



FULL WHEEL GENERATOR™

User's Guide & Tutorial

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INTRODUCTION

FULL WHEEL GENERATOR™ produces Full Wheels, which guarantee a first prize jackpot if you get all the winning numbers in your wheeled group. They are the most expensive wheels to use, but you are generously rewarded when you trap some or all of the winning numbers. For example, if you wheel 8 numbers in the 28 combinations and get all six winning numbers in your chosen group of 8, you are guaranteed to win the jackpot plus 12 second prizes and 15 third prizes.

No limits to the size of wheels that can be generated for the Pick-4, Pick-5, Pick-6, Pick-7, Pick-8, Pick-9 and Pick-10 lotto and keno games. Use the +/- plus and minus keys to go from one pick-size to another.

You can generate every possible combination of as few or as many numbers as you wish. If you want to cover all combinations of all the numbers in your Lotto game, this is the program that will do it for you!

The Main Menu shows at a glance the number of combinations required for the number of numbers you want to wheel. It has up to four Power Numbers®, which drastically reduce the cost, making larger Full Wheels more affordable. The Power Number(s) appear in every combination in the wheel.

For example, if you wheel 12 numbers in a pick-6 game without a Power Number, you must spend \$924 on tickets. Using just one Power Number reduces the cost by half to 462 combinations. Two Power Numbers lower the ticket cost to \$210; three Power Numbers further reduce the cost to \$84. And, by using four Power Numbers, you can wheel 12 numbers with the Full System for only \$28. (These costs are based on one game for a dollar.)

Power Numbers® should be chosen very carefully because they appear in every combination in the wheel. A Power Number, which is placed in the first position (A) must be drawn as a winner for the win guarantee to be valid. If the number placed in Power Number position 'A' is not a winning number, you are guaranteed to have at least one LOSING number in every combination. If two Power Numbers are used, they must

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be placed in the first two positions (A and B). If four Power Numbers are used, they must be placed in positions A-B-C-D.

Use the arrow keys to highlight the number of combinations of the wheel you want to use. For example, bring the light bar down to 12 numbers and over to highlight 28 combinations, under the 4 Power (numbers). Then press F-3 for Win Info. You see that you are guaranteed to win one six-number jackpot, 12 five-number prizes and 15 four-number prizes if you get all six winning numbers (INCLUDING ALL FOUR POWER NUMBERS) in your chosen group of 12.

Now press the down arrow key (or page down) and you are shown the number of prizes you are guaranteed to win if you miss one of the Power Numbers. Press again, for number of prizes guaranteed if you miss two Power Numbers, etc.

FULL WHEEL GENERATOR™ fully interfaces with ADVANTAGE PLUS™ (if you bought the Advantage Plus program) and allows you to win check any wheel from any game history with the same pick size. You can Test Drive your wheeled combinations through any of the Advantage Plus game histories to see the game by game winnings and total number of prizes you could have won had you played that wheel every single drawing.

It saves over a thousand wheels for win-checking in less than 64k of disk space. You can access saved systems at any time and instantly view the combinations in the system, or reprint them, or modify the numbers used and save the modified system, too; or test any systems against any Lotto history with the same bet size; or win check against any history; or manually enter numbers to win check.

This program generates wheels "on-the-fly," moving forward or backward as needed. Bets are displayed in order by column. The sum of each combination is shown. It tells you how many pages are needed for printing and gives you the amount of space needed in bytes and as a percentage. An on-screen page counter shows the relative location within the wheel at any time.

2. GETTING STARTED

2.1 Installation

Please refer to the separate accompanying pamphlet, “How to Install Smart Luck Programs” for installation of this program. The remaining steps on this page are needed only if you do NOT have Advantage Plus.

2.2 Setup without Advantage Plus

Full Wheel Generator was designed to work with Advantage Plus but it can work alone as well but additional setup and configuration steps will be needed. If you do not install the Full Wheel Generator in the same folder as Advantage Plus, you will need to set up a desktop shortcut to the Full Wheel Generator in order to easily run it from windows, and you will need to configure the printer explicitly instead of relying on Advantage Plus to do this. Of course some functions of the Full Wheel Generator that depend on Advantage Plus, like access to past drawing histories for win checking and testing of wheels, will not work without the Advantage Plus.

2.3 Create a Desktop Shortcut

If you do not have Advantage Plus, when you install the program from a CD or from our web site, the installer will ask if you want to create a shortcut. Just click yes to this question. If you missed that, you can still make the shortcut by doing the following:

Click **START -> RUN** and type **c:\gh\shortcut.exe g** and click ok.

A shortcut showing the letter G will appear on your desktop and can be used to start Full Wheel Generator.

2.4 Setting up the Printer

If the program does not print, make sure the program is closed. Then click **START -> RUN** and type **c:\gh\gailfwg.exe /prn=win** and click ok. This will force the program to use the Windows-Only printer option that actually uses windows to do the printing.

3. OVERVIEW

When you first run the FULL WHEEL GENERATOR, the sign on screen will appear which shows the version number, your name and serial number. Press ENTER to get the Main Menu. If you run the program from ADVANTAGE PLUS, the sign-on screen will not appear.

3.1 Important Keyboard Keys

Please locate on the right side of your keyboard the keys labeled with PLUS (+) and MINUS (-), PgUP, PgDn, Home, End and the four arrow keys. Those keys are used throughout the program to control the information displayed on the screen. On some keypads the PLUS and ENTER are on the same key. The keypad Asterisk or Star (*) key may be used for the PLUS action.

Now locate the Function keys, either at the top or on the left side of your keyboard. Function keys are marked F1, F2, and so on. Throughout the program, the bottom line of your screen will show the functions that are associated with each function key that is active.

The ESC key is used to back up to a previous screen – usually abandoning the operation that was occurring at the time. From the Main Menu the ESC key will exit from the program.

The ENTER key is used to end user input and in some cases to perform the expected function. For example, pressing ENTER on the Main Menu will have the same effect as pressing the function key to make a wheel. Most keyboards have two ENTER keys that may be used interchangeably, one on the right side of the main keyboard and one on the right side of the number keypad.

3.2 F1 Instant On-Screen Help

Instant on-screen help is available anywhere in the program by pressing F1. A help window will appear with information specific to that area of the program. At the center of the bottom line of the help window, arrows will point in the direction where more help is available, or ENTER will show if the entire help for that area is displayed. Use the outer keypad keys to control the display. Press ESC or ENTER when through viewing the help.

Refer to the help screen for instructions on how to proceed, or for options and alternatives available at that point in the program.

3.3 F2 Standard Print Key

Consistent with all Smart Luck® computer programs, the F2 key is used to print the information which is on the screen. From the Main Menu, it will print an index of systems available. When you are viewing the combinations in your wheel, the F2 key will print the combinations.

All printouts that are more than one page in length can be interrupted by pressing the ESC key and answering Y when asked if you want to stop printing.

If you print to a disk file, the program will ask for a file name. Use only alphabetic characters and digits and include no spaces. You may use up to eight characters for the file name itself and may optionally include a period followed by three more characters as a file type. If you add the file type, make sure that you don't kill some other important file by naming your file the same name. Don't use .COM, .EXE, or .BAT or you could lock up your system later if you tried to treat the file like a program. Also be sure to REMEMBER the name you used. You will have to know it in order to do anything else with it, including erasing it.

3.4 Entering Lotto Numbers

When entering the numbers you want to wheel or the winning numbers you want to check, please follow these simple rules.

- Enter single digit numbers as either a digit followed by ENTER or a SPACE or as zero and then the digit WITHOUT the ENTER or SPACE keys.
- Enter two digit numbers as is without the ENTER or SPACE keys.
- Press ENTER after all numbers have been entered. Use the UP Arrow key, LEFT Arrow key, or BACKSPACE key to back up to make corrections. Type a zero over a number to delete it.

3.5 Important Terms

COMBINATION - One set of six numbers in a pick six game, five numbers in a pick five game, etc.

POWER NUMBER® - A number that appears in every combination in a system. Power Numbers greatly reduce the cost of wheeling a given group of numbers. The Power Number(s) **MUST** be drawn for the **MAXIMUM** win guarantee to be valid, though lesser prizes may still be won.

PICK SIZE - Bet size, i.e. the number of numbers marked on one panel of a bet slip to get one chance of winning the jackpot. It is also the number of numbers in each combination in a wheel. The most common pick sizes are Pick-6 and Pick-5. although pick-7 and pick-8 games are played in other countries, and pick-10 games are usually referred to as Keno games.

BONUS NUMBERS - Extra numbers drawn by lotteries that can be matched to win secondary prizes. It is especially important when entering drawings for win checking to keep the bonus numbers separate from the primary numbers drawn.

WHEEL - Wheeling is when you choose a large group of numbers and play scientific arrangements of those numbers to guarantee a specific minimum prize.

FULL WHEEL - Plays every possible combination of a group of numbers and guarantees a jackpot and many secondary prizes if the conditions are met.

BALANCED WHEEL® - A shortened form of a full wheel which guarantees a prize less than the jackpot but still allows a jackpot to be won. The Smart Luck Wheel Six Plus™ and Wheel Five Plus™ together contain 2125 Balanced Wheels®.

DEFAULT - Simply put, a default is a choice preset by the program which you have the option of changing.

4. MAIN MENU

The Main Menu shows a page of wheeling systems in six columns. The first column shows the size of the wheel, i.e. how many numbers are used in the wheel. The next five columns show how many combinations would be required using NONE to FOUR Power Numbers. A short lightbar highlights one of the entries on a line. Use the LEFT or RIGHT Arrow keys to move the lightbar between columns. Use PgDN and PgUP to view other pages of wheels. Except for pick-9 and pick-10 systems, the wheel sizes available range from one more than the pick size to 99 numbers. The combinations are too large to display for the largest wheel sizes of Pick-9 and Pick-10 systems. Use the PLUS/MINUS key to select the NEXT/PREVIOUS pick-size wheels.

4.1 List Available Wheels

Press F2 from the Main Menu to print a listing of the combinations that are shown on the screen. The program allows you to specify the range of wheel sizes you want to print.

4.2 Win Guarantee

Press F3 from the Main Menu to view the prizes guaranteed by the highlighted wheel. Note that all full wheels guarantee the JACKPOT if you trap ALL of the winning numbers in your wheeled group AND you correctly pick the Power Numbers. The guarantee shows the prizes you would win if you trapped all or less than all of the winning numbers in your wheeled group and correctly pick some or all of the Power Numbers.

The first column in the window shows the total number of correct choices in your wheeled group including Power Numbers. The number of prizes in each category is shown on the same line followed by the total prizes. The bottom of the window shows how many Power Numbers must be correctly picked for the guarantee to be valid. Press the PgDN key to see the results with FEWER correct Power Numbers; press PgUP for the results with MORE correct Power Numbers. If a wheel uses NO Power Numbers, press ENTER when finished viewing the guaranteed winnings.

Note: Bonus numbers are not considered in the Win Guarantees shown. They are considered when win testing your wheels for winning combinations.

4.3 Wheel Your Numbers

Use the +/- keys to select the correct Lotto game pick-size (PICK-6, PICK-5, etc.). Then use the cursor keys to highlight the wheel you want to make. Press ENTER or press F4, and a window will appear which allows you to enter the numbers you want to wheel. Enter Power Numbers first, if any, and then enter the rest of the numbers you want to wheel. The right corner of the window keeps track of how many numbers you have entered. When all of your numbers have been entered, press ENTER again to view the combinations in your wheel.

Press F3 to ERASE your numbers so that you can begin over.

Press ESC to exit from this window without continuing the entry of your numbers. You will immediately return to the previous area of the program.

Note: in full wheels, the order you enter the numbers is not important since every possible combination is created anyway. The program will sort your numbers before generating the wheel in order to avoid sorting the actual combinations in the resulting wheel.

4.4 Caution about Large Wheels

This program will allow you to make a wheel of any size shown on the Main Menu, even wheels with a billion or more combinations. After you enter the numbers to be wheeled you will instantly see a page of combinations for your wheel. You can page through the entire wheel if you have enough time. Realize that the program is generating the wheel one page at a time for the display. If you were to print these huge wheels, your printer could be tied up for weeks printing the thousands of pages that would be required. If you print to disk, even the largest hard disk drives could be filled up quickly by these systems.

Use a bit of common sense about creating huge wheels. You can make them, view them on the screen, and even save them for win-checking without much of a penalty, but don't print them to the printer or disk unless you are certain that you really want to do so. The program will show you how many pages or how much disk space will be required for a wheel, but it doesn't have enough information about your printer, disk drive and computer speeds to calculate how long it will take to complete the job. You have to determine that.

5. VIEW WHEELED COMBINATIONS

The top line of the window identifies the type of wheel, the next line or lines show the numbers you are wheeling. The Power Numbers, if any, are the first numbers shown. The last line in the upper box shows either **** NOT SAVED **** or the date saved and the reference text that you entered when you saved the system. The bottom line of the window shows the page number (relative to the screen) and the total screen pages that will be required. Each combination is shown, followed by the sum of the numbers in parentheses.

Use PgDN, PgUP and HOME to view different pages of the wheel.

5.1 Sort/Unsort Power Numbers

Power Numbers are normally shown at the left of each combination. You can change the display to show them sorted in with the non-Power Numbers by pressing F7-Sort, or you can put them back in front by pressing F7-Unsort. Whichever way you leave this setting, the program will remember as a new default setting. Of course you may change it as often as you want. If you print the combinations, Power Numbers will print the same way that they are displayed.

5.2 Print Wheel

Press F2 to print the wheel. The following box will appear:

Print Options	
1:	Print to Printer (LPT1) - 1 Pages(s)
2:	Print to Disk File - 333 bytes
3:	Specify Page Range (1-1)
4:	Page Headings: [ON]
5:	Comb Sums: [ON]
6:	Comb Numbering: [ON]
7:	Single Column: [OFF]
8:	Power Number Printing: [ON]

To select one of these choices, either press the number on the left of the choice, or use the arrow keys to move the lightbar to your choice and press ENTER.

These options allow you to control page headings, line numbers, column sums and more. Option 8 only shows if you are printing power number wheels and

it allows you to print only the non-power numbers in each combination which can save paper when printing. Options 1 and 2 show how much paper or how much disk space will be required to complete the task. Be sure to take note of this information, especially if you are making huge wheels.

Option 3 allows you to print only portions of a wheel or to continue printing after a paper jam or the printing is otherwise interrupted.

Options 4, 5 and 6 all take more paper when turned ON.

Press any key during printing to interrupt the process. When the question "Stop Printing (Y/N)?" appears, answer with "Y" if you want to cancel the printing.

Note: Printers are frequently able to receive information much more quickly than they can print it. Therefore, your printer may continue printing for some time after the computer stops sending it information.

5.3 Change Numbers in Wheel

Press F3 if you want to change the numbers that you used in the wheel. When the window appears with your numbers, type a zero over any numbers you want to delete or type the new numbers over the old ones. Use PgDn to move from the Power Number section to the non-Power Numbers, and PgDn again to move to the end of the non-Power Number list. Use PgUP to move from the non-Power list to the Power Numbers.

Press ESC if you change your mind and don't want to change your numbers.

Press F3 to clear all of the numbers so that you can re-enter them.

Press PgDn or ENTER when the cursor is positioned on the last non-Power Number to complete your changes. The new numbers will be shown in the combinations on the screen.

5.4 Save For Win-Checking

Press F4 to save your wheel for win-checking later. The program will ask you for a reference to be stored with the wheel. Type anything you want to help you distinguish between various saved wheels. The program will automatically store the date saved and the description of the wheel including the numbers you entered.

Notice that the date saved and your reference text will appear on the bottom line of the upper box as soon as you save the system.

Systems **MUST BE SAVED** before the program will be able to **WIN CHECK** them.

5.5 View Win Guarantee

Press F5 to see the same win guarantee information that is described in section 4.2 above.

5.6 Test Drive Wheel Through History

This feature requires that **ADVANTAGE PLUS™** be installed on the same disk or in the same directory on hard disk systems as the **FULL WHEEL GENERATOR™**.

If the program finds one or more history files with the same pick size as your wheel, a window will appear showing all available history files. Each history will be shown with its file name, description, drawing size, numbers in play, and the date of the last drawing. The lightbar will be positioned on the last history that you used for the present pick size. To test that history simply press **ENTER**. Otherwise use the cursor keys to highlight the history you want to check and then press **ENTER**.

Press **ESC** to cancel the testing.

A new window will appear. The bottom line shows the total prizes your wheel would have won had it been played every drawing. The last page of game-by-game results will show on the screen with the drawing number and date of the drawing. "----" will identify drawings that had no matches. The number of times, and the type of match, follow drawings that had winners. Example: 1-6# 3-5# 16-4+B would indicate one six-number match, three five-number matches, and sixteen matches of four numbers plus a bonus number.

Note that when bonus numbers are present, their usage varies with individual lotteries. In some cases, a prize is awarded for five winning numbers plus the bonus number. In others, it is three plus the bonus number, or even four plus the bonus number. If you don't know the prize structure of your own lottery, refer to the back of your play slip or ask your lottery agent.

Press **PgUP** to see prior pages of game-by-game results.

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Press F2 to print the test results. You have a choice of printing the results of every drawing, only drawings with winners as shown on screen, or you may specify a minimum prize required for a drawing to be printed.

Press F3 to Change the Minimum Prize that will be shown or printed. Any changes to this setting will remain until you later change them.

6. WIN CHECK SAVED SYSTEMS

Press F5 from the Main Menu to access the systems you have saved for win checking. The program will show "No Systems Saved," if you have not yet created and saved any systems.

A window will appear showing all systems you have saved. Each system will be identified with the date saved, the pick size, the Power Numbers used, the number of numbers used, and the reference name you have given the system. Since all new systems are added to the end of the list, they will appear in chronological order. If more than one page of systems has been saved, the program will initially show the last page, the newest systems. Use PgUP to view prior pages of systems. The entry number (on up for each system saved) of the presently highlighted system is shown at the center of the bottom line of the window. Entry numbers range from one to the total number of systems you have saved.

The program will accommodate 1,023 saved systems which will occupy 64k of disk space. You can easily delete systems to make room for more.

6.1 Print List of Saved Systems

Press F2 to print a listing of saved systems, which will show the same information as is shown on the screen.

6.2 Change Reference Field

Press F3 to change the reference text for the highlighted system.

6.3 View Saved System

Press F4 or ENTER to view the highlighted system. Once on the screen you may re-print the system, modify it and re-save it as a new system, view the win guarantee, or test it against a history the same as if you had just entered it. Refer to section five above for details. The original system will remain unchanged until you delete it.

6.4 Delete Saved System

Move the lightbar to a system you want to delete and Press F5 or CTRL+Y to delete it. If you press F5, the program will ask if you to confirm that you want to delete the system. CTRL+Y is entered by holding down the CTRL key and touching the letter Y. The program will not ask for confirmation when CTRL+Y is used.

6.5 Mark for Win Checking

The program allows you to select one or more saved systems to be win checked at the same time. If no systems are marked for checking, the program will check only the highlighted system. Otherwise the program will check all the marked systems in sequence, from those with the smallest pick size to the largest.

Press the SPACEBAR to mark or unmark the currently highlighted system.

F6 will allow you to mark all systems, unmark all systems, or reverse the marking on the presently highlighted system (the same as using the SPACEBAR).

6.6 Win Check Marked or Highlighted Systems

Press F7 to Check the Highlighted system or all Marked systems. If you have marked wheels with more than one pick size a bar menu lets you choose which pick size to check.

If the FULL WHEEL GENERATOR is installed on the same disk or in the same directory as ADVANTAGE PLUS™, the program will locate all available game histories with the required pick size. If no games with that pick-size are found, or if you don't have ADVANTAGE PLUS present, the program will ask you to enter winning numbers to check. Otherwise the program will show a bar menu with four choices.

1. Check the Current History (Shows current File Name) This will immediately check the last drawing in the specified history file.

2. Change History (shows number of available files)

Shows a window with all available files with a lightbar to choose the history to check. This will immediately check the last drawing in the file that is selected.

3. Enter the Winning Numbers to Check.

4. Stop Win Checking. (same as pressing ESC).

To select one of the choices, either touch the number on the left of the choice or use the arrow keys to move the light bar to your choice and then press ENTER.

6.7 Manual Entry of Numbers to Win Check

To manually enter the numbers to win check, enter the non-bonus numbers from the drawing. Press ENTER after the last number. Then enter the bonus numbers if any were drawn. Press ENTER or F10 after all bonus numbers are entered. The winning numbers to test need be entered only once to check all marked history files with the same pick size.

6.8 Win Check Results

The details of the wheel being checked are shown on the screen, along with the information about the drawing. The total number of correct numbers are shown and the number of Power Numbers correct. A detailed listing of all prizes with and without bonus numbers are displayed as well.

Press F2 to print the same information as appears on the screen.

Press F3 to view the actual winning combinations. This will show all winning combinations, identifying each by what was matched. When this is shown, F2 will print the summary information and all winning combinations.

Press F4 to CHANGE the Minimum Prizes shown.

NOTE: The program limits the total number of winning combinations to 64k of internal memory. With pick 6 games this would allow more than 10,000 winning combinations to be generated. If your wheel generates more than will fit in memory, the remainder will be ignored.