but lesser hits, depending on how you create your partial wheeling system.

### Abbreviated wheeling systems

**Abbreviated wheeling systems** do not guarantee the maximum number of hits but lesser hits, provided all numbers drawn are found in the wheeling system's group.


### Calculated numbers

The Calculated numbers are the numbers that are statistically chosen by LottoWhiz based on the outcome behavior of previous drawings stored in the database.

### Creating box wheeling systems for Pick 3 & Pick 4

To create a wheeling system (complete for box selections only), select the numbers from the wheeling group and then click on the "**Wheeling system for 3**" for a pick 3 game, or click on the "**Wheeling system for 4**" for a pick 4 game. The wheeling system will be displayed in the proper window.

## Number-panels

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30
31	32	33	34	35
36	37	38	39	40
41	42	43	44	
 Clear				

The number-panels resemble the real number-panels (boards) on a lotto ticket (bet slip). You select the numbers in exactly the same way you would from a real ticket but instead of marking them with a pen, you click on them with your mouse.

## Checking numbers against the database

The **Performance Chart** shows you the matches (hits) of the numbers you have picked (Standard and/or Variable) against the database of drawings.

## Checking numbers against the Top Graphs

The **Hits From Top Graphs Chart** shows you if there are any hits (matches) of the numbers\* you have picked against all Top Graphs from the "**Analysis**" section. You can also check the new drawings here, before you insert them in the database.

\*Up to the amount of numbers drawn in a game can be checked here.

For example: In *New York Pick 10*, you select 10 numbers but 20 numbers are drawn.

### Example of Top Periodic Frequency Numbers

Let's say that we have a database of 50 drawings and that the numbers **10** and **20** were drawn 15 and 12 times respectively in the last 50 drawings in the following manner.

**#10:** 1,3,5,2,3,4,2,3,4,5,3,7,3,3,2.

**#20:** 3,1,4,1,4,5,4,4,6,2,4,3

These numbers mean that number **10** was drawn on the first drawing and then 3 drawings later then 5 drawings later and so on. Number **20** was drawn on the third drawing and then 1 drawing later and then 4 drawings later and so on.

We can clearly see that the periodic frequency of number **10** is 3, because it was drawn 6 times 3 drawings later after its last appearance. For the same reason the periodic frequency of number **20** is 4 (5 times 4 drawings later). In other words if number **10** is drawn, then it has a tendency to show up 3 draws later and if number **20** is drawn then it has a tendency to show up 4 draws later.

If the next drawing were the third drawing since number **10** was last drawn and the fourth drawing since number **20** was last drawn, then they would appear on the Top Periodic Frequency graph. Provided that the frequency of numbers **10** and **20**, which are 6 and 5 respectively, are among the Top numbers.

### Example of Top Periodic Pattern Numbers

Let's say that we have a database of 50 drawings and that the numbers **10** and **20** were drawn 15 and 12 times respectively in the last 50 drawings in the following manner.

**#10:** 1,3,5,2,1,4,5,2,3,4,3,5,2,3,4.

**#20:** 3,1,4,5,3,6,7,4,6,7,4,3

These numbers mean that number **10** was drawn on the first drawing and then 3 drawings later and then 5 drawings later and so on. Number **20** was drawn on the third drawing and then 1 drawing later and then 4 drawings later and so on.

We see that the periodic pattern of number **10** is 5,2 because number **10** was drawn 3 times in the order of 5,2. The periodic pattern of number **20** is 6,7 because number **20** was drawn 2 times in the order of 6,7. In other words if number **10** is drawn and it's current periodic frequency is 5, then it has a tendency to show up 2 draws later and if number **20** is drawn and it's current periodic frequency is 6, then it has a tendency to show up 7 draws later.

Because of the above-mentioned reason, numbers **10** and **20** would appear on the Top Periodic Pattern graph. Provided that the frequency of the pattern of numbers **10** and **20**, which are 3 and 2 respectively, are among the Top pattern frequencies.