

SMART LUCK®
ADVANTAGE PLUS™
USER MANUAL & TUTORIAL

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by Gail Howard

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FORWARD

Whether it's big jackpots you're after, or winning smaller prizes consistently, you need to play the Lotto game intelligently to increase your chances of winning. Lottery drawings are random, but Lotto does not have to be a pure chance play. You can apply skill to the Lotto game because you can choose the numbers you play. As in card games that combine chance and skill, the skillful player has the advantage over the unskilled player—and wins more often.

There are two kinds of luck when it comes to winning lottery prizes: dumb luck and smart luck. Dumb luck occurs by coincidence. Winning by dumb luck is the easy way, but you can't count on fate to point a finger at you. Smart Luck® increases your win probability through the use of strategy.

Gail Howard is America's original lottery expert—the pioneer of scientific lottery strategy. She is the creator of the most famous lottery systems used in the world today.

Gail's systems and strategies have become textbook classic in the lottery world. They are often imitated but never duplicated. When you have Gail Howard's Smart Luck® lottery books and computer software, you have the authentic, original Gail Howard product with her latest strategies to beat the lotteries. Beware of imitations! THESE ARE THE SYSTEMS OF A PROVEN WINNER!!! No other lottery product on the market has produced even a few first prize Lotto jackpot winners.

Gail Howard has helped dozens of people become millionaires with her systems. Fifty-nine (59!) first prize Lotto jackpots worth a combined total of \$97.4 million dollars have been won with Gail's systems. All her jackpot winners are on file, fully documented. Gail's remarkable success in helping people win big money in Lotto has led to appearances on hundreds of radio and TV shows, including The Today Show and Good Morning America.

Since she created her systems in 1982, Gail has turned thousands of lottery losers into winners. She is constantly improving and fine tuning her incredibly successful methods and working on new and better systems to beat the lottery. In the process, she discovers new techniques that help win lottery prizes more often. You benefit by these innovations in the form of low-priced upgrades.

1. INTRODUCTION

1.1 Three Methods to Beat the Odds in Lotto

The object of using these scientific systems is to get the odds more in your favor, and to play the probability of what is most likely to happen. Number selection is just one of three methods you can use to reduce the odds. Game selection is important, too. You can

immediately reduce the odds by millions by playing a Lotto game with a smaller number field.

And last, but equally important, is the use of Balanced Wheeling Systems™—a method of playing with large groups of Lotto numbers, scientifically placed on your bet slips in a special order, that assures a specific win guarantee if some or all of the winners are in the chosen group.

Lottery numbers are randomly drawn. But randomly drawn numbers form patterns that are to a certain extent predictable. Having carefully analyzed over 45,000 actual lottery drawings, I have verified the following incredibly simple rule.

“That which is **MOST POSSIBLE** happens **MOST OFTEN** and that which is **LEAST POSSIBLE** happens **LEAST OFTEN**.”

This is supported by the mathematical fact that the odds of any particular pattern occurring are: the number of ways the pattern can occur divided by the total possible combinations. For example, if you play a combination that forms a pattern matching only 5% of the possible combinations, you can expect that 95% of the time the pattern you selected will fail to show up, thereby giving you **no chance** to win 95% of the time. Playing combinations that don't match the 5% pattern will not guarantee that you'll win, but it will guarantee that your combination will have at least a **chance** to win 95% of the time.

We can chart the movement of Lotto numbers—just as Wall Street analysts chart past price action to determine future price trends to reduce the odds against the investor.

1.2 Methods Based on Mathematical Probability

My number selection methods are based on mathematical probability, but no knowledge of math is required to use them. By analyzing the past action of lottery numbers, we get a perspective of what is probable (likely to happen) and what is not probable (unlikely to happen).

Certain numbers or number combinations can be eliminated from your field of play because, according to mathematical probability, their chance of being drawn is nil. One such example is the set of six consecutive numbers, 1-2-3-4-5-6. I have a complete database of all drawings for more than 90 state and international Lotto games, some going back more than 40 years. Six consecutive numbers have never occurred in any of them! Even six numbers within the same ten-number group have never been drawn, much less six numbers from the single digit group or the highest six numbers in the game.

Some people have the mistaken notion that in Lotto, everything has to even out. That simply is not true. In a weekly 6/49 Lotto game, for example, each six-number combination has a chance of hitting once every 268,920 years!! So, it would be pointless to play the same six numbers week after week, year after year, because you think they are "due" to hit.

1.3 The Trend Is Your Friend

Lotto numbers move in trends. A Lotto number that is in an uptrend is winning frequently. A Lotto number that is in a downtrend seldom wins. It is much easier to spot a hot number than to guess when a long shot number will finally come in. And you don't get any more credit for picking a winning long shot Lotto number than you do for picking winning hot numbers. So, using the contrarian approach in Lotto (that is, betting against the trend) is not recommended.

Of course, long shot numbers do come in. For every four or five winning hot numbers, one or two numbers will come in that have been out for more than ten drawings. Select your long shot numbers very carefully and have a good reason for choosing them. The number out the longest is NOT necessarily the number *due* to hit.

Advantage Plus™ has three types of charts: Short Term Trend charts, Medium Term Trend charts and Long Term Trend charts. Short Term Trend charts examine only the last five to 10 drawings, such as the Bias Tracking charts. Medium Term Trend charts examine only the last 50 or 60 drawings, which are contained on one printed page of history, such as the Drawings Since Hit Chart. Long Term Trend charts are those most valuable when based on maximum historical data. This means hundreds or even thousands of drawings. Examples are the Skip and Hit® Chart and Companion Number® Charts. Although the program allows you to change the game range for any chart, you will get the best results if you use the amount of data the chart was designed for.

2. ADVANTAGE PLUS™ OVERVIEW

ADVANTAGE PLUS™ has great flexibility and a rich assortment of useful features that just doesn't exist in any other lottery software. The sheer quantity of powerful charts and reports may seem overwhelming at first glance, but as you become familiar with each one, you will appreciate its purpose for being included in this program. Certain charts in ADVANTAGE PLUS™ select specific numbers for the next drawing. Others zero in on winning numbers by tracking biases or most probable groups. Yet others produce projections or give reports with valuable information.

The SMART PICKS™ feature automatically selects best numbers scientifically from specific patterns in each of seven charts (Smart Picks™ are starred with an asterisk “*”). But Advantage Plus is much more than a scientific number generator. It's the Rolls Royce of lottery software for the sophisticated advanced player. Use it to its fullest power by studying the Lotto numbers from every possible angle. If you rely only on Smart Picks, you'll be driving this Rolls Royce like a tricycle.

If you read the manual carefully you'll learn how to identify the winning patterns that produce winning numbers. Human judgement, both logical and intuitive, can refine your number picks once you learn how to read the charts. To get the most out of this program, familiarize yourself with ALL the many features that will allow you to use these charts more efficiently and effectively.

You don't have to use every chart in ADVANTAGE PLUS™ each time you select your numbers. But, you should study, at least once, all the charts for your own Lotto game so that you'll know the parameters of what is probable and what is not probable, based on historical, mathematical FACT.

New Lotto games will not produce the same results as older Lotto games that have well-defined patterns. Certain charts become more reliable after several hundred drawings. Until your game accumulates sufficient history, emphasis should be placed on charts that don't require a great deal of historical data, which I will point out as we go along.

I wish I could be with each one of you as I point out the winning patterns in all the charts of the game *you* play. But unfortunately, that is not possible except at my seminars. So, throughout this manual, I will use to the dead Pennsylvania (PA0640) Lotto game when I need to show an example for demonstration purposes. (Dead games don't change).

The next few pages have install and operating instructions. Once the program is installed, skip to section 3.8 and read the shortcut ways to get around in Advantage Plus, and learn how to activate the Smart Picks and how to turn the Powerball or Bonus Number on or off at the Main Menu.

After that, I will describe each of the charts (each Menu Option) in detail. First you will learn the purpose of the chart, then how to use it, followed by an example of its use.

In Chapter 32, MY SECRETS OF WINNING, I'll pull everything together and tell you which are the most important charts to use when and in what order. I'll also reveal the short cut way I pick my numbers in ten minutes or less.

3. GETTING STARTED

3.1 Hardware and Operating Requirements

Advantage Plus™ requires an IBM PC or compatible computer running PC/MS DOS Version 2 or higher or any version of the Microsoft Windows operating system including Windows 3.x, 95, 98, NT, 2000, ME or XP. A 3.5" diskette drive is required.

3.2 Installation

Please refer to the "How to Install Smart Luck Programs" brochure that is included with every program. This shows how to physically install the software and set up a windows shortcut so that the program can be run by clicking on the icon on your desktop.

3.3 Setup

The first time you run Advantage Plus™, it will detect the absence of a file named **GAIL.DEF** which is not shipped on any of our disks. The Setup Menu will appear allowing you to select the type of screen and printer you use. The screen type defaults to the correct settings for a machine running the Windows operating system. Again refer to the "How to Install Smart Luck Programs" brochure for the Quick Setup for Advantage Plus.

To change these settings after the initial installation, press F9-Setup from Advantage Plus Main Menu.

3.4 Important Keyboard Keys

Please look at your computer keyboard now. On the right side, you see keys labeled with a Plus and Minus, PAGE UP, PAGE DOWN, HOME, END, and Arrow keys pointing UP and DOWN and to the RIGHT and to the LEFT. We'll use these keys a lot.

Now locate the Function Keys on your keyboard, either at the top (or on the left side on very old keyboards). Function keys are marked F1, F2, F3, F4, and so on. The bottom line on your screen always shows the function associated with any function keys that may be available within that chart. Also locate the ESCape key on your keyboard, which takes you back one screen or one level.

The Minus and Plus keys take you back and forward in game history, allowing you to check the validity of the automatic Smart Picks™, among other things.

NOTE: if your keyboard does not have a separate **Plus** key on the keypad, you may use the Grey **'*'** key on the keypad as an alternate.

The Arrow keys, pointing **UP** and **DOWN** and **RIGHT** and **LEFT**, are used to select features, or to move around in the charts. The **PAGE UP**, **PAGE DOWN** keys help you move through a chart fast. The **HOME** and **END** keys help you get to the top or bottom of a page or chart instantly. Use the **UP/DOWN** Arrow keys to position the light bar on any line to highlight it for more easy viewing. Any time you want to exit the chart on your screen, press the **ESC** key to get to the Main Menu.

NUM LOCK is important. When it is ON the keypad produces numbers, NOT cursor control keys. When it is OFF, the cursor control functions are activated.

3.5 F1 Instant On-Screen HELP

Instant on-screen help is available throughout the program by pressing **F1**. A window will appear with help text 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. Use **UP**, **DOWN**, **PGUP**, **PGDN**, **HOME** or **END** to locate more help. Press **ENTER** or **ESC** when finished with the help.

3.6 F2 Standard PRINT Key

Throughout the program the **F2** key is used as the **PRINT** key. Some charts will show a light bar menu of additional print options. To select one of them, either move the light bar using the **UP/DOWN** Arrow keys and press **ENTER**, or simply touch the number key for the desired option. A larger print window will appear for all charts before being printed. Normally just press **ENTER** to begin printing. Various other options are available such as printing to a disk file or printing sideways if available. Press **F1-Help** to see the details of the available options.

3.7 F3 Standard CHANGE RANGE Key

The **F3** key is used throughout most of the program to allow you to specify a starting and ending game numbers or drawing dates. This limits all charts to the specified range which is normally shown on the bottom line of the chart window. Whichever range you select will remain in effect until you change it, leave the program or switch to a different history. While the Change Range window is up, the **F3** key will allow you to save the selected range with the current history file as a permanent default setting. This allows you to keep the history of old games in the same history file, but ignore the old drawings except when you specifically extend the range to include them. Of course you can change the range again at any time and save new settings.

The bottom line of the Change Range window shows the current game setting for the Advantage Plus Scoreboard. After you have selected the desired game range, press **F4** to clear and reset the Scoreboard.

Advanced Features: A fixed game range can be set by entering a negative number in the First Game# field. Example: to set a fixed 50 game range, enter -50. By fixed we mean that when the rollback MINUS or PLUS is pressed the First Game # is adjusted as well as the Last Game# so that you will always be viewing charts based on 50 games. This feature automatically disengages when you change histories or leave the program.

3.8 Main Menu

To start Advantage Plus, Click or double click on the windows desktop icon or from a DOS prompt without windows: type "GAIL," G-A-I-L, to get the sign-on screen. Then, press ENTER (or Return, as it's referred to on older keyboards and typewriters). The Main Menu should be on your screen. It has a listing of options 1 through 9, and A through O and V through Z. Main Menu listings are continued on a second page. To view the rest of the listings, press ENTER. You can go back and forth between the two pages of the Main Menu by pressing ENTER (PAGE UP/DOWN works also). To select a menu option, simply touch the number or letter that appears on the left of that option. Do NOT press the ENTER key after the number or letter.

If you purchased COMPUTER WHEEL™ or WHEEL SIX PLUS™, WHEEL FIVE™ or WHEEL FIVE PLUS, WHEEL FOUR PLUS, or FULL WHEEL GENERATOR™ and/or KENO WHEEL™, and installed them on the same disk or in the same directory with the ADVANTAGE PLUS™ program, Function Keys F4-wFour, F5-wFive, F6-wSix, F7-wFull and F8-wKeno will let you instantly run them without leaving ADVANTAGE PLUS™.

When in doubt as to how to use any of the features to get around in the program, simply press F1, the Help key, at any time. A pop up menu will explain everything you need to know. Use the PGUP/PGDN, UP/DOWN, HOME/END keys to move around in Help. Press ESC or ENTER to exit from Help. When you get to the end of the Help page, press the DOWN Arrow on your keyboard for the Help message to continue. If the Help message is longer than a single window shows, arrows will appear at the center of the bottom line of the Help window. These arrows indicate the directions in which you may move to locate additional Help. Any technical question you may have that involves the use of any part of this program is all clearly explained in the Help menus. Please read the Help menus carefully before you call for tech support!

3.9 Smart Picks™ and the Lottery Advantage® Scoreboard

After each new drawing is entered in a given history, the Lottery Advantage Scoreboard is cleared and no numbers are selected for any of the charts. To get the Smart Pick numbers into the Scoreboard, the charts that contribute to the Scoreboard must be first viewed on the screen.

Menu Options 3, 4, 5, 6, 7, C, and D all produce Smart Pick™ numbers which are stored in the Scoreboard for the current history. The Smart Picked Numbers are marked with an Asterisk on the right on all charts that produce them.

 **IMPORTANT: ONLY THE CHARTS THAT YOU RUN WILL CONTRIBUTE TO THE SCOREBOARD AND WILL BE AVAILABLE FOR THE AUTOMATIC SMART PICKS OPTION.**

To quickly run each of the charts that contribute to the scoreboard, do the following:

Press 3 from the Main Menu, press F-3 and verify that the last game matches the game for which the scoreboard is set. If not, enter the correct last game number, then press F-4 to clear and reset the scoreboard.

Press ESC to return to the main menu, then simply press 4, ESC, 5, ESC, 6, ESC, 7, ESC, C, ESC, and D, ESC. At this point all charts that can contribute to the scoreboard will have done so.

3.10 ALT-B Turn *BONUS NUMBERS* Off/on/Only

If you select a Lotto game that uses a Bonus Number you can include or exclude the Bonus number or turn off the main numbers leaving only the bonus number. This last feature is primarily useful in powerball-type games that have a special ball drawn from a separate number pool. You use this feature by holding the ALT key while pressing the letter B (case doesn't matter), ALT-B. When turned off, the history file name in the upper right corner and on all reports will show (No Bonus) and when only the bonus is shown it will show (Bonus Only).

4. MENU OPTION 1

Select/Add/Delete/List GAME HISTORIES

PURPOSE: This option is used to choose the Lotto game you want to study, set up new Lotto games as they become available, or make changes to existing games as needed.

ADVANTAGE PLUS™ comes already loaded with all the winning numbers back to game one for every state Lotto game, updated through the latest drawing the night before we ship. This includes all Pick-5, Pick-6, and Pick-7 games. Press number 1 on your keyboard to see a list of all the Lotto games that are available on your disk. Unlike other lottery software which requires you to enter the Lotto numbers yourself, or pay for each game history.

You will see the advantage of having all these game histories when you start comparing lotteries, data and results. The states are listed alphabetically by the two-letter state abbreviation, followed by the number field. For example, NY0654 is the New York 6 out of 54 Lotto game, in which 6 numbers are picked from 1 to 54. The name of the game and selected information about that game appears on the same line. Type the first letter of the state to more quickly locate the game you want to play. For New York, type NY to instantly

get positioned on the first NY game available which is the Pick 5. Use UP/DOWN, PGUP/PGDN, and HOME/END to position the light bar on the game you want to play, or type any part of the name. Press ENTER to select the highlighted game.

INTERNATIONAL ADVANTAGE PLUS™ has the entire past winning numbers history for the Lotto games played in countries other than the U.S.A. Those games are listed by a three-letter country abbreviation followed by a number field, such as CAN0649 for Canada's 6 out of 49 Lotto game.

KENO ADVANTAGE PLUS™ has the past Keno winning numbers history for a selection of PICK-10, WIN-10 type of Keno games.

4.1 Index of Lotto Games on File

Press F2 to print the entire listing of all the Lotto games in the program. It shows the details of each game including the dates the number fields changed, etc.

4.2 Modify Game History Information

Press F3 to MODIFY information about the currently highlighted game. It shows the drawing size and whether or not there's a bonus number. If you want to track your numbers in the actual order in which they're drawn, replace Y with N after Auto-Sort Drawings. You can sort only the numbers that YOU have entered in the order in which they were drawn, because we have entered all the previous winning numbers from low to high.

If your state tracks ball sets or rotation information, so can you. Use the arrow keys to position the cursor on the Ball Set Usage field, then press the space bar to select either Numeric or Alphabetic ballsets. If ballsets were selected, you can turn them off this way as well. Note that if you do turn off existing ballset tracking, the ballset information already in the file will be lost.

Also seen on this chart is the date of the very first drawing, and the date or dates on which changes in the number field have occurred—if any.

Press F3 when finished to save any changes and exit, or press ESC to exit without saving changes.

4.3 Odds of Winning

Press F7 to Show Odds. You'll see the Odds of Winning a 3, 4, 5, or 6 number prize. If you want to print that screen, or any other screen that doesn't have an F2 Print function, press the key on your keyboard that says "Print Screen."

Press ESC to get back to the Games Histories Available screen, which lists all the Lotto games.

4.4 Enter New or Delete Old Game

What happens if your state creates a new game? For example, the "EASY LOTTO 6/20." Press F4 to Add another game to your file. You'll be asked to Enter a New File name, in which case you would put your two-letter state abbreviation, followed by 0620 (for the 6/20 game) and press ENTER. When the Game History box appears, write in the game name, which in our example, is EASY LOTTO 6/20. Enter the draw size if it's other than six, and press ENTER, or just press ENTER if it's a six. Enter 1 for the bonus number if there is one. Press ENTER until you get to the Starting Draw Date. Then enter the month, day and year of the first drawing, touching the space bar between each number (or use two digits for each number). Press ENTER. Then type the Total Numbers Used, which in this game would be 20. Press F3 to Save and Exit the screen. That's all there is to it. It won't take you two minutes to make a file to set up a new Lotto game.

Press F5 to delete the highlighted game history. The program will ask for Yes or No verification.

4.5 Change Number Field

If your state lottery adds more numbers to your game, press F5-ReName, which allows you to change the heading for your file from, for example, a 0649 game to a 0654 game. Then highlight the renamed game and press F3-Modify. Press ENTER until the cursor is below the last date field on the right, enter the starting date for the changed number field, and the new number field size (54 in our example).

If the number field is increased by only a few numbers, you may want to continue updating the previous data. It takes a long time for a new game to build history.

5. MENU OPTION 2

View/Edit/Update/Print GAME HISTORY

Now press Menu Option 2, which is the View/Edit/Update/Print Selected Game History.

PURPOSE: Option 2 is used primarily to enter new drawings in your Lotto game histories.

This chart shows the game number, the drawing date and drawing day, followed by the six winning numbers, then the Bonus Number, if there is one. (Bonus numbers are also known as alternate, supplementary, Keyball and Powerball numbers.)

Some states track Ball Sets or Ball Rotation. Where these are entered, you'll see a column heading for this data labeled BS.

The O/E at the top of the next column tells you how many Odd and Even numbers appeared in the game. The last column, on the far left, gives you the sums. For example,

we read the last line this way. PA0640 had 621 Lotto drawings as of Monday, February 15, 1988. The six winning numbers were 4-6-19-21-34-35 and the Bonus Number was 2. No Ball Sets are tracked. Three odd numbers and three even numbers were drawn. If you add the winning numbers: $4 + 6 + 19 + 21 + 34 + 35$, you get the sum of 119. Bonus numbers are not included in the sums.

Press PAGE UP or PAGE DOWN to go backward or forward in history one PAGE at a time. Press the HOME key get to game one instantly. To get to the most recent drawing, press the END key. Or, you can scroll slowly through the history by pressing the UP or DOWN Arrow key. Use the UP/DOWN Arrow keys to position the light bar on any line to highlight it for more easy viewing.

The F Function keys are at the bottom of the screen. Press F1 for Help. The five tiny arrows pointing downward mean there is more Help on the next page. Read the next page of any Help screen simply by pressing PAGE DOWN or by pressing the DOWN Arrow key. Either one will do.

5.1 Print History

F2 is the Print key. Press F2 and four Print Options appear on the screen. You have a choice of printing the Last Full Page ONLY, or the Last Partial Page, or you could print the Entire History, or print a Range which you Specify. Option 2 allows you to reprint only the last page of the history to replace the last page you would have printed using Option 3. Use the Arrow keys to highlight your choice, and press ENTER or simply type the number of the choice. If you want to print a Specified Range, a window will pop up and ask you to type in the starting and ending range of Drawing numbers. Use the UP Arrow key to highlight the First Game, then place the desired starting game number there. Press ENTER. Type in your ending game number. Press ENTER twice to begin printing.

5.2 Update the Charts

Updating the charts after each drawing is a snap. Simply press the F6 function key or ENTER key, and the drawing number, drawing date and day will appear automatically. All you do is type in the winning numbers (Single digits can be typed in *without* a zero in front if you hit the space bar between each one entered). Then enter the bonus number if your game has one. And then enter the Rotation, or Ball Set letter or number, if your state records that information.

On the rare occasion that the date is wrong because your Lotto changed its drawing dates or skipped a holiday, just use the LEFT Arrow key to move back to the date and type in the correct date, spacing between each part of the date. Once you change a date, you may have to enter dates each drawing until a seven day pattern emerges again. After your complete set (or sets) of winning numbers are entered, press the F10 function key. This saves the entry and takes you back to the Main Menu.

5.3 Correct an Error

What happens if you make a mistake? How do you correct an error in the Lotto game history? VERY easily! You're at the Main Menu. Press 2 to get the Game History. Move the light bar to the game you want to modify. Press F3 MODIFY at the bottom of the screen, use the tab key to move the cursor to the location you want to correct and then make your corrections. If you need more information, press F1 HELP.

To INSERT or DELETE an entire drawing or only the date or the numbers drawn use function keys F4-Delete or F5-Insert. A window will pop up which offers you a number of choices to accomplish exactly what you want to do without having to re-enter the remainder of the drawings. Then press F3 when you've finished with your changes. Press ESC and answer 'N' to discard any changes you may have made to the history since you entered option 2, or Press F10 to save any changes and exit from Option 2.

5.4 Instantly Locate a Drawing Number or Date

You can locate any game by game number or date in an instant. Press F4 or 'G', the Go To key, and type in the game number or drawing date you want to find. Press ENTER and it is highlighted on your screen. If you specified a date, and an exact match was not found, the first drawing after that date will be shown.

5.5 Find Games With Specific Numbers

Press F5, the Find key, to locate a particular set of numbers, from one up to as many numbers as are drawn. Type four numbers, spacing between each number, and press ENTER. Type a 3 to show that you want to match any three of the four numbers that you entered, and press ENTER. The light bar will be immediately positioned over the first game that contained three of your specified numbers, and you will instantly see which numbers matched. The numbers that you entered are shown below the window for easy reference. Each time you press the PLUS key, the next matching game will be seen. Press the MINUS key once to see each previous matching game. If no more matches were found a message to that effect will appear on the screen.

5.6 Calendar

Anytime you are in Chart 2, you can press F9 for a pop-up calendar. It will go backwards and forwards in time Month by Month if you press the UP or DOWN Arrow keys. To go back or forward year by year, press PAGE UP or PAGE DOWN. (This same feature is available as Menu option Z from the Main Menu).

6. MENU OPTION 3 — QUICK STATS™

Press ESC and return to the MAIN MENU. Now press 1. With your Arrow keys, place your light bar on PA0640, which is the Lotto game used as the example. Press ENTER. And

you are back at the Main Menu. Make sure that Pennsylvania 6/40 is in the upper right hand corner of the screen. Now press Menu Option 3 for the Quick Stats chart.

PURPOSE: QUICK STATS gives a brief overview of general information about skips (games out). It also helps you pick long shot numbers by telling you which numbers are out longer than the average skip pattern.

For each Lotto number on the far left, it tells the number of GAMES OUT since the last hit; the OUT/AVERAGE RATIO (which is the ratio of **current** number of games out to the **average** number of games out); the LONGEST SKIP ever for each Lotto number; the LAST SKIP prior to the previous hit; the overall AVERAGE SKIP between wins for each number; the MEDIAN SKIP, the point at which half the skips are higher and half are lower; the EXPECTED HITS, which are the number of hits each Lotto number would have had if each Lotto number had had an equal number of hits; the TOTAL HITS, which is the actual number of hits for each Lotto number; and the HIT RATIO, which is the percentage of actual TOTAL HITS compared to the EXPECTED HITS.

The INSTANT COLUMN SORT feature allows you to examine the data in any column from most to least. By moving the right arrow key to the next heading(s), you can sort each column to see, for example, which numbers are longest out; which are the longest skips on record; which is the highest (and lowest) average skip, etc.

6.1 Smart Picks

This is the first chart that produces SMART PICKS™, the automatic number picks. The Smart Picked™ numbers on this chart are starred with an asterisk. The Lotto numbers are listed down the left side of the page in the first column. The star, or asterisk, just to the right of some of the Lotto numbers means that those are the numbers chosen by the chart as SMART PICKS™. In this example, numbers starred with an asterisk are 3, 8, 10, 14, 15.

To see the rest of the chart, use the PGUP/PGDN/HOME/END and UP/DOWN Arrow keys to move the light bar.

Press the MINUS key once. This takes you back one game to game 620. Some of the numbers have a plus on the left. Those were the winning numbers in game 621, which are not otherwise reflected in this chart. Both Lotto numbers 2 and 4 have a plus and a star, which means they were both Smart Picked winners. Press the plus key to come back to game 621.

6.2 Instant Column Sorts

The second column is GAMES OUT Press number 1 on your keyboard to see a list of all the Lotto games that are available on your disk. Unlike other lottery software which requires you to enter the Lotto numbers yourself, or pay for each game history—which is the number of losing games since the last hit. Press the RIGHT Arrow key so that the GAMES OUT heading is highlighted. This shuffles the Lotto numbers from most out to the least out. Now you can see instantly which numbers are out the longest. Lotto number 25

is the number out the most games. It has skipped 29 drawings since the last hit. Lotto #24 is out 21 games. Lotto #20 is out 19, and so on.

Now press the RIGHT Arrow key again, so that you highlight the OUT/AVG RATIO at the top of the third column. This is the ratio of losing games to the average skip period, or simply, the number of GAMES OUT divided by the AVERAGE SKIPS. It's a more scientific way of choosing the long shot numbers than simply playing a number because it is out the longest. Notice that SMART PICKS™ chose numbers 24 and 26, but did not choose 25, the longest number out, nor 20 or 27. Chasing a long shot number because you think it's "due" can be very costly. In New York Lotto, #45 once skipped ONE HUNDRED drawings without a win!

Press the RIGHT Arrow key to highlight the LONGEST SKIP column heading, which shows each Lotto number's longest losing streak. That means the greatest number of losing games uninterrupted by a win. Instantly you see that the longest skip period since the beginning of this game was 47 losing games. And Lotto #35 was the unlucky winner of that distinction. Lotto #33 was the second biggest loser, with 46 skips in a row. #18 had a 40-game losing streak.

Press the RIGHT Arrow key to highlight the LAST SKIP column heading, which tells you the number of games skipped just before the last hit. Press the RIGHT Arrow key to highlight AVERAGE SKIPS, which is the average number of drawings skipped between hits for each Lotto number. For example, Lotto numbers 1 and 36 have one hit for every 6-1/2 drawings skipped. Press the END key twice to get to the bottom of this column, and you see that #26 wins far more often. 26 has one hit for every 3.8 games skipped. Press the HOME key twice to get back to the top of the chart.

A **MEDIAN SKIP** period is the middle skip period. Half of the skips are longer than the Median Skip Value, and half are shorter. When the Median and Average Skips are nearly the same number, the chances of it hitting at that number are even better.

EXPECTED HITS is the number of hits each number would have had, if all numbers had hit an equal number of times. If you compare the actual HITS with the EXPECTED HITS, you can immediately see if a number is hotter or colder than normal.

Press the RIGHT Arrow key to highlight the **TOTAL HITS** column heading. This sorts the column so that you see the highest number of hits for the hottest number since the game began. #26 is the all-time winner with 126 hits. #19 is second with 123 hits. Now press the END key twice. Notice that #36 is this game's coldest number, with only 82 hits to its credit. Now press HOME key twice to get back to the top of the chart.

The last column is the **HIT RATIO**, which shows the percentage of actual hits to expected hits. Average performing numbers show 100 percent. Hotter numbers have a higher percent than 100. The lower the percent below 100, the colder the number. All-time hottest #26 has a HIT RATIO of 115.9 percent, and the all-time coldest #36 has a HIT RATIO of only 75.5 percent.

At the bottom of the screen, F1 is Help, F2 will print the chart, and F3 will change the game range. F3 allows you to view the entire history, or any part of it, on any of the Menu Option screens. These three F functions are consistent throughout the program. ESC to the Main Menu.

7. MENU OPTION 4

DRAWINGS SINCE HIT® CHART

Make sure that our example game, PA0640, is in the upper right hand corner of your screen. If not, press 1 and select it. Now press Menu Option 4 for the DRAWINGS SINCE HIT® Chart.

PURPOSE: The Drawings Since Hit Chart is the most valuable chart in the program. It tells you when to play—and when not to play—specific numbers for specific drawings. You should never play Lotto without it. All you need is a printout of the last page of 50 or 60 drawings...which makes this one of the best charts to use in new games also.

Learn to recognize the patterns described here. They occur over and over with almost predictable results. Smart Picks do not recognize all the patterns in this chart. (Unfortunately, multiple patterns in one chart cannot be programmed into Smart Picks.) Spend whatever time it takes to learn the distinct patterns. No other chart will reward you as greatly.

The TREND REVERSAL will tell you when a long time loser is ready to become a hot and hitting number.

The CASCADE shows how you can save money by being able to tell when a number is about to start a long losing streak before it loses 15 or 20 games or more.

REVERSE CASCADE shows how you can spot a Hot Number just before it gets hot—so you can be on it before it starts its winning streak.

The Drawings Since Hit® Chart shows how many losing drawings have taken place between wins for each of the Lotto numbers. It gives you an instant reading of which numbers are hot and which are not. A quick glance at this chart will show you the recent past action of all the Lotto numbers, such as how often the various numbers are hitting, which numbers are on a hot streak, which numbers are cooling off, which numbers are long shots, and so on. It's a fast, convenient way to track the numbers. The object of this chart is to help you pick your numbers based on very specific patterns.

The Lotto numbers are listed across the top of the chart. The drawing dates run down the left side of the chart. A "##" sign means a hit. The "@" sign means a winning number won as a Bonus Number. The numbers in between the ## signs are the number of drawings skipped since the last hit. HITS mean wins, and SKIPS mean losing games.

This is how to read the chart. In Game #607 of PA0640, drawn on 12/28/1987, Lotto #1 was a winner. #1 was a winner in the next game, too. Then it skipped one game and hit again, skipped another game and hit, this time as a Bonus Number. Then #1 skipped seven drawings before it hit again in Game #620, drawn on Feb. 12, 1988. Now it is out one game, which brings us to the last game drawn before the Pennsylvania 6/40 Lotto game ended, and was replaced with a new 6/48 Lotto game.

Use the PGUP/PGDN, HOME/END to move the screen. Move the light bar with your UP/DOWN Arrow keys.

Patterns can be seen in the Drawings Since Hit® Chart which can be used to great advantage. By studying the flow of number activity, you can learn a lot about winning (and losing) patterns. The wonderful thing about this chart is that it does NOT require much game history to be of value. It is the most useful chart you can use in new Lotto games that have had only forty or fifty drawings or so.

It's better to print out the last full page because it's easier to read the printout than to scroll the chart on the screen. This chart should be cross referenced with all other charts (especially Menu Options 5 and 6) to confirm whether or not a certain number is the best bet for the next drawing.

I will explain in detail how to zero in on winning numbers by cross referencing various charts in Chapter 32, MY SECRETS OF WINNING. But, please continue reading this manual so you will become familiar with each chart.

These are some of the important patterns you should look for and memorize in **your** game: Technical Corrections™, Lotto Trend Reversals™, Cascades™, Reverse Cascades™, Hot and Hitting Numbers™, Exhaustion Breaks™, Double Bottoms™, Triple Bottoms™, and other patterns.

7.1 Technical Correction™

After a long losing streak, a number finally hits. That means nothing. It could be just a Technical Correction—which is an insignificant reverse blip in a trend. Often a long dormant number may have a Technical Correction™ of one win before resuming its downward trend. It's not uncommon for a Lotto number to lose 25 games or more, hit once, and then lose another 20 or 30 games.

7.2 Trend Reversal™

When a Lotto number has been inactive for a long time, it's often difficult to predict when the losing streak will end. But once it finally does hit, a dormant number will confirm a Trend Reversal™ IF THE HIT IS FOLLOWED BY ANOTHER HIT WITHIN THE NEXT FOUR DRAWINGS. Two hits in rapid succession, without more than three games skipped between the two hits is a clear signal of a Trend Reversal™, and, in most cases is followed by a winning streak (four losing games between hits usually end up as a Technical Correction™). Some examples of Trend Reversals in the PA0640 are: Lotto #22 had lost

18 games as of Game #596 and won six times within the next fifteen games; Lotto #35 had lost 22 games as of Game #585 and won five times within the next thirteen games.

7.3 Reverse Cascade™

Another type of a Trend Reversal™ is the Reverse Cascade™. Look for increasingly shorter skip periods between wins. This usually indicates that a Lotto number is attempting to end its downward trend, and become a Hot Number.

Let's say a number had skipped 27 games, and hit, then skipped 12 games, and hit, and then skipped 7 games. We would play it at that point, anticipating that the number would hit again before it was out as many games as the last skip, which was 12. If it did hit then, it would fulfill the three stage requirements of a Reverse Cascade™ and could become a Hot Number. So we would continue playing it for the next several games. Examples of Reverse Cascades in the PA0640 are Lotto #3, out 20 games on Game #587, then skipping eight games, then two. Also Lotto #29, out 29 games on Game #604, then skipping seven games, then one game.

7.4 Cascade™

As opposed to a Reverse Cascade, the Cascade is increasingly longer skip periods between wins. For example, a number could skip five games, and hit, skip 12 games, and hit, and then skip 20 or 30 games. There are usually three skip periods in a Cascade, sometimes four. The last skip of a Cascade is the EXHAUSTION BREAK™—a dramatically longer skip period than the two that precede it. The standard Trend Reversal of two hits with three skips or less between the two hits marks the end of a Cascade pattern. After that, the number usually gets hot. An example in the PA0640 game is Lotto #33, which had a repeat hit, then skipped 10 games and hit on Game #520 then skipped 46 games and hit on Game #567. It quickly made up for losing time by winning nine of the next 29 games.

7.5 Hot and Hitting™ Number

Just how far can you expect to ride a Hot and Hitting number before it nose dives with a long losing streak? A number can have short hot streak with as few as three wins before it takes a rest. A realistic hot streak for a Hot and Hitting number could be six hits before skipping more than three games between each hit. But many numbers have had seven, eight or nine wins before taking a rest of four or more games. In the Canadian 6/39 Lottario, #28 had a record 15 wins without skipping more than three games between any two hits. But don't look for that to happen often. It was the ultimate—the record hot streak in that game. And Lotto #35 had a Hot and Hitting streak of 13 games Press number 1 on your keyboard to see a list of all the Lotto games that are available on your disk. Unlike other lottery software which requires you to enter the Lotto numbers yourself, or pay for each game history—twice.

This can vary with the number field of a game. The smaller the number field of a Lotto game, the greater the possibility of having a longer Hot and Hitting winning streak. Conversely, in a Lotto game with a larger number field, such as a 6 out of 49 or 6 out of

54, the Hot and Hitting winning streaks would occur less often and be of shorter duration. For example, in the German Lotto 6/49, a long Hot and Hitting streak could be a series of six hits, although Lotto #39 in that game had a series of 12 hits without losing more than three games between each hit.

Use your analytical faculties and common sense when you study this chart. If, for example, you see a number has had five or six hits with only one or two skips between each hit, and then the number skips eight or nine games, you can assume that the number had finished its hot streak and had begun a well deserved rest. So, you would avoid playing such a number until it makes a new pattern.

7.6 Double Bottoms™

Double Bottoms occur when a number, which has not hit for several drawings, hits, then loses an equal amount of drawings and hits again. For example, a Lotto number could skip eight drawings, hit, then skip another eight drawings and hit again. The second skip that forms the Double Bottom can be one off, that is, in this case, either seven, eight or nine, and still conform to the Double Bottom pattern. A Lotto number can be bet **anticipating** a Double Bottom to occur. On just the last printed page of the PA0640, from Game #567 I see at least 25 examples of Double Bottoms. Lotto #23, has a Double Bottom of 15, Lotto #36 has a Double Bottom of eight. See if you can find the others.

7.7 Triple Bottoms™

There are also Triple Bottoms and Quadruple Bottoms, Quintuple Bottoms, even Sextuple Bottoms. The more times a number tests an area of support, the stronger that support becomes, and the more likely it is that the number will get hot. However, once that area of support is penetrated on the downside, the number could be in for a long losing streak. Using our previous example, where the Double Bottom is Eight, if the number skips 10 games, it would have confirmed that support was broken, and we could expect the number to be out for a long time.

In the PA0640 game, Lotto #15 has a Triple Bottom of five between Games #585 and #597. Lotto #19 has a Quadruple Bottom of five between Games #526 and #544.

Use the UP/DOWN Arrow keys to position the light bar on any line to highlight it for more easy viewing. The numbers starred with an asterisk at the bottom of the Drawings Since Hit Chart are the SMART PICKS™ selected from that chart for the next drawing. Press the RIGHT Arrow key to see the rest of the chart.

Press the MINUS key on your keypad, and you will go back one drawing, to Game ##620.

7.8 Smart Picks™

The SMART PICKS™ chosen for that game are starred with an asterisk. There is a Plus sign just to the left of the numbers that won in that game. So, the numbers that have both a star and a plus are the winning numbers that were correctly selected from that chart by

SMART PICKS™. For example, SMART PICKS™ chose 15 numbers in Game ##620 and got four correct. They were numbers 2-4-19-35. Press the RIGHT Arrow key to see the rest of the chart. Press the LEFT Arrow key to bring it back.

Before you go to the next chart, be sure to PLUS forward to Game #621, shown at the bottom of the screen.

Notice the function keys F1-HELP, F2-PRINT, F3-CHANGE RANGE. They are consistent throughout the program.

7.9 Abbreviated Drawings since Hit Chart®

While you have the DRAWINGS SINCE HIT™ Chart on your screen, press F4 to switch to an abbreviated version of this chart. The Abbreviated Drawings Since Hit Chart® shows the last 64 drawings on one page. The Lotto numbers are listed down the left side of the screen and the drawing results of the last 64 games show across the screen. On the lines, each dash (the '-' mark) represents a drawing in which the Lotto number on that line was NOT drawn. A drawing in which a number HIT is marked with an 'x'.

Each '=' mark on the right side of the chart shows the number of drawings each number is currently out. This can be confirmed by the number under the GAMES OUT column. The next column, is a listing of the Lotto numbers. The HITS column shows the number of hits each number has had since the beginning of the game. The numbers at the top of the screen show the game numbers, marked by every fifth game—for lack of space on the screen.

Notice on the right that Lotto #1 has one equal sign, which means it skipped one game since it last hit, the hit being marked with an "X". The seven dashes before the last "X" means it had skipped seven games. And before that, it had hit as a bonus number, marked by an "a".

Use the UP/DOWN Arrow keys to position the light bar on any line to highlight it for more easy viewing.

This chart is best viewed when printed out because you can see all the patterns made during the past 64 drawings by all the Lotto numbers. Use this chart to project the patterns made by the wins. For example, in this PA 6/40 chart, you might choose Lotto numbers 5, 20, or 29 because they form a continuation pattern in the chart. Or you might anticipate a large gap area being filled in, and select some numbers between 8 and 16, or between 24 and 29. After you've made your selections from this chart, see how those numbers look on other charts. This is just one more tool you can use to help refine your number picks. You might also discover a sleeper that hadn't been obvious in other charts. This chart can be particularly useful in helping you decide which long shot numbers to play.

Use the UP/DOWN Arrow keys to position the light bar on any line to highlight it for more easy viewing. Press the LEFT Arrow to move the page back to the previous 64 games. Or, hold down the CONTROL key while you press the LEFT Arrow to get to the beginning of the

game. Hold down the CONTROL key and press the RIGHT Arrow and it brings you back to the latest games. Use PAGE UP and PAGE DOWN keys to move the chart so you can see all of it.

7.10 Drawings Between Hits™ Chart

Press F4 NUMERIC. The DRAWINGS BETWEEN HITS™ CHART is another way of looking at the Drawings Since Hit® material. It gives far more data on one page than either of the other two charts because it shows in numeric form the number of drawings skipped between hits. This chart is read **from right to left** with the most **recent** history on the **right**. On one page you see 21 skip periods for each Lotto number. It doesn't show the hits unless there are two wins in a row, in which case one zero is shown. When there are three wins in a row, two zeros are shown. On the right of the chart are three columns—the number of games OUT, the Lotto number, and the total number of hits.

Press the LEFT Arrow key to page back in history. Press the RIGHT Arrow key to page forward. Hold down the CONTROL key while you press the LEFT Arrow key to get to the earliest skips instantly. Hold down the CONTROL key while you press the RIGHT Arrow key to get to the most recent games instantly.

Press F2 to Print the chart. You have a choice of printing one line of data for each Lotto number, or printing all the data in the game. You might want to print all the data for your game once to study it and identify patterns. After that, you may want to look at the last page on the screen only. ESC to the Main Menu.

8. MENU OPTION 5

MULTIPLE HIT PATTERN® CHART

Make sure that PA0640 is in the upper right hand corner of the screen and press Menu Option 5 for the MULTIPLE HIT PATTERN® CHART.

PURPOSE: MULTIPLE HIT PATTERN CHART tells you which of the Lotto numbers that came up in the last drawing are most likely to repeat with another hit in the next drawing. This is a very useful chart, if there is enough history for the patterns to have formed—at least 100 drawings.

Only the past six winning numbers are considered (or seven, if there's a bonus number in the game). Use the UP/DOWN Arrow keys to position the light bar on any line to highlight it for more easy viewing.

The majority of Lotto drawings have at least one number repeated from the previous drawing. In the Pennsylvania 6/40 game, 82 percent of the drawings had at least one number repeated from the last game.

On this chart, the Lotto numbers are listed on the left side of the screen. Last week's winning numbers are marked with an X. The SMART PICK™ numbers recommended for

the next drawing are marked with an asterisk. Notice that only numbers 2 and 4 are marked for this challenge. The MINUS and PLUS keys go backward and forward in time to check the SMART PICKS™ against the winners.

The headings at the top of the chart are HIT 1 TIME, HIT 2 TIMES, HIT 3 TIMES, etc. across to the DOUBLE HIT RATIO® on the end. HIT ONE TIME means a Lotto number had ONE hit that was preceded and followed by losing games. HIT 2 TIMES means a number had TWO hits in a row, which were preceded and followed by losing games. HIT 3 TIMES means a number had THREE hits in a row which were preceded and followed by losing games. And so on.

The MULTIPLE HIT PATTERN® CHART shows how many hits in a row you can reasonably expect from each Lotto number. Press your RIGHT Arrow key and it will shuffle the Lotto numbers to show those with the most single hits. Press it again, and see those which had two hits in a row most often.

Very few Lotto games have had a number hit more than five times in a row. Press the RIGHT Arrow key again, and you see that in 621 games in Pennsylvania, only five numbers had hit five times in a row. Even four consecutive hits don't happen that often. So, according to mathematical probability, you would certainly want to avoid playing a number that had already had three hits in a row.

PLEASE NOTE. THIS IS VERY IMPORTANT. Multiple Hits are not recorded on this chart until the multiple win is ended with a losing game. A number could have one or more hits in a row, but we won't know how many that will be until the winning streak is ended with a losing game.

8.1 Double Hit Ratio®

To find which of last week's winning numbers are most likely to be drawn as winners this week, refer to the Double Hit Ratio® in the column on the extreme right of the Multiple Hit Pattern® Chart. The average Double Hit Ratio® for your game is shown at the bottom of the Double Hit Ratio column. In the Pennsylvania 6/40 game, the average Double Hit Ratio is 4.2. So, a number with a Double Hit Ratio® 4.2 or lower (in the PA 6/40 game) is a good bet to play for two drawings in a row. New Lotto games that have little historical data, generally have higher average Double Hit Ratios®.

Check the Double Hit Ratio® in you own Lotto game for each of last week's six winning numbers (and bonus number, if there is one). Find the average at the bottom right side of the chart. The Lotto numbers that have a Double Hit Ratio® LOWER than average are the best to play for a repeat hit (two wins in a row) in the next drawing. For example, a Lotto number with a Double Hit Ratio® of 3.0 is more likely to hit two games in a row than a Lotto number with a Double Hit Ratio™ of 9.0. A Lotto number with a Double Hit Ratio® of 3.0 averages one Double Hit (two wins in a row) for approximately each three single hits it has. But a number with a Double Hit Ratio® of 9.0 averages one Double Hit for each nine single

hits it has. (Remember, a "Single Hit" is a win both preceded and followed by losing games).

8.2 Instant Column Sorts

Move the RIGHT Arrow key over the Double Hit Ratio®, and you will see the Ratios sorted from highest to lowest, the highest being 7.3 and the lowest 2.7. New games with little historical data will have wider swings and higher Double Hit Ratios. But even so, half of the numbers will be higher than the Average Double Hit Ratio, and half will be lower. At the bottom of the chart are the totals of each column and the Average for each column. It's always interesting to compare with the average to see how far out of line, either way, a number is.

8.3 Smart Picks™

The Smart Picked™ numbers on this chart are starred with an asterisk. The MINUS key will take you back in history, game by game, and show the starred SMART PICK™ numbers and the winning numbers, marked with plus signs. There are two exceptions when numbers other than the Smart Picks should be played for a Repeat Hit. A long shot number that has been out more than 30 games may end its long losing streak with two hits in a row, no matter what its Double Hit Ratio is. The longer the losing streak, the more likely the number will try to make up for the losses. Another candidate for a Repeat Hit is one with a recent trend of repeat hits. It may do it again in spite of its Double Hit Ratio.

8.4 Repeat Number Summary

Now press F4. ANALYSIS for the REPEAT NUMBER SUMMARY. This chart tells you how many games in a row from zero to six repeat numbers have been drawn.

The bottom of this chart tells you the number of drawings (and the percent of drawings) that have at least one number repeated from the last game. In PA 6/40, it's 508 of the 621 drawings, which is 81.9 percent. The overall average for this game is 1.3 numbers repeat from the last game each drawing.

You read the chart this way. There were 70 single instances of games occurring that contained no repeat numbers. There were 12 instances of two games in a row that contained no repeat numbers. And five instances of three games in a row with no numbers repeated. This is a total of 112 games out the 621 that had no numbers repeated, which is 18 percent.

There were 97 single instances of ONE game occurring that contained one repeat number. There were 36 instances of TWO games in a row that contained one repeat number. And 12 instances of THREE games in a row with one number repeated. There were 7 instances of FOUR games in a row that contained one repeat number, and there was one instance in which a number was repeated FIVE games in a row, once SIX games in a row and once SEVEN games in a row.

8.5 Repeat Number Projection

Press F4 again and you see the REPEAT NUMBER PROJECTION, which predicts what is most likely to happen in the next game, based on past history. For example, Game #621 had NO numbers repeat from the previous game. This has happened 111 times in the past, and was followed 43.2% of the time by a game that had one winning number repeated. A game with no repeat numbers had happened next most often, 21.6 percent of the time.

Press ESC twice to get back to the MAIN MENU.

9. MENU OPTION 6

SKIP AND HIT® CHART

Make sure that PA0640 is in the upper right hand corner of your screen. If not, Press 1 and select it. Now press Menu Option 6 for the SKIP AND HIT® Chart.

PURPOSE: SKIP AND HIT® Chart shows how to tell which of the numbers that did NOT hit in the last drawing have the greatest probability of being drawn as winners in the next drawing. Lotto numbers hit most often after skipping a certain number of games which is recorded in the SKIP AND HIT Chart.

When I created the Skip and Hit® Chart in 1982, it was attached to the Multiple Hit Pattern Chart. Later I separated them into two charts for ease of use in publication. Keep in mind that whereas the MULTIPLE HIT PATTERN Chart is used only for the numbers that WON in the last drawing, the SKIP AND HIT® Chart is to be used only for the LOSING numbers of the last drawing. Use the SKIP AND HIT® Chart to determine which of the numbers that DID NOT hit in the last drawing might be winners in the next drawing.

The patterns in the SKIP AND HIT Chart are reliable only when there is sufficient historical data. The number of drawings required varies with the number field. A 6/54 game needs at least 400 drawings to have reliable patterns, but a small 5/26 game fills in with less than 200 drawings. One way to tell if there is sufficient history in the Chart is if there are any double digits in the SKIP AND HIT Chart for your state. The SKIP AND HIT and MULTIPLE HIT PATTERN charts can be two very effective tools when there is sufficient data.

The Skip and Hit® Chart shows the number of times each Lotto number has hit after skipping (or won after losing) one or more drawings. In other words, **it records the number of times each lotto number has hit after skipping a specific number of drawings between wins.**

The object of this chart is to tell you when to play—or when not to play—specific Lotto numbers for specific drawings, based on a number's Skip pattern.

To use the Skip and Hit® Chart, it's necessary to know how many drawings a number has skipped since it last hit—which is the number of GAMES OUT. This information is conveniently provided in the OUT column right next to the Lotto numbers.

We see that Lotto #1 is OUT one game since it last hit. Lotto #2 is out zero games, which means it HIT in the last game. Lotto #3 has not hit for seven games, and so on.

The numbers (1 to 35) in the heading across the top of the chart indicate the number of drawings skipped between wins for all the Lotto numbers. The numbers inside the chart tell you the number of times each Lotto number has hit after skipping one or more consecutive drawings between hits. Read that sentence again to understand its full meaning. The numbers inside the chart tell you the number of times each Lotto number has HIT after skipping one or more consecutive drawings between hits.

The longer losing streaks of 36 or more consecutive games are listed separately on the far right to keep all the data on one page. Press the RIGHT Arrow key three times to see the rest of the chart. Then PAGE DOWN. Use the UP or DOWN Arrow keys to position the light bar on a line to highlight it for more easy viewing.

Notice that Lotto #18 has skipped 40 drawings. PAGE DOWN again. #35, which slept through 47 drawings, had the record losing streak for this game. #33 came in a close second, having skipped 46 games. Press the HOME key and then press the RIGHT Arrow key three times to get back to the beginning and top of this chart.

Let me clarify this. You count the number of consecutive Skips as the total amount of losing games between two wins. The Skip period starts AFTER the last win and does not end until the next win. A Skip period cannot be counted until a win brings an end to the losing streak. So, a Skip period starts and ends with a winning game.

To use this chart, we are looking at three things: 1) The Lotto number itself. 2) The number of drawings it is currently OUT. And 3) how the Lotto number has performed in the past after being out that many drawings.

Lotto #1 is OUT one drawing. We see that it has hit on 13 separate occasions after skipping one drawing. #1 has hit most often in the past after skipping one drawing. #1 would NOT be a good number to play if it were out two drawings because it has hit only five times in the past after skipping two drawings.

Notice in the Skip and Hit® Chart that the highest numbers are on the left side of the chart. As we move across toward the right, the numbers become smaller, or are empty spaces. The Lotto numbers out for the SHORTEST TIME account for MOST OF THE WINS. As more drawings are skipped between hits, the number of hits generally decreases for all Lotto numbers. But in cases where the number of hits increases, this indicates a significant pattern which should be played. *That is the key to using this chart.*

If there were no patterns in this chart, the highest number would always be in the first column on the left, and the numbers in each column after that would be progressively smaller. Press PAGE DOWN and look at Lotto #18. It has a theoretically correct pattern, at

least for the first six skips. Notice the descending numbers: 21-16-11-7-4-2. After that, the numbers increase and you see patterns. Press the HOME key to get back to the top of the chart.

Press the DOWN Arrow key to highlight the second line with the light bar. Now, look at Lotto #2. It has hit on 17 different occasions after skipping three games. Lotto #2 has a strong pattern of hitting after skipping 3 games. So, if Lotto #2 were out 3 games, we would certainly play it. However, Lotto #2 is out zero games, so we would use the Multiple Hit Pattern Chart, NOT the Skip and Hit Chart, to see if 2 would hit again in the next drawing. Keep in mind that the Skip and Hit® Chart is to be used ONLY for the losing numbers of the last game.

Press PAGE DOWN and look at Lotto #15. It has hit on 13 different occasions after skipping six drawings. But it has hit only six times after skipping four drawings. So, 15 would be a good number to play when it is out six games. You wouldn't want to play 15 when it's out four games.

The higher the numbers are as they move away from the left side of the chart, the more significant the patterns are. A pattern is more significant if a Lotto number has hit eight times after skipping six drawings than if it hit eight times after skipping only one or four drawings. Or, a Lotto number having hit seven times after skipping ten drawings would be far more significant than had it hit eight times after skipping four drawings. Let's look at #15 again. The fact that it has hit on 11 occasions after skipping five games is far more significant than its 11 hits after skipping three games.

A Lotto number's skips should also be compared to the number of skips of other Lotto numbers in the same column of the chart. In other words, compared to the average of how other Lotto numbers have performed after skipping the same amount of drawings. The totals and averages of each column are shown at the bottom of the chart.

Press the PAGE DOWN key twice and look at Lotto #28. It has hit only eight times after skipping five games, which appears to be a low skip number on that line. But look at the average for that column at the bottom of the page. It's only 6.7, so Lotto #28 would still be a good number to play if it were out five games because it is above average for five games out.

9.1 Instant Column Sorts

Hold down the CONTROL key while you Press the RIGHT Arrow key. This will sort the columns from high to low and show the most games out in the first column, or show you the most hits for each skip column.

PLEASE NOTE. THIS IS VERY IMPORTANT. Losing games are NOT recorded on the Skip and Hit Chart until the losing streak ENDS with a winning game. A number could be out one game, or it could be out one hundred games, but we won't know exactly how many until the losing games are ended with a win.

9.2 Smart Picks™

The Smart Picked™ numbers on this chart are starred with an asterisk. The good news is that you don't have to consider any number that is not Smart Picked. Smart Picks does it all for you automatically. For the next drawing, 17 numbers qualify as SMART PICKS™. But, some are better bets than others. For example, #11 is a better bet than 38. This chart treats all the SMART PICKS™ equally. Either you must include all those numbers in your wheel, or else use your judgement to eliminate some. Keep this in mind as you look at the SMART PICKS™ on this chart and others for your own Lotto game. Generally a Smart Pick with just two occurrences can be eliminated.

Throughout the program, you will see at the bottom of the screen F1 for Help, F2 to Print and F3 to change the game range—but, in the case of the Skip and Hit Chart, the more data the better. It takes at least hundreds of drawings for reliable patterns to emerge. Lower number fields require less data. Higher number fields require more.

9.3 Individual Number Bar Graph

F4 has a bar graph SKIP Chart for each individual Lotto number, showing each number's skip history. The Lotto number is located at the bottom left corner of the chart and also in the top right of the chart, along with the number of games out and other information about that number.

Across the bottom of the chart you see the number of games skipped, from shortest to longest. The scale on the left side of the chart shows the number of hits. The bars indicate the number of hits after particular skip periods. This chart gives you a quick visual profile of each number's skip pattern, based on the data in the Skip and Hit Chart. Press the UP or DOWN Arrow keys to instantly go from one Lotto number to the next.

The MINUS key will take you back in history, game by game, and show the starred SMART PICK™ numbers and the winning numbers, marked with plus signs. Press the MINUS key. You see that 12 numbers were selected by this chart, and five of those numbers were winners. PAGE DOWN once and then again to see the five winners selected by SMART PICKS™. They were numbers 6-19-21-34 and 35. Press the PLUS key to come forward to Game #621. ESC to the Main Menu.

10. MENU OPTION 7 — HIT CHARTS®

Make sure that PA0640 is in the upper right hand corner of the screen. Now press Menu Option 7 for HIT CHARTS®.

PURPOSE: HIT CHARTS® show the number of times each Lotto number has hit within a given time period and gives the rank and percentage of hits for each Lotto number. The numbers with the most hits are at the top of the chart, and those with the fewest hits are at the bottom. By comparing charts with different time periods, you can see which numbers have become more active or less active within the overall trend—and which numbers are still hot.

Four HIT CHARTS® can be seen on your screen at once, the All Time Hit Chart®, the 50-Game Hit Chart®, the 25-Game Hit Chart® and the 10-Game Hit Chart®. On the far left, the 621 Game Chart, which is the All-Time Hit Chart®, shows the hottest to coldest numbers drawn during the entire 621-game history of the Pennsylvania 6/40 game. We read that chart this way: Lotto #26 had 126 hits. It ranks first, and its hits account for 2.9 percent of all the winning numbers drawn.

To the right of the 621 Game (or All Time) Hit Chart are the 50-game, 25-game and 10-game Hit Charts, with the Lotto numbers most drawn to least drawn in each of those specific time periods. These charts show the more recent trends, but are read the same way. The 50-Game Chart tells us that #19 is the hottest top-ranking number, with 16 hits, which accounted for 4.6 percent of the winning numbers drawn during the past 50 games.

Notice that #19 was the second all-time hottest number in the first chart. When the charts contain fewer drawings, more numbers are in the same rank because more numbers have the same number of hits. For example, in the 25-Game Chart, #19 ranks second but it appears to be down further than it actually is. Notice that nine numbers are all in the second rank because they've each had six hits. And five Lotto numbers in that chart are in the first rank, with seven hits each.

Notice that the short lightbar is at the top of the 621 Game Chart. Press the HOME or END keys to instantly get to the top or bottom of that chart. Press PAGE UP and PAGE DOWN, to move one screen page at a time, or slowly scroll the entire chart with the UP and DOWN Arrow keys.

Now highlight the 50-Game Chart by pressing your RIGHT Arrow key. This allows you to view the rest of that chart by pressing the DOWN Arrow key or the END key. Press the RIGHT and LEFT Arrow keys to move the short lightbar to the other charts. Each of the four charts may be independently moved so that you can bring a selected number up to the top for viewing in all four charts at the same time.

If you want to move all four charts at the same time, hold down the CONTROL key while your press HOME, END, PAGE UP, or PAGE DOWN keys.

10.1 Customize Game Groups

Press F4 GAMEGROUPS to change the number of games in the Game Groups in the last three charts. For example, if you want to change the 50-Game group to include 310 games, type 310. Then press the DOWN Arrow and change the 25-Game Group to, let's say, 150. Press the DOWN Arrow key and you change the 10-Game group to 75, for example. Then press the DOWN Arrow key again, and look at the top. There are your new charts. You can change the game groups to contain any amount of drawings you desire.

Press F3 to change the 621 Game Hit Chart on the left. Move the UP Arrow key to First Game and type 200, or any number you want. For Ending Game, type 621, or you can type 9999 to include the last drawing. Press F3 SAVE SETTINGS if you want your settings saved after exiting the program. You can also change your settings on the LOTTERY ADVANTAGE® Scoreboard by pressing F4. Those settings will remain until you go through the same process and change them.

You can press F1 for HELP at any time at any level. No matter where you are in a chart, there is a Help Menu to guide you. Press F2 PRINT whenever you want to print.

10.2 Hit Trend Chart

Now press F5 HIT TRENDS. One benefit of using the HIT TREND Chart is to be able look at any Lotto number instantly in all four charts, and see how many hits (and percentage of hits) a number had in each of the four charts. The Net Change percentage on the far right tells you the percent change between the first and fourth charts.

The Lotto numbers are listed in the far left column from 1 to the highest number in your game. Press the RIGHT Arrow key once to highlight 621 GAMES, and the Lotto numbers will be sorted to show those with the most hits at the top of the column. As you press the RIGHT Arrow key to highlight each chart, one by one, you see the Lotto numbers with the most hits at the top of that chart.

Highlight the Net Change column to see the Lotto numbers with the highest net change on the plus side. PAGE DOWN twice or press the END key to see the numbers with the highest net change on the minus side, at the bottom of the chart. Net change is based on the change between the first and fourth charts. Press the END key to see the bottom of this chart. Lotto #26, with a net change of -2.9% would be the most likely long shot to play. Next to consider would be numbers 24 and 27. Press the HOME key to get back to the top. Press the RIGHT Arrow key to highlight the GAMES OUT column on the far right to see which numbers have been out the longest. Notice that while 26 has the most negative net change, it is only out 10 games. Four other numbers are out much longer but their net change is not a negative so they are not as over due.

10.3 Smart Picks™

The Smart Picked™ numbers on this chart are starred with an asterisk.

The MINUS key will take you back in history, game by game, and show the starred SMART PICK™ numbers, and the winning numbers are marked with plus signs. PAGE DOWN to see the entire chart. Press the PLUS key to come forward to Game #621, or press F3 to change the range to 621.

ESC to the Main Menu.

11. MENU OPTION 8

COMPANION NUMBER® CHART

Make sure that PA0640 is in the upper right hand corner of the screen and press Menu Option 8 for the COMPANION NUMBER® Chart.

PURPOSE: The COMPANION NUMBER® Chart shows how many times each Lotto number has hit with every other Lotto number since the beginning of the game. The more Lotto history there is, the more deeply etched and reliable the patterns. Like the SKIP AND HIT and MULTIPLE HIT PATTERN CHARTS, the COMPANION NUMBER Chart requires the most historical data to be effective. Use it to find and include numbers that hit together most often with your strongest numbers, and to exclude those that don't.

The Lotto numbers are listed across the top and bottom of the chart and also down the left side. The numbers inside the chart indicate the number of times each Lotto number has hit with every other number. Locate the number you want to play and then find the numbers it hits with most often. Use your Arrow keys to move the chart sideways so you

can see the rest of the chart. Press PAGE UP and PAGE DOWN to see the rest of the numbers. Use the UP/DOWN Arrow keys to position the light bar on any line to highlight it for more easy viewing.

Notice that some Lotto numbers win more often with certain other numbers. For example, Lotto numbers 1 and 9 have hit together only three times in 621 games. And 1 has hit with 6, only five times. But 1 has hit with 3, seventeen times. And 1 has hit with numbers 19 and 23, eighteen times. Press your RIGHT Arrow key twice and you see that 1 has hit with 33, twenty-one times.

Once you have decided on a group of numbers that look ready for a win—but you need to eliminate a few—the COMPANION NUMBER® Chart can help make that decision for you. It is better to play the numbers that hit together more often and to eliminate the numbers that rarely hit together.

11.1 Individual Companion Chart

Press F4 INDIVIDUAL. Here you find a COMPANION NUMBER® Bar Chart for each individual Lotto number. The Lotto number is at the bottom left side of the chart. And a pound sign, or number sign, indicates its position at the bottom of the bars. Press the UP/DOWN Arrow keys to view other Lotto numbers. The numbers up the left side of the chart show the number of hits.

11.2 Individual Numeric Chart

Press F4 again for the NUMERIC Chart. This is an individual COMPANION NUMBER® NUMERIC Chart for each Lotto number. The Lotto number can be seen at the center top of the chart. Press the UP/DOWN Arrow keys to view this chart for other Lotto numbers. Stop when you get to Lotto #38. Notice that #38 has hit with #26 thirty times, but 38 has hit with 6 only nine times.

Now press ESC twice and you are back at the MAIN MENU.

12. MENU OPTION 9

COMPANION PAIRS™ CHART

Make sure that Pennsylvania 6/40 is in the upper right hand corner of the screen and press Menu Option 9 for the COMPANION PAIRS™ Chart. Then press ENTER. This activates the odometer which compiles the information in the chart.

PURPOSE: The Companion Pairs™ Chart shows which numbers have been drawn together most often. Not only are Pairs shown, but also Triads, Quads, Quints and Sixes if they occurred. The HIT WITH feature allows you to enter one or more numbers and see all the drawings in which your selected numbers appeared.

You'll appreciate how fast Smart Luck® software is when you realize that this is the only chart you may have to wait for in the entire program. It shows which groups of numbers hit together most often. We see that one Companion Pair, 26 and 38, has hit thirty times. Five Companion Pairs have come up 28 times, etc. Moving down the chart, we see that the Companion Triad 3-30-37 has been drawn ten times. Six Companion Triads have been drawn seven times.

Four Companion Quads have been drawn four times each. Press the END key and then press PAGE UP twice. We see that one Companion Quint has been drawn three times. Press the END key again. And two sets of seven numbers have produced a Companion SIX twice! But, no six out of six jackpot winning combination has ever repeated in this game.

12.1 Hit With

Press F4 HIT WITH. Now enter the seven winning numbers which contained the six that repeated. 1-4-11-18-26-28. Hit the space bar between each number. Notice that the two sets of six winning numbers are different. The bonus numbers were one and four. Press ESC. Now enter the second set of Companion Sixes: 10-14-15-17-30-35 and press ENTER. These also were different 6-number jackpot combinations. The bonus numbers were 14 and 32. You can use this handy little chart for entering from one to seven numbers and see every drawing in which your selected numbers appeared.

12.2 Hit With Summary

Press ESC and then press F4. For example, type 7 and 19. Press ENTER. Seven and 19 appeared together in 16 of the 621 drawings.

Now press F4 SUMMARY. We see that 7 and 19 hit most often with 28. If your birth date was March 30, 1937 it would have been the luckiest birth date in Pennsylvania. The Companion Triad™, 3-30-37, was drawn ten times during the 440 games between 1983 and 1987. If you had played that Triad with a 5, you would have won a third prize three times during those five years. Lucky you! So much for the birthday myth. Even the luckiest birth date can't get an even break in Lotto!

ESC to the Main Menu.

13. MENU OPTION A

NEIGHBORING PAIRS® CHART

Make sure that PA0640 is in the upper right hand corner of the screen and press Menu Option A for NEIGHBORING PAIRS®.

PURPOSE: The Neighboring Pairs Chart helps you find consecutive numbers that hit together most often. This chart is more useful in games that have bonus numbers or smaller number fields, and also more useful in pick-6 games than in pick-5 games.

Neighboring Pairs® are two consecutive numbers that hit together in one drawing, such as 28-29. In the PA 6/40 game, only 26.4 percent of the drawings had NO Neighboring Pairs, which means that 73.4% of the drawings DID have one or more. So, you would have probability working against you if you didn't include Neighboring Pairs in your number picks.

Notice that the hottest Neighboring Pair is 14-15. It has been drawn 25 times. Next hottest pair is 23-24, with 23 hits to its credit. The hottest Neighboring Triad™, 14-15-16, has been drawn six times. Neighboring Quads™ are rare, averaging about one for every 100 drawings. A Neighboring Quint™ (five consecutive numbers) rarely occurs, although a Quint was drawn once in the 621 game history. Six consecutive numbers, such as 1-2-3-4-5-6, have never been drawn in any pick-6 Lotto game. You will tip the odds in your favor by playing only two consecutive numbers—more, of course, if you wheel the numbers.

13.1 Hit With

Press F5 HIT WITH. This is the same handy feature you saw in the Companion Pairs Chart, Menu Option 9, which lets you quickly locate numbers that hit with your selected numbers. You can enter from one to seven numbers and see every drawing in which your selected numbers appeared. Press the space bar between each number you enter. If more than a full screen is present, use the cursor control keys to view different areas of the listing. Press F2 to print the listing.

13.2 Hit With Summary

Press F4-SUMMARY. This lists all numbers that hit with your specified numbers, in order by how often they have hit. Press ESC to return to the Neighboring Pairs Chart.

13.3 Neighboring Pair Summary

Press F4 for SUMMARY. We read this Summary the same way we read the Summary in other charts. This chart tells you how many games in a row Neighboring Numbers have been drawn. A Neighboring Pair has two neighboring numbers and a Neighboring Triad has three.

Notice that three drawings in a row was the longest run of drawings WITHOUT a Neighboring Pair. Runs of five drawings in a row WITH Neighboring Pairs happened three times. Check the Neighboring Number Summary “NO Neighbors” line for that percentage in the Lotto game you play.

13.4 Neighboring Pair Projection

Press F4 for PROJECTION. Drawing 621 had two Neighboring Pairs. In the 284 games in the past that this happened, the next game had two Neighboring Numbers in 44.7 percent of those games. You can view any of the Neighboring Number charts with or without the bonus number. ESC to the Main Menu.

14. MENU OPTION B

GAMES OUT VIEW OF HISTORY™

Make sure that PA0640 is in the upper right hand corner of the screen and select Chart B to get the GAMES OUT VIEW OF HISTORY™ Chart.

PURPOSE: Games Out View of History has two purposes. 1) Helps you decide how many cold, lukewarm or hot numbers to choose, and 2) it tells you which "skip" is due. This is the second most important chart in the Advantage Plus program. You will be rewarded with many winning tickets if you understand both functions of this chart.

This chart shows how many drawings each number skipped since it last hit. Some people play only numbers that have been out the longest, mistakenly thinking that such numbers are "due" to hit. But, as you will quickly learn when you look at the GAMES OUT VIEW OF HISTORY Chart, this is clearly not the case.

The left half of this chart, under the heading NUMBERS DRAWN, shows the drawing results. The right side, under the heading GAMES OUT, shows the number of losing games (games out), since the last hit for each of the winning Lotto numbers on the same line.

Let's look at drawing #621, which took place on February 15, 1988. We see that the winning numbers were 4-6-19-21-34-35 and the Bonus number was 2. The line just to the right shows that the number of games skipped for each of those numbers were 2-11-3-2-3-4 and 5 for the bonus number. This is how we get those skip numbers. Lotto #4 skipped two games since it hit on February 5, 1988. So, the first number on the right in the GAMES OUT column is 2. Lotto #6 had not hit since Game #609, so it is 11 games out. Lotto #19 had hit in Game #617, so it is 3 games out; 21 is 2 games out. 34 is 3 games out; 35 is 4 games out and the bonus #2 is 5 games out.

We see that, in Game #621, one of the winning numbers had been out 11 games; two of the winning numbers had been out two games; two of the numbers had been out three games; one out 4 games and the bonus number had been out 5 games since the last hit. So, 2-11-3-2-3-4-5 are simply the last skip periods for the winning numbers 4-6-19-21-34-35-2 on the 2/15/88.

In the next column, under the heading L10, which stands for LAST 10 GAMES, we see a 6. This tells us that 6 of the 7 winning numbers had had a previous hit within the last 10 games.

(Notice that in the previous Game #620, all 7 of the winning numbers had had a previous hit within the past 10 games. No long shots here.) Moving on toward the right, under the heading TOT, which stands for TOTAL, you see a 30. This is simply the sum of the Games Out. Add $2 + 11 + 3 + 2 + 3 + 4 + 5 = 30$. The 4.3 in the next column, under the heading AVG, which stands for AVERAGE, means that the average number of games since the last

hit for all the winning numbers in Game #621 is 4.3 (30 divided by the seven winning numbers is 4.3).

The lower the TOTAL and AVERAGE, the hotter the numbers that hit. With your Arrow key, move the light bar to Game #608, which has an average of 1.7. Notice that all the winning numbers had been out for three games or less, except for one number which had been out six games. When the total and average are higher, it means more cold numbers have hit because the Skip Periods are longer. Now move your light bar to look at Game #605, which has an average of 10.3. Two of the winning numbers and the bonus number had been out for more than 10 games.

You can judge these against the totals and averages of the entire game, which are shown at the bottom of the chart. The AVERAGES tell us that over the past 621 Pennsylvania 6/40 drawings, 6 out of 7 winning numbers had not been out for more than 10 games. The AVERAGE TOTAL of games out per drawing is 32.7. And the AVERAGE number of skips for all numbers is 4.7. Of course, the AVERAGES will be different in the Lotto game you play.

At the bottom of this chart are F1 for Help, F2 to Print and F3 to change range, F4 for More Charts and F5 Change L10.

14.1 Change In-last Setting

Press the F5 key and you can change the data for the LAST 10 games to anywhere from LAST ONE to LAST 20 games. Type 5 and press ENTER. Now the chart shows the same information for the last five games, rather than the last ten games. Notice in Game #621, it lists only 5 numbers that had a previous hit in the past 5 games, when it appears that there were six. Just keep in mind that zero counts for one, so it is 00 to 4 you are tracking for LAST FIVE games. That applies everywhere in this chart.

At the bottom of the chart, you can see that throughout the history of this game, on average, more than 4 (4.4) of the winning numbers have had a previous hit within the past five games. Now press F5 and change the 5 to a 1 and look at the last three columns. Then press F5 again and change the 1 to a 16 or a 20, etc. You can learn a lot about your own Lotto game by studying this chart with all its variations.

14.2 More Charts - Skips Due Chart

Press F4-MORE CHARTS at the bottom of the GAMES OUT VIEW OF HISTORY screen. The SKIPS DUE Chart is already highlighted, so just press Enter. You are now looking at one of the most helpful charts in the program, the SKIPS DUE Chart. You see the skips from 0 to 5 under GAMES OUT. In the next column, under L5 (for LAST 5) you see a column of numbers, which are the number of games out for the Lotto numbers next to it. We see that 0 Games Out (numbers repeated from the previous game) occurred 4 times in the Last 5 games, and those Lotto numbers are: 02-04-06-19-21-34-35.

Press the Right Arrow key once so it highlighting L5. This shuffles the order, giving you the skip most due. In this case, it is a skip of 4 which has occurred only three times in

the past five games, and the numbers with skips of 4 are 08 and 14. This tells us that 08 and 14 are the best numbers to play based on this chart. For the most accurate reading of the Skips Due Chart, press F5 Games Back and type 6 then 7, 8, 9 and 10 and record on paper which skips keep appearing at the top.

Now we see that skips of 3 and 5 are most due, with a skip of 4 coming in second. A skip of 3 gives us Lotto numbers 10-12-15. A skip of 5 gives us Lotto numbers 09-13-38. So, we would give all of these Lotto numbers special consideration when viewing them on other charts. You can go back more than ten games, but it dilutes the purpose of this chart, EXCEPT when tracking larger skips.

Keep this important rule in mind: THE SMALLER THE SKIP MOST DUE, THE MORE SIGNIFICANT IT IS. Since the smallest skips repeat most often, they are usually the ones most due. For example, if a skip of 1 and a skip of 5 occurred the same number of times, the Lotto numbers out a skip of 1 are far more likely to be drawn.

Press F4 GAMESOUT and change the 5 to a 10. Now you see that the skip most due is 10, followed by 7, then 8 and 4. Now press F5 GAMES BACK, change the 10 to 20 and you see that a skip of 19 and still a skip of 10 are due, which means that Lotto numbers 20 and 26 are due to hit.

Press ESC to return to GAMES OUT VIEW Chart.

14.3 More Charts - In-last Analysis

Press F5 and type 10. Press F4-MORE CHARTS, then 2 for the IN LAST 10 ANALYSIS. This chart tells us that in the entire history of 621 Pennsylvania 6/40 games, there has never been one drawing which contained none, only one, or only two winning numbers that had hit within the past 10 games.

Only three games in the entire history had had as few as 3 of the winning numbers OUT 10 games or less. Only four of the winning numbers, out 10 games or less, has occurred 30 times—plus, twice it happened two games in a row—or a total of 34, which accounts for only 5.5 percent of the drawings.

Five winning numbers with a previous hit within the last 10 games occurred a total of 134 times and accounted for 21.6 percent of the drawings. Notice that 21 times it happened two games in a row; and twice it happened three games in a row; and once it happened 4 games in a row.

Six winning numbers with a previous hit within the last 10 games occurred a total of 258 times and accounted for 41.5 percent of the drawings. Notice that 34 times it happened 2 games in a row. And 11 times it happened 3 games in a row; and seven times it happened 4 games in a row; five times it happened 5 games in a row; twice it happened 6 games in a row; and once it happened 7 games in a row, and so on.

Notice that the majority of games (94 per cent to be exact) have 5, 6 or 7 hot numbers that had had a previous hit within the past 10 games. This should prove beyond a doubt

that people who insist on playing only the numbers which are the longest out, are guaranteed to be Lotto losers. Don't enlighten such players with the facts. We need their losing tickets pay off our winning tickets.

14.4 More Charts - In Last Projection

Press F4-PROJECTION. This chart predicts how many hot numbers (out 10 games or less) to expect in the next drawing, based on what has happened in the past. Game #621 had six numbers which hit in the past 10 games. This happened 257 times in the past (out of the 621 games), and was followed most often by the same occurrence. Of those 257 games, 113 games or 44%, had six numbers which had been out for 10 games or less. Following next most frequently were games in which all seven numbers were out for 10 games or less.

When deciding on the final selection of numbers to play in your own Lotto game, check the projection for the next drawing with this chart. By pressing the F4 key, you can toggle back and forth between the ANALYSIS and the PROJECTION. You can use the LAST 10 games or any number of games from LAST 1 to LAST 20 by changing the F5 key under Chart B. And remember, any of those charts can be made with or without the Bonus number.

14.5 More Charts - Games Out Summary

Press ESC and get back to Chart B. Now Press F4-MORE CHARTS, then touch 3 for the SUMMARY/TABLE. You can quickly see how many hot or cold numbers to include in your chosen group. Of the 4,340 numbers drawn in the 621 games, 833 of them (or 19.2 percent) had hit in the previous drawing. And 604 of the winning numbers had skipped only one drawing since the last win. This accounted for 13.9 percent of the winning numbers.

Notice under the CUMULATIVE heading, that together, numbers that hit twice in a row or skipped just one drawing between wins accounted for 33.1 percent of the wins. Numbers that hit after skipping three games or less accounted for more than half of the winning numbers drawn—54.8 percent to be exact.

And numbers that hit after skipping five games or less accounted for more than two thirds of the drawings—68.4 percent. Numbers that hit after skipping ten games or less accounted for 87.9 percent of all the winning numbers drawn in this game. If these words and percentages sound familiar to you, it's because you read it in my Special Report, which was published in 1985 and sold over two million copies.

In 1982, when I created my systems, no Lotto game had more than 40 numbers, and they all had a bonus number. Of course, games with higher number fields will have lower percentages of hot numbers hitting. Use the SUMMARY Chart to find the correct percentages for the game you play.

14.6 More Charts - Games Out Table

Now press F4 for the GAMES-OUT TABLE. This chart shows how many games since the last hit for each number. Next to zero games out are the winning numbers that just hit. Listed next are the numbers that are currently out one game, then two games, three games etc. At the end of the chart, are the numbers which are out the longest. In this case, Lotto #25 is out 29 games since it last had a hit. And Lotto #24 is out 21 games. You can toggle between the GAMES-OUT TABLE and the GAMES-OUT SUMMARY by pressing F4.

ESC twice to the Main Menu.

15. MENU OPTION C

ADJACENT NUMBER TRACKER™

Make sure the PA0640 Lotto game selected and press Menu Option C for ADJACENT NUMBER TRACKING™.

PURPOSE: The Adjacent Number Tracker™ shows which of the numbers on either side of last game's winning numbers are most likely to come up as winners in the next drawing.

Adjacent Numbers™ are one number higher or one number lower than a winning number in the previous drawing. So, if, for example, Lotto number 3 hit, its adjacent numbers in the next game would be 2 and 4. The adjacent numbers for Lotto #1 would be 2 and the highest number in the game.

15.1 Smart Picks™

The Smart Picked™ numbers on this chart are starred with an asterisk. The MINUS key will take you back in history, game by game, and show the starred SMART PICK™ numbers and the winning numbers, marked with plus signs.

15.2 Adjacent Number Summary

Are Adjacent Numbers worthwhile tracking? Press F4 ANALYSIS. Mathematical probability tells us yes when we look at this chart and see that 96 percent of the drawings had at least one Adjacent Number. There are an average of 2.3 Adjacent Numbers each game! More than 60 percent of the drawings had two or three Adjacent Numbers. Of course, these percentages will vary with the number field, and games with bonus numbers will have a higher percentage of Adjacent Numbers.

The SUMMARY Chart shows how many games in a row from zero to four Adjacent Numbers have been drawn. Drawings with NO Adjacent Number occurred only 25 times in the 621-game history. Five drawings in a row contained two Adjacent Numbers and this occurred only three times. Four Adjacent Numbers were drawn only 56 times. Keep in mind that there will be more adjacent numbers when the Bonus number is included in the chart.

15.3 Adjacent Number Projection

Press F5 again to get the bonus number back. Then press F4 to get the PROJECTION for the next drawing. Game #621 had four Adjacent Numbers, which happened 56 times in the past and was followed most often by a game with two Adjacent Numbers.

ESC back to the Main Menu.

16. MENU OPTION D

Trailing Numbers™

Be sure the PA0640 Lotto game selected, and press Menu Option D for TRAILING NUMBERS™.

PURPOSE: This is the chart to use if you want to find out which numbers followed (trailed) last week's winners the most throughout the entire history of your game. Trailing Numbers helps us find numbers that, in the past, had hit most often immediately after the numbers that just hit.

Across the top of the chart you see the numbers that won in the last Pennsylvania game: 4-6-19-21-34-35 and bonus 2. The Lotto numbers are in the column on the far left. The numbers in the other columns show the number of times each of the Lotto numbers has come up as a winner in a drawing immediately AFTER the number at the top was drawn as a winner.

16.1 Instant Column Sorts

Press the RIGHT Arrow key twice, so that it highlights #4. This sorts the column so that you see the numbers that have won most often in the drawing immediately following all the drawings in which #4 was a winner. In this case, you see that Lotto numbers 7-10-17-38 (down the left side) have come up in 26 drawings immediately after number 4 had been drawn as a winner.

Press the RIGHT Arrow key once to highlight #6. We see that #24 most often follows #6 in the next drawing, and has done so 25 times in the past. Press the RIGHT Arrow key to 19 and we see that numbers 10, 26 and 36 have followed 19, 28 times. Press the RIGHT Arrow key to 21 and you see that #26 has followed 21, 30 times and 10 has followed 27 times. Now press the RIGHT Arrow key to highlight TOTAL. This instantly gives you a reading of which numbers most often followed ALL the numbers in the last game. Notice that Lotto #26 has done so most often—160 times. And #10 follows in second place, for a total of 157 times.

16.2 Smart Picks™

The object of this chart is to play the numbers that most often follow one or more of last game's numbers. The SMART PICKS®, starred with the asterisk, are taken from the top

half of the chart—or slightly less than half, depending on where all the numbers in the same rank end. You can use some or all of the starred numbers under the TOTAL column, or you can use numbers that most often follow one or more of the numbers. Press the END key twice. At the bottom of this chart, you see that #36 has been drawn least following last game's winners. Press HOME key twice.

16.3 Change Sensitivity Setting

Now press F4 CHANGE PARAMETERS. You see that you can change the Sensitivity from 1 to 2, 3 or 4. Press your UP Arrow key twice and change the Sensitivity from 1 to a 2. Press ENTER three times. By changing the sensitivity to 2, you are requiring the chart to produce Lotto numbers following previous games that had two or more numbers in common with Game #621. We see that #10 followed most often, a total of 107 times. Now press F4 and change your Sensitivity to 3. We see that #4 followed most often, 41 times. Press F4 once again, and change the sensitivity to 4. The #4 still appears at the top of the chart with a total of 8 occurrences.

16.4 Change Skip Level Setting

Press F4, and change the Sensitivity back to one. Change the Skip Level key to 2 and press ENTER twice. Now, rather than looking at numbers trailing the last drawing, we are looking at numbers trailing the Game #620, which is the drawing before last. Change the Skip Level key to 3, and you will see the numbers that most often followed the winning numbers from Game #619. You can change the Skip Level back five.

16.5 Change Games Back Setting

If you don't want to consider the entire history of your game, press F4 again, and change the zero in Games Back to the number of drawings you want included. For example, if you want to look at data for the past 100 games, type 100.

Test the various parameters of Sensitivities, Skips and Games Back, and see which work the best in the game you play. Press the MINUS key and go back in history to see which parameters produced the most winning numbers. With this more precise information gathered, you may want to change some numbers in your automatic SMART PICKS™ to accommodate those choices.

ESC to the Main Menu.

17. MENU OPTION E

TEN GAME GROUP COUNT™

Be sure the PA0640 Lotto game is selected, and press Menu Option E for the TEN GAME GROUP COUNT™.

PURPOSE: Ten Game Group Count can help you recognize which number groups are most due and should be most heavily played. It also can eliminate ten or more Lotto numbers from your field of play and turn a 49-number Lotto into a 39-number game, or a 39-number game into a 29-number game, etc.

In the Ten Game Group Count, the number groups are on the far left—single digits, teens, 20's, 30's. Across the top of the chart are the game numbers. The column 3-1-1-2 on the far right is read this way: in Game #621 there were 3 single digits, 1 teen, 1 in the 20's and 2 in the 30's. A glance at this chart will tell you which number groups had the heaviest and lightest activity. Press the LEFT Arrow key to go back further in history by ten games at a time.

17.1 Customize the Number Groups

Press F4-Groups, then 1 - Change Number Groups, to change the number groups so you can refine your picks. Divide the number field into smaller (and more equally divisible) groups. In the 6/40 game we could divide evenly by 8 or by 5 or even by 4. We might want to examine all four ways. For now, divide the 40 numbers into groups of 5. Type 5-10-15-20-25-30- 35-40 and pressing Enter after each number you type. Then press F6 to keep these settings permanently. (When you want to change them back, select this screen and press F5-Restore Defaults.) Now you can see that number groups 11 to 15 and 26 to 30 are most due.

17.2 Group Bias Tracker™

Press F6-OTHER CHARTS. Press the Down Arrow key once to highlight GROUP BIAS TRACKER and press ENTER. This chart is really four charts with different time periods: ALL TIME (which includes the entire history), 50-GAME, 25-GAME and 10-GAME. (These time periods can be changed by pressing F4 GROUPS, then press 2-Change Game Groups.)

On the far left are the number groups, followed by the number of hits for each of the number groups for that time period. During the 621 games, 4,347 numbers were drawn for 6 plus the bonus number. Each number group would have had 543 hits if all eight groups had had an equal number of hits. Number Group 01-05 had only 529 hits, which is 14 less than the 543 average. So 01-05 has a Bias of -14. Number Group 16-20 had 561 hits, so the Bias for that group is +18. ($543 + 18 = 561$.) Moving to the right we have the 50-game time period. When we multiply 50 games times seven winning numbers we get 350. Divide 350 by eight number groups and we get 44 as the average number of hits. During the 50-game period Number Group 01-05 had 45 hits, which is +1 above average. Notice that 21-25 is -8 below average. The numbers in parenthesis show the amount of numbers in that group which will be dropped when the next game is added. Keep an eye on these as they can affect the Bias.

When you press the minus key, you see on the extreme right how many numbers from each Number Group were drawn in the NEXT game. So Game #620 shows the drawing results for Game #621. This feature allows you to quickly see the results of the bias for any

drawing in any time period. Press F4 to custom tailor the size of the groups to test the best size group for the game you play.

17.3 Group Percentages

Press F6-OTHER CHARTS. Press the Down Arrow key twice to highlight GROUP PERCENTAGES and press ENTER. We read the chart this way. Numbers in the group 1 to 10 have had 1054 hits since the beginning of the game—the All Time Hits—which accounted for 24.2 percent of the group hits. During the last 50 games, the 1 to 10 group had 83 hits, which accounted for 23.7 percent of group hits during that period. During the last 25 games, the 1 to 10 group had 44 hits, which accounted for 25.1 percent of group hits during that period. And during the last 10 games, the 1 to 10 group had 17 hits, which accounted for 24.3 percent of group hits during that period.

The hits in all four columns are totaled at the bottom, and the amount of change in the percentages is shown between columns.

Notice that during the past ten games, the teens have been exceptionally active, accounting for 31.4 percent of the hits, and the 20s have had the poorest showing, with only 15.7 percent of the hits. Unlike individual Lotto numbers, number groups can more or less even out eventually.

The best bets are number groups that have been very cold, which are just starting to indicate that they are becoming more active. Number groups with percentages that are too high—way out of line compared to the percentages of the other groups—could be omitted from your play. Of course, if a number looks really great on other charts, don't omit it. Long shot numbers can be chosen from strong looking Number Groups. You might want to enter as YOUR PICKS on the Scoreboard, all the numbers in a strong Number Group.

17.4 Game Group Bar Charts

Press F5 GAME BAR Chart. Changes you made in Game Groups or in Number Groups are reflected in these charts. Press the DOWN Arrow key and you see the next Number Group, which is shown in the upper left hand corner. The UP and DOWN Arrow keys will get you to all the Number Groups you have designated. At the bottom, you see the number of hits in that number group for that game.

Press PAGE UP and PAGE DOWN to see the various GAME GROUPS. You can see how incredibly flexible this chart can be. It allows you to divide the game groups as well as the number groups and see charts of any combination of factors you input. Use the RIGHT and LEFT Arrow keys to scroll forward or backward in time to see the trend. Hold down the CONTROL key and press the LEFT or RIGHT Arrow keys to instantly get to the earliest or most recent games.

17.5 Customize the Group Count

You can customize Chart E to suit your own needs. Press F3 to if you want to change the RANGE of GAMES reflected in the Chart. Or press F4 to change the NUMBER GROUPS or GAME GROUPS. Changes can be temporary or permanent.

Press F4 and 1 to change the NUMBER GROUPS. You can enter the ending number in each group for up to sixteen groups, or you can specify how many numbers you want in each group, or you can select the default settings—0 numbers in each group except possibly the first and/or last group. For example, in a 6/40 Lotto, you might want to divide your number field into 5 or 8 groups, or any other number of your choice—but no more than 16. A 6/49 game could be divided into groups of 7.

Press F4 and 2 to change the GAME GROUPS. In addition to the ALL-TIME game group which is always present, the default groups of 50, 25 and 10 games may be changed as you want. For example you might want to make groups of 20, 10 and 5 games.

ESC to Main Menu.

18. MENU OPTION F

SUM TRACKING CHART™

Be sure the PA0640 Lotto game is selected, and press Menu Option F for the SUM TRACKING CHART™.

PURPOSE: The Sum Tracking Chart helps you determine whether the sum of the six winning numbers in the next game will be higher than average or lower than average. A higher than average predicted sum would mean more higher numbers would be drawn. A lower than average predicted sum would mean more lower numbers would be drawn. The Most Probable Range of Sums are listed below for every pick-5 and pick-6 Lotto game currently in existence. Find the range of sums for the Lotto game you play, and try to have at least 70 percent of your combinations fall within that range.

Add up the six winning numbers in a Lotto game and you get a sum. Add up the six winning numbers for several of the drawings and you will find that most of the winning combinations tend to fall within the same range of sums. After carefully researching all the Lotto games currently in existence, I discovered that more than 70 percent of the past sets of winning numbers are produced by only 27 or 28 percent of the possible sums. BALANCED GAMES™ are six-number combinations that fall within this Most Probable Range™ of sums.

For example, in the 6/40 Lotto game, there are 3,838,380 possible combinations of six numbers. Of those, 2,731,422 combinations have sums ranging from 95 to 151. This means that 27.8 percent of the sums in a 6/40 Lotto game account for 71.16 percent of the winning combinations. So, when you play a 6/40 game, you have probability in your favor

if the sum of each set of six numbers you play adds up to somewhere between 95 and 151. Less than 30 percent of the winning combinations fall outside this range.

Every number field has a different range. The 71 percent range for a 6/49 game is 115 to 185, with 150 being the Midpoint Number. (Sum theory and the Balanced Game™ is covered in depth in Chapters Five and Six in my book, *LOTTO HOW TO WHEEL A FORTUNE.*)

18.1 Balanced Games™

BALANCED GAMES™ are five, six, or seven-number combinations that fall within the Most Probable Range™ of sums.

Lotto Game	Most Probable Range of Sums	Lotto Game	Most Probable Range of Sums	Lotto Game	Most Probable Range of Sums
5/25	49 - 81	5/49	93 - 157	6/45	106 - 170
5/26	51 - 84	5/50	95 - 160	6/46	109 - 173
5/30	59 - 96	5/99	183 - 317	6/47	111 - 177
5/31	60 - 100	6/25	61 - 95	6/48	113 - 181
5/32	61 - 103	6/30	73 - 113	6/49	115 - 185
5/33	64 - 106	6/33	79 - 125	6/50	118 - 188
5/34	66 - 109	6/35	84 - 132	6/51	120 - 192
5/35	68 - 112	6/36	86 - 136	6/52	122 - 196
5/36	69 - 116	6/37	88 - 140	6/53	124 - 200
5/37	71 - 119	6/38	91 - 143	6/54	127 - 203
5/38	73 - 122	6/39	93 - 147	7/31	90 - 134
5/39	75 - 125	6/40	95 - 151	7/34	98 - 147
5/40	77 - 128	6/41	97 - 155	7/35	100 - 152
5/42	80 - 135	6/42	100 - 158	7/47	133 - 203
5/45	86 - 144	6/44	104 - 166		

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On the extreme left of the Sum Tracking Chart is the drawing number. To the right is the sum of the six winning numbers for that game. Bonus numbers are automatically excluded from this chart because they don't apply (but may included by pressing ALT-B). Since 123 is the Midpoint Number, the sums above it spread to the right; the sums below the average sum spread to the left. For easy viewing, sums are marked at the top of the screen and at the bottom. If you print the entire Sum Tracking Chart for your Lotto game you get a rough idea of how the patterns are running, and can try to project which side will come in next.

18.2 Sum Frequency Chart

Now press F4 FREQUENCIES for the Sum Frequency Chart. The sums are at the bottom of the chart. The column of numbers on the left indicate the number of times a particular sum has been drawn. With sufficient historical data, this chart takes the form of a bell-shaped curve, with the sums at the center being drawn most often.

In the upper right hand corner, we see that the Lowest Sum drawn in Pennsylvania's 6/40 game was 54, and the highest sum was 206. The average sum of all the drawings was 124. This chart will not print with the F2 key. Use your PRINT SCREEN key.

18.3 Sum Listing

Press ESC. Press F5 LISTING. This chart shows how often each sum has been drawn in the Lotto game you are viewing. In the PA 6/40 game, the lowest sum, 54, came up twice. There were no drawings with sums of 55 to 65. Press PAGE DOWN several times to view all the sums. This chart is for reference purposes only. It's an interesting learning tool but not one you'll use every time you play.

18.4 Sum Summary

ESC out of this and press F6 ANALYSIS. The SUM SUMMARY looks at all the sums that have been drawn in the game, in this case, from 54 to 206. It then divides the sums into four groups comprised of the lowest 15 percent and the highest 15 percent, leaving approximately 70 percent which is divided at the central sum of the game. The breakdown into ranges are not exact because the actual drawing results don't fit the theoretical pattern exactly. The more drawings in the game, the closer the sums will match the theoretical distribution of sums.

Read the SUM SUMMARY Chart the same way you have read the other Summary Charts. This chart tells you how many games in a row certain sum ranges have been drawn. Notice that drawings with sums between 124 and 152 have been drawn six times in a row. And as many as five drawings in a row had sums between 99 and 123. Sums between 153 and 206 were drawn three games in a row only once, but games with this range of sums were drawn TWICE in a row on 11 different occasions.

18.5 Sum Projection

Press F4 PROJECTION for the Sum Projection. The last game, 621, had a sum in the second range, between 99 and 123. This has happened 218 times in the past, and was following most often by a repeat of a sum in the same range. Sums in the third range (from 124 to 152) followed next most often.

ESC to the Main Menu.

19. MENU OPTION G

LAST DIGIT ANALYSIS™

Be sure the PA0640 Lotto game is selected, and press Menu Option G for LAST DIGIT ANALYSIS™.

PURPOSE: The Last Digit Analysis shows the hottest and coldest ending numbers. Last Digit(s) most due would be included or excluded according to their strength in other charts (as I will explain later in Chapter 32, MY SECRETS OF WINNING). This chart works just as well for new Lotto games with very little history.

To find the Last Digit(s) most due, **press the right arrow key once** to move the light bar over L5. Now the Last Digits are shuffled so that those which had the fewest hits during the Last 5 Games (L5) are at the top of the chart. Notice that in the PA 6/40 game, numbers ending in 5, 6 and 7 had only three hits each. So, you might favor numbers ending in those digits.

For the most accurate reading of the Last Digit Analysis, press F4 and change L5 to L6, then L7, L8, L9, L10 and record on paper which Last Digits keep appearing at the top. We see that 5 is the Last Digit most likely to be drawn. So we would give special consideration to Lotto numbers 5-15-25-35 when viewing other charts. We would keep only one or two of those that have the best patterns on other charts. We see that Last Digits 6 and 7 are next most due, followed by Last Digit 0. Keep in mind that when you go too far back, you lose the whole point of this chart—which is tracking the biases of short term trends. Ten games is far enough.

Many people like to play lucky 3s, or a repeat of some other so-called lucky digit. So they mark a Lotto ticket with numbers such as 3-13-23-33-43-53. What are their chances of winning a jackpot when using many numbers with same last digits? They are guaranteed to seldom win even a four-number prize!

In PA 6/40 game, we see that out of 621 drawings, not one had four last digits the same—much less five or six. Drawings with even three last digit the same are very rare. They appeared in only 2.2 percent of the drawings with a Bonus number. This chart should convince you that you shouldn't go out of your way to play multiple numbers with the same last digit. However, if two or more numbers with the same last digit are strong on other charts, there's no need to eliminate them from your wheel.

A combination with two or three same last digits is less likely to win a jackpot, but it doesn't affect your chance of winning a second or third prize. And, if those same last digit numbers are strong on other charts, one or the other may hit—or possibly both! Of course, when you wheel your numbers, you'll unavoidably include numbers with same last digits because you are playing with many numbers. If numbers with same last digit are clustered together in your wheel, use the Optimizing feature to spread your numbers into different combinations.

ESC to the Main Menu.

20. MENU OPTION H

LOW/HIGH BIAS TRACKER™

Be sure the PA0640 Lotto game selected, and press Menu Option H for LOW/HIGH BIAS TRACKER™.

PURPOSE: The Low/High Bias Tracker™ helps spot opportunities to cash in on a bias indicated by too much activity in either the lower half or the upper half of the number field. When these out-of-balance conditions occur, expect a swing in the opposite direction. Generally you should have a more or less even mix of high and low numbers unless you see a bias.

The Low/High Bias Tracker chart shows the game number, drawing date and winning numbers, followed by the headings L/H, L-5 and the BIAS. The L/H column shows how many LOW and HIGH numbers appeared in the drawing. In Game #621, there were 4 low and 3 high numbers. The L-5 column shows how many low and high numbers occurred in the LAST 5 games. As of Game #621 there were 19 low numbers and 16 high numbers. The BIAS shows the amount and direction of any imbalance over the 5-game range. Game #621 has L=+3, which means during the last five games there 3 more low numbers than high numbers. When the BIAS is a large number (double digits), expect the opposite to happen. Press F5 change L5 to L10 and compare the BIAS for the last 10 games for a different perspective—but expect to see more dramatic changes and higher Biases. Game #621 now shows L=+8, which means 8 more low numbers than high.

20.1 Low/high Bias History

Press F6 to see the BIAS HISTORY. This History is the key to understanding the averages and limits of a Bias. With L10 still activated, press F6. The Bias History tells us that during the entire history of 621 games, only once did the High Number exceed the Low Number by 24 during a ten-game period. Press PGDN and see that there were 22 more low than high numbers during a 10-game period. These are the two outer limits of the Low/High Bias History. During the five-game period, the Highs and Lows exceeded each other by 15 games according to the Bias History.

20.2 Low/high Summary

The Lotto game is divided in half. In the Pennsylvania 40-number game, the LOW half includes the numbers 1 to 20; the HIGH half includes the numbers 21 to 40, as shown at the top of the LOW/HIGH SUMMARY Chart. This chart shows how many games in a row a certain mix of low and high numbers has been drawn. At the bottom of the chart, we see that 2,159 LOW numbers have been drawn, and 2,188 HIGH numbers have been drawn.

20.3 Low/high Number Projection

Press F4 for LOW/HIGH NUMBER PROJECTION. Game #621 had 4 low with 3 high numbers. This has happened 184 times in the past and was followed most often by 3 low and 4 high numbers. Press F5 to look at these charts without the Bonus number. Press F4 to toggle back and forth between them. The lesson to be learned from this chart is to play a well-balanced mix of high and low numbers unless otherwise indicated by the Bias Tracker.

20.4 Turn Bonus Number On/off

As is true with any of the Advantage Plus charts, the Bonus number, if used, can be included or eliminated by pressing ALT-B. In this chart, with the Bonus number included, you can see that drawings with all high numbers or all low numbers happened only two times for each during the entire 621-game history. One low number with six high numbers happened a total of 31 times, including once when it happened two drawings in a row. Six low numbers with one high number happened less often, a total of 20 drawings—including twice when it happened two games in a row. Of course, three low with four high, or four low with three high numbers happened most often, accounting for 61.2 percent of the drawings. Three low with four high numbers once happened six drawings in a row.

ESC to the Main Menu.

21. MENU OPTION I

ODD/EVEN BIAS TRACKER™

Be sure the PA0640 Lotto game is selected, and press Menu Option I for the ODD/EVEN BIAS TRACKER™.

PURPOSE: The features of the Odd/Even Bias Tracker are almost identical to the Low/High Bias Tracker. Only in this chart we are trying to anticipate when the Bias has swung too far, as indicated by too much activity in either the odd numbers or the even numbers. When these out- of-balance conditions occur, expect a swing to the opposite side. When using the Odd/Even Bias Tracker, the Bonus Numbers should be turned OFF.

Game format (bet size as well as size of the number field) influences the movement of the Bias. Also, the last game that drops off when a new game is added can throw off expectations. For example, when using L5 (Last 5 games) as your barometer, look at the outgoing fifth game back to check the O/E number.

21.1 Turn Bonus Numbers Off/on

This chart includes the Bonus numbers. To eliminate the Bonus number, press ALT-B. The SUMMARY chart tells you how many games in a row a certain mix of odd and even numbers have occurred. Odd/Even numbers were fairly evenly distributed, with 1848 Odd numbers and 1878 Even numbers drawn.

21.2 Odd/Even Bias History

Press F6 to see the BIAS HISTORY. This History is the key to understanding the averages and limits of a Bias. When L5 is activated, the BIAS HISTORY tells us that the EVEN numbers have never reached a Bias higher than +15. And a Bias of +15 for ODD numbers occurred only five times in the entire 621 game history of PA 6/40 Lotto. Biases of 0 to +4 accounted for 67 percent of the drawings.

21.3 Odd/Even Summary

With bonus numbers turned off, an Odd/Even distribution of 3/3 was the most common, occurring in one third of the games. Drawings with 3 odd and 3 even occurred four times in a row on five different occasions. Five drawings in a row once had four odd and two even numbers. Games with Odd/Even distributions of 3/3, 2/4 and 4/2 accounted for 81.6 percent of the drawings. Notice that all odd or all even drawings never occurred twice in a row.

21.4 Odd/Even Projection

Press F4 for the Odd/Even Projection. Game #621 had 3 Odd and 3 Even. This has happened 206 times in the past, and was followed most often by 3 Odd and 3 Even. Press F4 to toggle back and forth between the SUMMARY and the PROJECTION. The lesson to be learned from this chart is to play a well-balanced mix of odd and even numbers. Once you have seen the facts and figures, it should seem pretty obvious. The exception to this rule is when the Bias Tracker shows a Double Digit bias.

ESC to the Main Menu.

22. MENU OPTION J CLUSTER HIT CHART™

Be sure the PA0640 Lotto game is selected, and press Menu Option J for CLUSTER HIT CHART™.

PURPOSE: The purpose of the Cluster Hit Chart™ is to help you to see patterns or trends that will enable you to select numbers from the LAST (18th) COLUMN on the right. The other 17 columns are the Hit Charts as they would have appeared BEFORE each of the past 17 drawings.

This chart is easier to understand if you could imagine 18 All Time HIT CHARTS® lined up side by side, going back 18 drawings. It lists the Lotto numbers from the hottest (at the top of the columns) to the coldest (at the bottom)—just like the All Time HIT CHART®. Because of limited space, the Game Numbers (rather than the drawing dates) are listed at the top of the chart, so you know which drawing you are dealing with. In each column, the winning Lotto numbers that hit in that game are marked by a # pound sign.

The reason the chart goes back 18 games to present, is so you can see which numbers are trending upward and which are trending downward. With the Cluster Hit Chart™ you are looking at the MOST and LEAST FREQUENTLY drawn numbers. That is, the numbers with the most hits are at the top of the chart and the numbers with the least hits are at the bottom, just as they are in the HIT CHARTS® in Menu Option 7.

The winning numbers in one column change the ranking of the numbers in the NEXT column. The order of the numbers in a column is established before the winning numbers

are drawn. Notice that the last column has no numbers marked on the right. That's because it is the "work sheet" column for the next drawing.

The best way to work with the printout of this chart is to highlight with a yellow marker pen each of the numbers marked with a # pound sign. Look for areas of the chart that seem to be hitting more often than others. Frequently, two or three of the winning numbers cluster within four or five rows of the chart. When these patterns appear, choose your Lotto numbers from the last (18th) column of the rank range.

Avoid choosing numbers from ranks that seldom hit. But if a number in the entire rank row has NO hits on one page of the screen, it could be due for a hit. In the PA0640 game, only one Rank (Rank #2), had no hits on the screen. So, you would play Lotto #19, which is seen in the LAST column on the right. You should find this chart useful in helping you select long shot numbers that haven't hit for a long time. Treat this chart as an additional tool, not a primary tool, for refining your number picks.

You can move the chart back in time page by page by pressing the LEFT Arrow key. Press the RIGHT Arrow key to bring it back. Hold down the CONTROL key while you press the LEFT or RIGHT Arrow key and the chart instantly goes to the beginning or end of the game.

ESC to the Main Menu.

23. MENU OPTION K

CLUSTER SKIP CHART™

Be sure the PA0640 Lotto game is selected, and press Menu Option K for the CLUSTER SKIP CHART™.

PURPOSE: The object of this chart is to be able to quickly identify those areas from which the winning numbers have been recently drawn, and to project which areas may have the heaviest activity in the next drawing. You can divide the RANK areas into groups to see where the winning numbers have been "Clustering." Ranks that seldom produce hits can be eliminated from your bets. The numbers in ranks with more than an average number of hits are better choices for play, especially if that area has not hit recently.

The Cluster Skip Chart™ looks very similar to the Cluster Hit Chart™, but shows, NOT how many TIMES each number has hit, but how RECENTLY each number has hit. With the Cluster SKIP Chart™ you are looking at the MOST and LEAST RECENTLY drawn numbers.

The numbers that hit in each drawing appear at the top of the NEXT column. ALL SIX winning numbers from the previous game are at the top of the NEXT column. (Notice that all six have the same ranking.) The bottom line of the Cluster Skip Chart™ is a whole row of the long shot numbers, meaning those numbers which have been out the longest. As

with the Cluster Hit Chart, the primary purpose of the Cluster Skip Chart is to help you to pick or eliminate numbers from the LAST (18th) column on the right.

Winning Lotto numbers are marked with a # pound sign. In both Cluster Charts, the order of the numbers in a column is established BEFORE the winning numbers are drawn. Notice that the last column has no numbers marked. That's because it is the "work sheet" column for the next drawing.

As with the Cluster Hit Chart, you can move the chart back in time page by page by pressing the LEFT Arrow key. Press the RIGHT Arrow key to bring it back. Hold down the CONTROL key while you press the LEFT or RIGHT Arrow key and the chart instantly goes to the beginning or end of the game.

ESC to the Main Menu.

24. MENU OPTION L

GAP DISTRIBUTION™

Be sure the PA0640 Lotto game is selected, and press Menu Option L for GAP DISTRIBUTION™.

PURPOSE: The object of this chart is to show spacings between numbers in the sets of winning numbers.

Under the Column heading TOT for total, you see 27 for Game #621. Add up the gaps for Game #621 and you get 27. Then if you divide 27 by 6, which is the number of gaps, you get 4.5, which is the average gap for that game. The heading of the column is AVG for AVERAGE. The next column heading is SPR for SPREAD. This is the SPREAD of the lowest to the highest numbers in a game. For example, in Game #621 the lowest number is 2 and the highest number is 35. So the spread of numbers from 2 to 35 is 34.

For Game #621, you see the drawing date and day, and the winning numbers, 2-4-6-19-21-34 and bonus 35. The line in the next column, 1-1-12-1-12-00, shows the number of gaps between each of the winning numbers. For example, between 2 and 4 there is a gap of 1, which is where Lotto #3 would have been. Between Lotto numbers 4 and 6, there is also a gap of 1, where 5 would have been. Between Lotto numbers 6 and 19, there is a gap of 12, because there are 12 missing numbers between 6 and 19. There is one number gap between 19 and 21, and there are, again, 12 number gaps between 21 and 34. The double zero stands for no number gaps between 34 and 35.

At the bottom of the chart, you see the Average Values. For all 621 games, the average gap was 4.1; the average gap TOTAL was 25; and the average Spread was 32.

24.1 Gap Summary Chart

Now press F4 GAPS for the GAP SUMMARY Chart. The first column shows all gaps which have occurred in this game. The second column shows the NUMBER of times each gap occurred. In the third column, we see the PERCENTAGE of times that particular gap occurred. Notice that zero Gaps have occurred 666 times, accounting for almost 18 percent of the gaps.

Hit the END key twice to get to the bottom of the chart. You see that the largest gap between numbers in one drawing was 27. And that happened only once. Gaps of 26, 25 or 24 never occurred. A gap of 23 occurred in three games. Notice that after 16 or 17 gaps, the activity of long gaps drops off significantly. Hit the HOME key twice to get back to the top of the chart.

The fourth column shows the cumulative percentage for all gaps up to that point. Notice that Gaps of zero, one, two or three account for more than half of the gaps in this game. And gaps of up to 10 account for 92 percent of all gaps.

24.2 Gap Totals Chart

Press ESC. Now press F5 TOTALS for Gap Totals Summary. In the first column, notice that the lowest gap TOTAL was 6. It occurred only one time. And that was in drawing #501 when the winning numbers were 12-15-17-20-22-23-24. The Gaps were 2-1-2-1-0-0, which add up to 6. The highest gap total was 33, which occurred 10 times, the latest being in Game #620.

24.3 Number Spread Chart

Press ESC. Now press F6 SPREAD for the Number Spread Summary. In the TOTALS Chart, we saw that the lowest gap total was 6. That same game, #501, also had the lowest spread. It was 13. We can see on this chart that a spread of 13 happened only once. We see that spreads of less than 22 are rare, and account for less than 4 percent of the drawings in this game. Spreads of 30 to 37 are most common, having occurred the most times in this game.

ESC to the Main Menu.

25. MENU OPTION M

BALL SETS/ROTATION

Menu Option M, BALL SETS/ROTATION™, can be used in very few Lotto games. To my knowledge, New York is the only state that has a regular, definite rotation of the line-up of balls. Each drawing, one tube of balls is moved over one slot. So, the ball positions are always known in advance.

You can enter as many different Ball Sets (or Rotations) as you need. The program will handle up to 26 different Ball Sets, although nine is currently the largest. If you use the Ball

Set Chart for the New York Rotations, choose the numbers that are drawn most often in the Rotation of the drawing you are about to enter.

The Ball Set used is generally not known until after the drawing. But you can try to anticipate which ball set it will be. See if your strongest number picks have a tendency to hit more often in one particular Ball Set. Then play your best picks with other numbers that are particularly active in that Ball Set. Another way to use Ball Set information is to wheel as many groups of numbers as there are Ball Sets, wheeling the strongest numbers in each Ball Set with your best numbers from other charts.

Some Ball Sets are used more often than others, so take that into consideration when making your choices. For example, if Ball Set F is used twice as often as Ball Set A, you should expect to see twice as many hits in Ball Set F as in Ball Set A.

About a half dozen of the lotteries that I definitely know of, keep track of which ball sets were used. Although other states may track their Ball Sets, they may not want to tell you which sets were used. But, this is public information that you have a right to know.

Rotation has merit because we know in advance which Rotation will be used, and all rotations are used equally. Ball Set Tracking has too many iffy variables for scientific consideration. Tracking unknown quantities such as Ball Sets and Drawing Machines is in my opinion of little or no value.

If your state can supply you with a list of which Ball Sets were used on which dates, this is how you can enter that data. On the Main Menu, press Option 1. Then highlight your game. Press F3 INSPECT. Then press F3 Modify. Now press your DOWN Arrow key five times to highlight BALL SET USAGE. Press the space bar once if your Ball Sets are numbers. Press the space bar again for Alpha if they are lettered. Then press F3 to save the setting. ESC to the Main Menu. Then press Menu Option 2 and enter your Ball Sets. Rotations and Ball sets are entered in the update chart in Menu Option 2, after the winning numbers are entered.

ESC to the Main Menu.

26. MENU OPTION N

LOTTO ASTRO SCOPE

Be sure the PA0640 Lotto game is selected, and press Menu Option N for the LOTTO ASTRO SCOPE™.

PURPOSE: Do some Lotto numbers tend to hit more often in certain months than in others? This chart will provide those answers. The LOTTO ASTRO SCOPE™ shows which Lotto numbers come up most often each month, with the month being divided according to the sun signs. As with all the other charts in ADVANTAGE PLUS™, you should bet with

the trend, that is, play the numbers that hit most often during the drawing time period in which you are placing your bets.

The date above the column is the STARTING date of a particular time period. It ENDS with the starting date of the next column. For example, the first column is Aries: 3/21 to 4/20; then Taurus: 4/20 to 5/21; Gemini: 5/21 to 6/21; Cancer: 6/21 to 7/23; Leo: 7/23 to 8/23; Virgo: 8/23 to 9/23; Libra: 9/23 to 10/23; Scorpio: 10/23 to 11/21; Sagittarius: 11/21 to 12/22; Capricorn: 12/22 to 1/20; Pisces: 2/19 to 3/21.

Notice that in the month of ARIES, Lotto #1 has had 11 hits. But in the month of Taurus, Lotto #1 had only 3 hits. As you look across the entire chart, you see that #1 hits most often in the month of ARIES.

Lotto #2 has also had 11 hits in the month of ARIES (March 21 to April 20), but as you look across the chart, you see that #2 has had 15 hits in the month of SCORPIO (October 23 to November 21).

26.1 Instant Column Sorts

Touch your RIGHT Arrow key so that it highlights ARIES. Now the Lotto numbers under ARIES have been sorted so that the numbers with the most hits are at the top of the chart, and the numbers with the least hits are at the bottom of the chart. Notice that #5 has had 14 hits. Press the END key twice. Eleven, at the bottom, has had only two hits. Press the HOME key twice to get to the top of the chart.

Let's assume you're looking for the numbers that have come up most often during the month of SAGITTARIUS, which is from November 21st to December 21st. You'd press the RIGHT Arrow key across the top of the chart until you come to SAGITTARIUS. Then you'd see that 27 is the definite choice, with 17 hits. #27 has hit twice as often in that month as in almost any other month. At the bottom of the chart, notice that #25 has never had even one hit in the month of SAGITTARIUS.

The average number of hits and total number of hits for each astrological month are shown at the bottom of the chart. The average number of hits in SAGITTARIUS is 9.1, so you would want to play only those Lotto numbers with an above average score, which in this case would be 10 hits or more.

ESC to the Main Menu.

27. MENU OPTION V

LOTTERY ADVANTAGE® SCOREBOARD

Be sure the PA0640 Lotto game is selected and press Menu Option V for the LOTTERY ADVANTAGE® SCOREBOARD.

All the Smart Picked numbers from the number selection charts are tallied on the LOTTERY ADVANTAGE® SCOREBOARD. They include the SMART PICKS™ from Menu Options 3, 4, 5, 6, 7, C, and D, which are listed as column headings at the top of the SCOREBOARD. The Lotto numbers are listed in both the first and last columns of this chart. **The Lotto numbers with the highest Score Totals are at the top of the chart.**

The column next to the Score Total column shows the number of Games Out. Press the RIGHT Arrow key to move the short light bar to the next column. The GAMES OUT column will be sorted so that the numbers out the longest will be at the top of the chart. Continue pressing the RIGHT Arrow key and it will sort, from high to low, any column where the short light bar is resting.

Lotto numbers chosen as SMART PICKS™ by any one chart, are marked with an "X" under that chart heading. The best Lotto numbers to play, of course, would be those with the highest score totals.

27.1 Give Extra Weight to Favorite Charts

Your favorite charts can be given extra value by pressing F4 WEIGHTS. With the RIGHT Arrow key, move the lightbar to the desired chart heading and change the 1 to a 2 or any other number value you want to give it. Or you can change it to a zero and all the X's will disappear from that column when you press escape.

27.2 Give Extra Weight to Favorite Numbers

You may enter your own number choices by pressing F5 YOUR PICKS. Move the UP and DOWN Arrow keys to your selected number. Then type a 1, if you want to give it a value of one. Or type a 2 if it is a very important number that you want it given more weight. After you have entered your number choices, press F5 DONE WITH ENTRIES and the values you have given to your picks will be added to the totals.

27.3 Clear Advantage Scoreboard

Press F4 to CLEAR THE SCOREBOARD. Once the LOTTERY ADVANTAGE SCOREBOARD™ is cleared, you will have to run the charts again by pressing ESCAPE after pressing each of the Options 3, 4, 5, 6, 7, C, D. This process has to be repeated whenever you update the game history. It takes less than ten seconds to do it. When necessary, a pop-up window at the bottom of the screen will tell you that you need to run the charts by doing this.

ESC to the Main Menu.

28. MENU OPTION W

SMART PICKS™

Be sure the PA0640 Lotto game is selected, and press Menu Option W for automatic SMART PICKS™.

SMART PICKS™ selects the best numbers from each of seven charts. Those numbers are automatically tallied on the LOTTERY ADVANTAGE™ SCOREBOARD. You simply tell the program how many SMART PICKED™ numbers you want, by typing in any number from 6 to 40 at the bottom of the screen, and press ENTER. The numbers will instantly appear at the top of the screen. Numbers chosen this way are programmed to produce a relatively even mix of High/Low and Odd/Even numbers which explains why different sets of Smart Picks are given when you select the same group size a second time. (See Lottery Advantage Scoreboard for exact number of most chosen Smart Picks).

28.1 Prohibit/force Selection of Numbers

If you want to include or exclude certain numbers, press F4 SET. Place the lightbar on the number you want to INCLUDE in the group, and type an F for FORCE. Numbers you want to EXCLUDE, highlight with the lightbar and type an X. Press escape, and then type in the number of SMART PICKS™ you want. And press ENTER. Your number selections will instantly appear at the top of the screen.

28.2 Test past Performance of Your Smart Picks

Press F6 for PERFORMANCE RESULTS to see how many winning numbers would have been in that particular group of numbers if you had played them every drawing since the first game.

28.3 Wheel Your Smart Picks

F7 will wheel your Smart Picks, but **only** if you own Version 3 or higher of my Wheel programs (Wheel Six Plus or Wheel Five Plus). If you have an earlier version of the wheel program, print your Smart Picks™ and then plug them into your favorite wheel.

ESC to the Main Menu.

29. MENU OPTION X

NUMBER GROUP TEST DRIVE™

Be sure the PA0640 Lotto game is selected, and press Menu Option X NUMBER GROUP TEST DRIVE™.

With the NUMBER GROUP TEST DRIVE™, you can test any size group of numbers in any state Lotto game, back through the entire history of the game and see how many times the group would have produced all 6, 5, 4, 3, 2, 1 or 0 wins, had you played that particular set of numbers every drawing since the first game.

Use the Arrow keys to underline your first number pick. Then press the space bar. With the Arrow keys, underline one chosen number at a time and press the space bar after each selection. Your marked numbers are highlighted and the count of the NUMBERS SELECTED will show on the screen. After you have entered all your chosen numbers, press F10 RUN TEST. Then press F2 PRINT. The printout will show your selected numbers as well as the PERFORMANCE RESULTS.

Let's do a sample run together. Use your keypad number keys (make sure num-lock is on) to mark the following two digit numbers:

01-03-04-07-10-11-12-14-15-16-17-18-19-20-22- 26-28-30-31-35-37-38-39-40.

You could play scientific combinations of these numbers using any one of my 24-number wheeling systems, such as System #614 or #817 or #1015 or #1114. All four of these 24-number wheels are in the SMART LUCK® COMPUTER WHEEL™ and also in my book, LOTTO HOW TO WHEEL A FORTUNE.

Now press F10 to get the performance results on the screen. If you had wheeled this group of 24 numbers in each of the 621 PA 6/40 games, you would have had all six winning numbers plus the bonus number in 17 of the games. You would have had six winning numbers in 82 of the games. In 179 games you would have had five of the winning numbers. In 188 of the games, you would have had four winning numbers. In 108 of the games, you would have had three winning numbers. And 41 Games would have produced 2 winning numbers. Five games had only one winning number. And in one game you would have had none of the winning numbers. Press F2 to print your selected numbers and Performance Results.

Press F4 CLEAR NUMBERS to erase your number selections and clear the screen.

ESC to the Main Menu.

30. MENU OPTION Y

LOTTO ODDS CALCULATOR™

Press Menu Option Y for LOTTO ODDS CALCULATOR™. The Lotto Odds Calculator™ will instantly give you the odds of winning any prize in any Lotto game in the world, with or without bonus numbers.

Let's look at the odds for the Pennsylvania 6/40 game. Where it asks for Lotto Game Size, type 40. For Drawing Size, type 6. For Bonus Numbers, type 1. For Lotto Bet Size, type 6. Instantly, the odds of winning with six, five, four or three numbers will appear on the screen. On the left side are the odds of winning with Bonus Numbers. If your Lotto game is a pick-5, you type a 5 when it asks for the Drawing Size and Bet Size. You can get the odds of any game you want, whether it exists or not.

ESC to the Main Menu.

31. MENU OPTION Z

Perpetual Calendar

Come back to the Main Menu and press Menu Option Z for PERPETUAL CALENDAR™. It will go backwards and forwards in time MONTH BY MONTH by pressing the UP or DOWN Arrow keys. To go back or forward YEAR BY YEAR, press PAGE UP or PAGE DOWN. The calendar was originally put into this program to help you keep the drawing dates straight, but as you have seen, we do everything all the way. So this calendar can go back in time to 1 a.d. or forward into the future for 67,737 years!

32. MY SECRETS OF WINNING

Now that you've read the entire manual up to this point and (hopefully) understand how to use each chart, I'll tell you my shortcut way of choosing Lotto numbers in less than ten minutes. When you're in a hurry, this is the fastest way to zero in on the numbers that have the greatest probability of winning. ADVANTAGE PLUS has a vast assortment of tools that allow you to examine Lotto numbers in an infinite variety of ways—when time permits. And you should make a thorough study of all the charts and reports from time to time, to give yourself a good solid background. Educate your intuition and it will work for you.

32.1 There Are Two Types of Charts

ADVANTAGE PLUS™ has two types of charts. One type produces actual number picks, and the other type deals in groups, biases or gives a broader perspective. BEFORE you study and select your numbers from Charts #3-4-5-6-7-C-D, it's extremely helpful to get a general overview of what is most likely to happen in the next drawing. It will influence your number selection process and help you more easily decide which numbers to include or delete.

32.2 The Quick Fix Six Shortcut Tools

All of the following QUICK FIX SIX SHORTCUT TOOLS can be used effectively in both old and new Lotto games, even those with less than a dozen drawings! They are: 1) Odd-Even Bias, 2) Low-High Bias, 3) Sum Chart, 4) Number Group Bias, 5) Last Digits

Due, 5) Skips Due. You won't get a clear reading from ALL six every drawing, but a strong signal from even one or two of them could help you cash in winning tickets.

32.3 Fewer Choices Mean Easier Predictability

When a mathematical "event" has only two (or few) possible outcomes, such as Heads/Tails in a coin flip bet, or Odd/Even, or High/Low, the outcome is more predictable because it tends to even out rather quickly. But Lotto numbers, which have thousands or millions of possible outcomes, will never even out.

32.4 Benefit by Balancing the Bias

*** The opportunity we search for is a bias, that is, something which has gone on too long, or has gone too far out of line, one way or the other, from the norm. We can benefit by anticipating the opposite to occur, and ride the reverse trend until balance is restored.

*** Read this significant paragraph again because it's the key to much that follows.

TO IDENTIFY A BIAS, YOU MUST KNOW WHAT THE EXPECTED OR AVERAGE IS, TO HAVE A POINT OF COMPARISON. AVERAGES FOR ANY DATA ARE SHOWN AT THE BOTTOM OF ADVANTAGE PLUS CHARTS.

The only way you will know if something is out of line is if it's much higher or much lower than average. Also important is the number of drawings in a row the bias has occurred. Let's examine each of the five criteria, and I'll explain how to relate this information to actual number picks.

1) ODD-EVEN. Are there going to be more ODD numbers or more EVEN numbers in the next drawing? Rather than using the all time ODD-EVEN PROJECTIONS, supplement and refine that information by looking at the most recent O/E (Odd/Even) activity on I, starting with the latest drawing, going back as few or many games as necessary, until you find that THERE IS, or there IS NOT, a pattern. (Go back five games or more.)

If there have been too many games heavy with ODD numbers lately, look for the next game(s) to be heavy on EVEN numbers. Or, if there have been more than an average number of drawings with EVEN numbers, anticipate more ODD numbers to be drawn in the next game(s). This is not so helpful in pick-6 games, but it's a dynamite tool for the pick-5 games! If you don't expect 3/2 or 2/3 (3 odd and 2 even, or 2 odd and 3 even), what's left—1/4, 4/1, 0/5, 5/0.

AN ODD/EVEN WHEELING TIP FOR PICK-5. If you don't expect 3/2 or 2/3, you might want to wheel all the odd numbers, or all the even numbers. In the typical 5/39 game, there are 20 odd numbers and 19 even numbers. With Power Wheel #4108, you can wheel all 19 even numbers with a 3 out of 4 win guarantee for only \$15. (Or wheel all 20 odd numbers for \$17.00 with #4109.) You are guaranteed to win at least one third prize even if the outcome is 1/4 or 4/1. You win even more prizes if the outcome is 5/0 or 0/5.

2) LOW-HIGH BIAS. Are there going to be more HIGH numbers or more LOW numbers in the next drawing? HIGH numbers are the top half of the number field of your game, and LOW numbers the bottom half. (For example, In a 6/40 game, numbers 1 to 20 are the low

numbers and 21 to 40 are the high numbers.) Rather than accepting the all time HIGH-LOW PROJECTIONS, supplement and refine that information by looking at the most recent HIGH/LOW activity on Chart 2, starting with the most recent drawing, going back as few or many games as necessary, until you find that THERE IS, or there IS NOT, a pattern.

If there have been too many games with low numbers lately, look for the next game(s) to be heavy with high numbers. Or, if there have been more than an average number of drawings with high numbers, anticipate more low numbers to be drawn in the next game(s). Keep in mind, when lower numbers are drawn, the prize payout is usually less than average. If you suspect lower numbers will be drawn, you may want to buy fewer tickets.

3) SUM CHART. Please refer to your manual to understand sums and to get the most probable range of sums for YOUR Lotto game. Chart F is the SUM CHART. I assume you know how to read this chart, having read the manual. What you want this chart to tell you is: will the sum of the next game's winning numbers be a little higher than average, or a lot higher than average, or will it be a little lower than average, or a lot lower than average.

When you look at this chart, you can see how quickly a bias compensates by reverting to the opposite soon after. For example, you may see a few drawings in a row that have sums a little higher than average, followed by one drawing that has a sum much lower than average. To get the most benefit from this chart, view the entire chart by pressing the up arrow key. Come back to the present by pressing the down arrow key. Or print the entire chart, and analyze what has happened in the past to help you project what can be expected from certain patterns that form in the future. You'll soon get an educated "feel" for which sum ranges to expect in the next drawing. Your projection on this chart should correlate with the above HIGH-LOW BIAS. A higher sum requires higher numbers.

4) NUMBER GROUP BIAS. Which number group(s) can be eliminated from your field of play, and which number group(s) should be more heavily played in the next drawing? Chart E, the TEN GAME GROUP COUNT holds the answers to those questions. Notice on the right, under the heading PAST TEN GAMES, you see many dashes which indicate that no numbers from that group were drawn in that game. More often than not, at least one number group can be eliminated from your field of play.

Many of you are not aware of one of the most important and dramatic functions of the E Chart TEN GAME GROUP COUNT. Press F5 to view the BAR CHARTS. The first chart you see is for the single digits, NUMBER GROUP 1-9. Press the down arrow key once, and you see NUMBER GROUP 10-19. Press again to view the other number groups.

Now, press the arrow key pointing to your left and hold it down while you watch the movement on your screen. The past action of the number group will fly across your screen in undulating patterns of peaks and valleys. Hold down the Right arrow key to bring the pattern back to the present. (New Lotto games with insufficient data will not move across the screen.)

You'll want to give extra heavy play to a Number Group when the Bar Chart shows it has bottomed out (or finished its "valley" formation), and is just starting upward. On the other hand, you can eliminate a Number Group from your play if the Bar Chart shows it has topped out (at a relatively historic high) and shows the first signs of trending downward.

Also use the Group Bias Tracker™ and Group Percentage charts. Press the minus key to go back in time, game by game, and use past results as a learning tool to study how they affect your own Lotto game.

A number group doesn't have to be just single digits, teens, 20s, 30s, 40s, etc. It can be groups of five (1-5, 6-10, etc), or groups of seven, or any other way you want to study number group data. By examining your Lotto game divided several ways, you can verify, narrow or refine the activity within the various groups and zero in on the most likely to win and least likely to win sections. When you have distilled the best sections, you may want to wheel ALL the numbers in all of your best sections.

5) LAST DIGITS DUE. This valuable chart is Menu Option G. Touch the right arrow key once, so that IN L5 is highlighted. This shuffles the Last Digits so that the Last Digits with the fewest hits during the past 5 games are at the top of the chart. The Last Digits with the fewest hits are the ones most due. Press F4 and change L5 to L8 or L10 when two or more Last Digits have the same number of hits. This will help you zero in on the 3 or 4 Last Digits most likely to hit.

6) SKIPS DUE. Is the next drawing going to have more than its share of long shot numbers coming in, or will there be more hot numbers than usual. (Hot numbers are numbers with recent hits.) The GAMES OUT VIEW OF HISTORY (Chart B), is one of my favorites. When it shows a clear pattern, you can use it exclusively without the aid of any other chart.

The Total (TOT) and Average (AVG) numbers shown at the bottom of the chart are your key to reading this chart. Notice how quickly the very high or the very low Totals reverse direction. When you see three or four drawings in a row with low Averages and Totals, you'd want to play more long shot numbers than usual in the next drawing. When you see three or four drawings in a row with high Averages and Totals, you may want to play all hot numbers the next drawing.

Study, also, the numbers in the GAMES OUT column. This shows numbers of games skipped since the last hit. If two drawings in a row have no "00" shown, which means two drawings had no repeat hits from the previous game, then you know you'll have to include in your wheel more winners from the last drawing. Or, conversely, if two or three games in a row had two or more numbers repeat from the previous drawing, you could ignore all numbers that hit in the last drawing, and not play any for a repeat hit.

Look over the GAMES OUT column for the latest five drawings and see which skip periods from 01 to 09 are missing. For example, if you don't see any "03" skips represented in the last five drawings, you may want to play ALL the Lotto numbers that are currently out three games. Or, if a mixture of only the very hot numbers and the very cold

long shots have been drawn during the past two or three games, you might want to include in your wheel all Lotto numbers that are currently out from 06 to 14 games, for example.

32.5 Ratio of Hot to Cold Numbers

Although precise figures vary depending on the number field, on average, one of the six winning numbers has been out for more than ten games, and the rest have had a hit within the past ten games. (The one long shot number that accompanies the other five numbers is SELDOM the number that's been out the longest.) In most cases, your wheel should include some cold long shot numbers mixed in with your hotter picks. Long shot numbers, which are the most difficult to pick correctly, can be chosen from those that fall in the number groups of your favored five criteria. A long shot number that's in the third final stage of a Cascade is also a good one to bet.

32.6 Also Study Other Games with the Same Number Field

With my systems you are playing the probabilities, or that which is most likely to happen based on an analysis of what has happened in the past. Get familiar with your own Lotto game's behavior. Soon you'll be able to zoom in quickly on important information, which will appear obvious to you when you're familiar with it. Study other Lotto games with similar number fields and more history. The general parameters will yield lots of valuable information.

In the U.S.A., we have pick-6 Lotto games with number fields that range from 25 to 54 numbers and pick-5 games with number fields that range from 32 to 45 numbers. Each pick-size as well as number field game-size, has its own sets of specifics that determine the intensity of the bias, and the length and degree of the swing back to normal (average) following a bias.

It's worth investing an evening or two studying each of the five indicators throughout the entire history of your game. Each time you see an extreme from the norm, carefully document what happens in the drawings that follow. Note how long it takes for the opposite to occur and the trend to correct itself. After you've made this study, you'll instantly recognize an opportunity to cash in on a new bias as it arises because you'll know what to look for and what to expect.

32.7 Now Select Individual Lotto Numbers

After you've analyzed the QUICK FIX SIX SHORTCUT TOOLS: 1) Odd-Even Bias, 2) Low-High Bias, 3) Sum Chart, 4) Number Group Bias, 5) Last-Digits Due, 6) Skips Due, you'll know which "iffy" numbers to eliminate, and which numbers or groups of numbers you should give special consideration to when studying the number specific charts, which are #3, 4, 5, 6, 7, 8, C, D.

The chart with the richest patterns, and the chart I depend on most for choosing my numbers, is #4, Drawings Since Hit™ Chart. (Unfortunately, Smart Picks™ cannot be programmed to pick the numbers in all the ways that are possible for the human mind to pick them.) Drawings Since Hit™ Chart, and its abbreviated version (press F4), and #7, the

Hit Charts™ are also the most valuable charts to use in a new game because they don't require a lot of data before they yield valuable information. You can get a brief reading with as few as ten games. Seldom do you need more than one full printed page (50 games) to use this chart with maximum benefit.

When choosing individual numbers, I cross-reference one chart with another to help make my final decisions. That is, unless a Lotto number is at a critical chart point and I know I'd play it anyway. When anticipating the confirmation of a trend reversal for a long shot number (meaning, when you are expecting the second of the two hits following a long losing streak), I know that the expected second hit will occur no later than three losing games after the first hit. So, I include that Lotto number in my wheel until it has lost up to three games. (If it loses four games, I stop playing it until it hits again and forms new patterns.)

However, if I'm considering it as a Power Number, I consult #6, the Skip and Hit® Chart, to determine in which of the three games it is most likely to hit—after skipping one game? or two games? or three games?! Or, if a Lotto number is having a hot winning hot streak, I might consider using it as a Power Number™ ONLY for the drawing most strongly indicated by the Skip and Hit® Chart. (Be sure you really know how to read this chart, though.) Also cross-reference the SMART PICKS™ from the Quick Stats™, Trailing Numbers™ and Adjacent Numbers™ with this chart.

The Skip and Hit® Chart can be a very helpful chart and a powerful tool for fine-tuning the precise drawing a particular number will hit. Unfortunately, this chart requires several years of drawings for reliable patterns to form. The Skip and Hit® Chart and the Companion Number® Chart require the most history—more than 200 games—to produce reliable patterns. Multiple Hit Pattern® Chart forms useable patterns somewhat sooner.

If a Lotto number has ONE HIT after being out for a LONG time (some 40 or 50 games or more), I'll include that number in my wheel, ANTICIPATING that it will attempt to make up for lost time by hitting two games in a row. However, if it has a nice LOW Double Hit Ratio™ on the Multiple Hit Pattern Chart, I may even use it as a Power Number™.

A number usually gets hot following the completed third stage of a Reverse Cascade, and can be used as a Power Number™ particularly when strongly confirmed by the Skip and Hit® Chart. Anticipating a Double or a Triple Bottom could be another Power Number possibility. However, there should be confirmation from both the Games Out View of History and Skip and Hit Chart.

The Lotto Flag Formation™ is a powerful pattern that seldom fails: if a Lotto number has two hits, without losing more than two drawings between the two hits; then LOSES FIVE games; then hits again ONCE; then LOSES FIVE MORE games—at that point, PLAY IT AS YOUR POWER NUMBER. If you were to bet serious money on a Power Number wheel, that's the time to do it.

The more you work with the tools in ADVANTAGE PLUS™, and the more observant you are, the more accurately you'll be able to pick the most probable numbers and number

groups. There is much more I could tell you. But I don't want to overload or confuse you, either. If you find this information helpful, please drop me a line. It would help me to know which parts you don't understand, or found confusing, and which parts you found most helpful—or won with!

33. YOUR QUESTIONS ANSWERED

I'd like to clear up a few points and address some of the most commonly asked questions.

33.1 What If I Find an Error in the Data?

We update more than two hundred drawings every week. (A game that has not been updated for a long time is a dead game that is no longer played.) ALL U.S.A., Canada, Australia and German Lotto games are updated at least weekly. ADVANTAGE PLUS has all the past winning numbers for all U.S. pick-5 and pick-6 and pick-7 state Lotto games, plus Puerto Rico. Data for Lotto games played in countries other than the U.S.A. are in the INTERNATIONAL ADVANTAGE PLUS™. We try to update the drawings as accurately as possible. But human error will occur. We really do appreciate it when you report an error to us, so we can correct it immediately.

33.2 How Do I Activate the Smart Picks?

It takes only a few seconds to activate the SMART PICKS™ after your update, go to the main menu of ADVANTAGE PLUS™ and press 3, then press ESCAPE, press 4, press ESCAPE, press 5, press ESCAPE, press 6, press ESCAPE, press 7, press ESCAPE, press C, press ESCAPE, press D, press ESCAPE. Then press W, and type your response as to the number of SMART PICKS you want.

SMART PICKS™ should not be used in new Lotto games with few drawings. Keep in mind that charts require sufficient data to form patterns. Some charts have reliable patterns with 60 drawings or less. Other charts require 200+ drawings. When you become very familiar with ADVANTAGE PLUS™, your trained eye will know how to spot a winning opportunity.

33.3 How Should I Weight the Scoreboard?

Press V and get the LOTTERY ADVANTAGE® SCORE-BOARD . It shows, from the top, the numbers chosen by the most charts, and which charts chose which numbers. In answer to questions about which weights to use, if you don't like a particular chart, give it a weight of 0. Or, if you think a chart is usually pretty accurate, give it a weight of 2, or even as much as 3. (Keep in mind that a weight of 3 is equivalent to three charts selecting those numbers.)

33.4 How Does a Power Number Wheeling System Differ?

In the WHEEL programs, the Power Number™ Balanced Wheels™ allow you to wheel the same amount of numbers with the same win guarantees as my other wheels, but cut your ticket cost by half or more. However, your Power Number™ MUST be drawn for the win guarantee to be valid. Place your strongest number in the first position, because the Lotto number in the A position is in every combination in the system.

33.5 Does it Matter Which Lotto Game I Play?

Most states offer two Lotto games, a pick-6 which usually has higher jackpots and MUCH higher odds—and an easier to win pick-5 Lotto game with lower odds and a jackpot paid in a cash lump sum. You'll win pick-5 prizes much more often than you'll win pick-6. I suggest that you invest the lion's share of your lottery budget in the low-odds pick-5 Lotto games, or pick-6 games with small number fields, such as West Virginia's 6/25 Lotto. Florida has a pick-5 game with 26 numbers!

33.6 Do you have a money back guarantee?

No, absolutely not. I do not guarantee that anyone will win prizes with my software. I guarantee only that all minimum win guarantees in the wheels are mathematically correct with no holes. As for returning or exchanging software, naturally anyone who buys software will install it on their hard disk drive. For that reason, it would be ridiculous to allow customers to return or exchange software. Even if the disk is returned, the program remains in the customer's computer.

33.7 Why _____

Every day I receive a ton of mail that requires a personal response. I value these letters. They have a direct impact on what I write and how I explain things. But, there simply isn't enough time in a lifetime to answer everyone personally.

33.8 Why Haven't I Received Any Upgrade Notices Lately?

We are continually working to refine and improve our products with upgrades as well as developing new products. If you move, please inform us of your new address. Otherwise you'll miss out on exciting new products and upgrades.

33.9 Who Else Sells Your Software?

The only legitimate address to order a Gail Howard Smart Luck product is in White Plains, New York. Absolutely no one, and I do mean NO ONE, is authorized to sell my SMART LUCK software retail, operating out of a store, or store-front. And (with the exception of one New Jersey-based magazine that takes orders for us which WE SHIP), NO ONE is authorized to advertise or sell my lottery software through the mail.

Any person or company selling any type of lottery printed matter or lottery software, using any of my charts or registered trademarks (such as SKIP AND HIT® or SMART LUCK® or LOTTERY ADVANTAGE®, or using my name, GAIL HOWARD®, in their ads,

brochures, software programs or manuals), is in direct violation of Federal Trademark and Copyright Law. I need your help in cracking down on the crooks and swindlers who attempt to profit illegally from my products, my hard work, my creativity and my good name. Any information you provide will be kept confidential. I find nice ways to reward people who bring such violations to my attention.

I also reward people who bring to my attention jackpot winners who have publicly claimed they used my system to win, including newspapers articles in which jackpot winners say they used Gail Howard's system. And WHEN YOU WIN YOUR LOTTO JACKPOT, let me know right away!!

If you move, send us a card or email us at support@smartluck.com with your change of address so we can keep you informed of new products and upgrades.

Please check us out on the web at:

www.smartluck.com

For the latest on all of Gail's products, free technical support information, free interactive wheeling systems, free history updates and even a free windows program to automatically download the latest history files. Also secure, interactive, online order forms for new and upgrading products.

34. A FINAL WORD

If you don't understand a chart or a program function, please read the explanation about it again. Of course, you can press the F1 function key for HELP at any time, at every level, throughout the entire program.

Don't let the vast array of selections on the Menu overwhelm you. Each one is there for a specific purpose. Learn how to use the enormous amount of information available at your fingertips the easy, simple way—by listening to the **ADVANTAGE ALERT™** audio cassette tapes.

Try not to rely entirely on the SMART PICKS™. When you become familiar with the patterns and probabilities of Lotto number activity in your game, you'll have a more subtle awareness than the computer is capable of.

Once you feel comfortable with ADVANTAGE PLUS™, you'll find yourself gravitating to certain charts more often than others. You don't have to use every chart every time you play. Of course, the more indicators you use, the better your perspective for choosing the winning numbers. These tools help you target and refine, with a greater degree of accuracy, the next set of winning numbers. So you'll have an even better chance of becoming my next Lotto jackpot winner!

ADVANTAGE PLUS™ UPDATES: At a minimal cost you can update your entire data base of winning numbers from Game 1 through the latest drawing of the night before we ship for all pick-5 and pick-6 games played in the U.S.A. Advantage Plus Updates are available ONLY if you are a registered owner of Advantage Plus Release 3.30 or higher, U.S.A. version. Your Advantage Plus serial number must be provided when ordering. Single updates are available for \$15.00 each and 12 monthly updates cost only \$6.65 each. Update prices include shipping.

Balanced Wheeling Systems™ allow you to play with large groups of Lotto numbers, which are scientifically placed on your bet slips in a special order that assures a specific win guarantee if some or all of the winners are in the chosen group. Five different wheeling programs are available (see order form enclosed with order). The 397-page book **LOTTO HOW TO WHEEL A FORTUNE**, has 162 wheeling systems and tells everything you need to know about wheeling. It costs \$19.50 + \$4.50 shipping for each book.

WHEEL SIX PLUS™ has 1,650 Balanced Wheeling Systems™, 844 for pick-6 Lottos, 792 for Super7, and 14 for pick-5. Because you have so many wheels to choose from, you can access three types of listings to help you quickly and easily select a wheel that matches your budget, or the number of numbers you want to wheel, or to see the complete on-screen index. It contains ALL pick-6 win guarantees up to 500+ combinations or 54 numbers, whichever comes first. At least a dozen wheels let you play ALL of the numbers in your pick-6 game. Choose from 133 different wheels that cost \$10 or less to play; 249 that cost \$20 or less, 427 cost \$50 or less.

It has three ways to handicap your numbers; two ways to optimize your wheels; interfaces with ADVANTAGE PLUS™ and allows you to test drive and win check a wheel against any game history. Zaps SMART PICKS directly into the wheel from ADVANTAGE PLUS. Has up to 3 Power Numbers and shows minimum/maximum prizes even when you miss one or more of the Power Numbers. Contains all the wheels (but many reduced and made more efficient) and all the features of the COMPUTER WHEEL, but MUCH more! Runs on 360K floppy, or takes 300K on your hard disk.

WHEEL FIVE PLUS™ has 475 Balanced Wheeling Systems™ to help you win the 5-number Lotto games now played in almost every lottery state. Those games are called Fantasy-5, CASH-5, TAKE-5, POWER BALL, etc. Covers up to 500+ combinations or 45

numbers, which ever comes first. Choose from 34 wheels that cost \$5 or less to play; 90 wheels that cost \$10 or less; 166 wheels cost \$20 or less; 246 wheels cost \$50 or less. Win check shows 2-number prizes when desired. Wheels up to three Power Numbers. It has all the same exciting, advanced features as the WHEEL SIX PLUS™. Contains all the wheels (but many reduced and made more efficient) and all the features of COMPUTER WHEEL FIVE™, but much, much, MUCH more!

COMPUTER WHEEL™ has 252 Balanced Wheeling Systems™, most are for the pick-6 Lotto games. Minimum and also the MAXIMUM number of multiple prizes you can win with each system are shown to you on-screen. Tells number of times each number position is in the wheel so you can place your strongest numbers where they appear most often. Optimizing key makes best possible sums of YOUR chosen numbers. Saves up to 500 wheels for win checking. (New WHEEL SIX PLUS has all this & MORE.)

COMPUTER WHEEL FIVE™ has 220 Balanced Wheeling Systems™ for pick-5 Lottos. Has all the same features as the COMPUTER WHEEL™. (The new WHEEL FIVE PLUS has all this and much MORE.)

FULL WHEEL GENERATOR™ guarantees a first prize jackpot when you trap the winning numbers in your wheeled group. Has up to four Power Numbers™ which drastically reduce the cost, making larger Full Wheels more affordable. Use +/- keys to instantly access pick-5, pick-6, pick-7 or pick-10 wheels. Can generate every possible combination of ALL the numbers in any Lotto game! Saves up to 1,000 wheels for win checking; has test drive feature.

PICK-10 KENO WHEEL™ has 401 wheeling systems with every possible win guarantee for the pick-10 games. The lowest guaranteed prize is six numbers. Wheels range from 2 plays to 400+. Can wheel up to 43 numbers. Pick-10 is currently played in CANADA, COLORADO, MICHIGAN, NEW YORK, OREGON, WASHINGTON.

You will be notified of any major improvements in this software, so that you can order an upgrade at a nominal cost when it becomes available. If you move, please send a change of address form so you won't lose out on any exciting upgrades or new products.

I hope you enjoy using ADVANTAGE PLUS™ and that you benefit from it in a big way. When you win a jackpot with my systems, please let me know about it. I will NOT accept any part of your win, but I will happily add your name to my long growing list of jackpot winners. I never accept money or gifts from my winners. On the contrary, my jackpot winners get all my new products FREE. I wish you great success with my strategies and systems.

Best of Luck with Smart Luck.

Gail Howard

