

Lotto Sorcerer

User's Guide



v3.0.2

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Table of Contents

Software License (Evaluation Version).....	4
Software License (Registered Version).....	5
System Requirements.....	6
Introduction.....	7
Quick Tutorial.....	8
Main Window.....	11
Lottery Setup.....	12
Enter Numbers Drawn Tab.....	14
Suggest Numbers to Play Tab.....	16
Edit Lottery.....	17
Delete Lottery.....	18
Menu Items.....	19
Frequently Asked Questions (FAQs).....	20
Appendix A: Lottery Theory.....	22
Appendix B: Neural Networks.....	23

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System Requirements

For Macintosh Classic: Mac OS 8.5+, OS 9.x.

For Macintosh OS X: Mac OS X 10.1 or higher (including Jaguar).

For Windows: Windows 95, 98, Me, NT 4.0, 2000, XP

As far as hardware requirements (memory, hard drive, etc.), Lotto Sorcerer has minimal requirements. However, this is a computationally intense program, so the faster the computer, the better: we recommend, but do not require, a Macintosh running 300 mHz or faster, or a Windows computer running 450 mHz or faster.

Introduction

Overview

Lotto Sorcerer is a powerful computer program that uses advanced statistical analysis and state-of-the-art artificial intelligence (neural network) algorithms which help you home in on those winning numbers, quickly and easily.

Lotto Sorcerer is designed to work with any lottery which draw four to six numbers from a pool of 20 to 80 numbers. It also handles "bonus-ball" type lotteries, such as Powerball, where an additional number is chosen. The bonus-ball pool can be between 20 and 80 numbers.

Powerful and Effective

All reputable lottery programs work with "hot" numbers (numbers which are drawn more frequently) and "cold" numbers (numbers which are overdue to be drawn). But what strategy should you play? Numbers consisting of all hot numbers? Numbers consisting of all cold numbers? Numbers with 2 hot numbers, 3 cold numbers and one non-hot, non-cold number? There are numerous strategies to consider.

For more information on Lottery Theory, see page 22.

Lotto Sorcerer is unique in that it looks at the drawing history, and applies *all possible strategies* using a back-propagating neural network technique. It then starts at the oldest drawing in the database, and works its way up to the present, simulating virtual games and comparing it to the actual numbers that won, checking which strategy creates the most winners. It then applies the best strategy in recommending the next number you should play.

For more information on Neural Networks, see page 23.

Easy to Use!

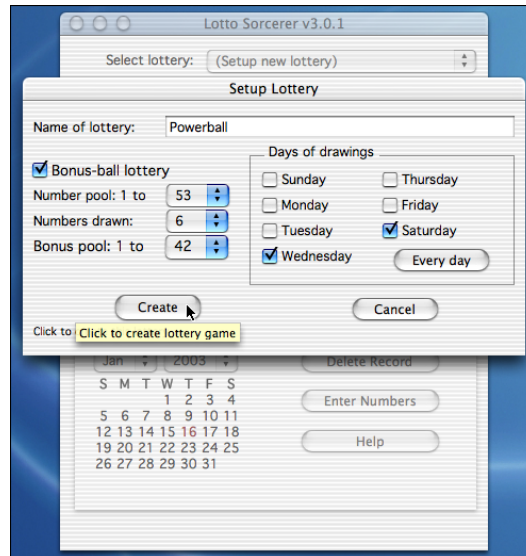
Other lottery programs can be confusing to use, with many options and settings. Because Lotto Sorcerer applies all possible strategies in determining the best way to play, there is no need for a confusing interface. You can learn and master this program in less than three minutes!

Quick Tutorial

Using Lotto Sorcerer is an easy process, with three steps:

Step one of three:

You need to setup at least one lottery. Do this from the Main Window. Choose the menu item "File | Setup Lottery". The Setup Lottery window opens.

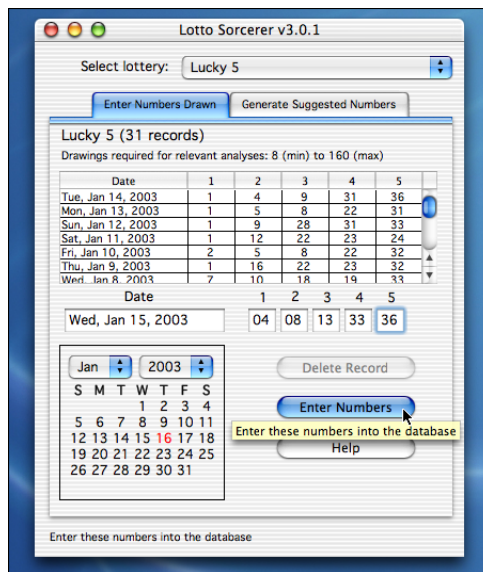


Give this lottery a name (for example, "Powerball"). If this lottery has a "bonus ball", such as Powerball, where an additional number is drawn, click the "bonus ball lottery" checkbox. Next, select the largest number in the lottery pool. Then select how many numbers are drawn; if the lottery is a bonus-ball type lottery, include the bonus ball in the count. For example, if the lottery draws five numbers plus a bonus ball, select "six" for this lottery's setup. Select the days of the week when the drawings occur.

Click the Create button to finish and return to the Main Window.

Step two of three:

You will need to enter consecutive prior drawings into the lottery's database so that Lotto Sorcerer can calculate a meaningful analysis and extrapolate recommended numbers to play. From the Main Window, select the lottery from the Select Lottery pull-down menu. Then click the Enter Numbers Drawn tab in the main window.

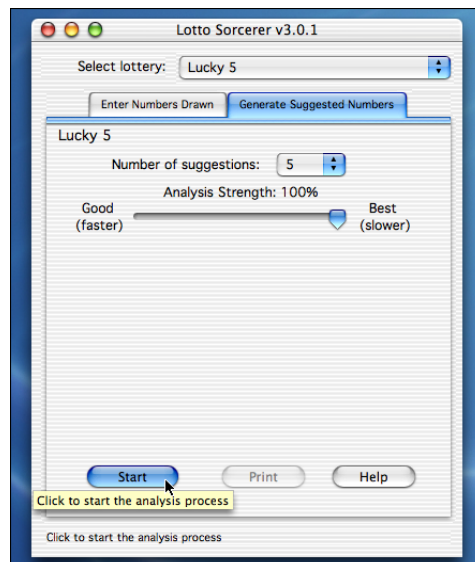


Select the date of the drawing you want to enter by using the Calendar. Enter the numbers drawn in the drawing boxes. Click the Enter Numbers button to enter these into the database.

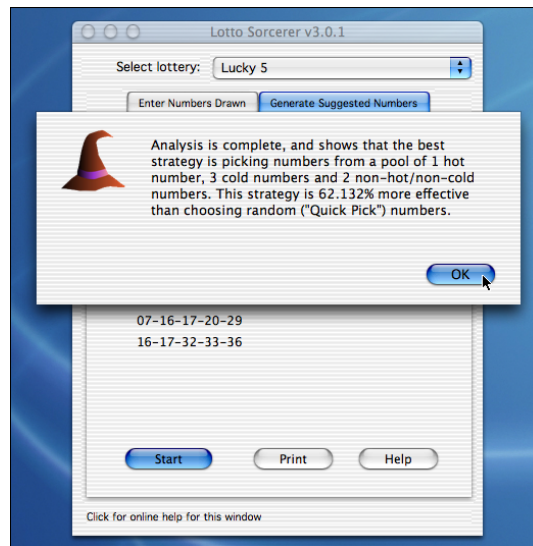
Note that the more drawings you enter into Lotto Sorcerer, the more accurate and consistent it becomes. The top of this Enter Numbers Drawn tab tells you the minimum and maximum drawings that need to be entered. If you enter more drawings than the maximum, Lotto Sorcerer will automatically delete the oldest record, which are statistically irrelevant anyway.

Step three of three:

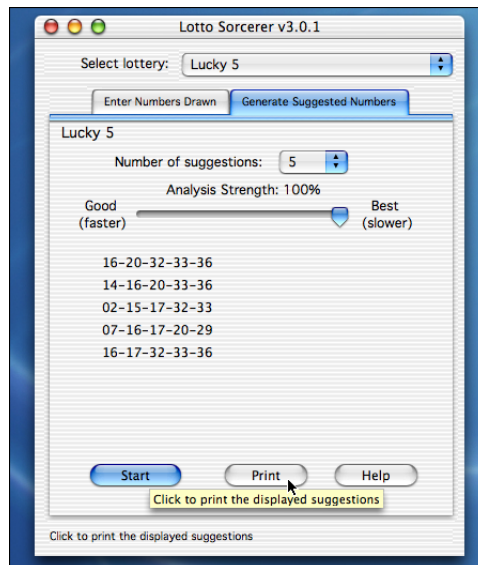
After you have entered a sufficient number of previous drawings into the database, you can have Lot-to Sorcerer recommend numbers to play for the next upcoming drawing. To do this, from the Main Window, click on the Generate Suggested Numbers tab.



From here, use the drop-down menu to select the number of recommendations you want, and use the slider to select the analysis strength. Click the Start button to start the process. A progress bar will appear, showing the progress. When finished, Lotto Sorcerer will display its analysis...

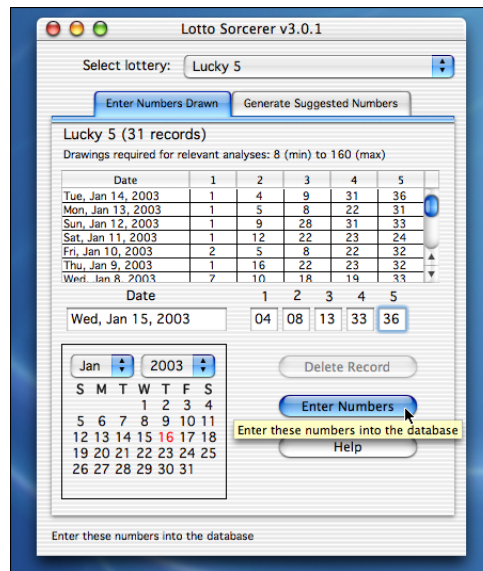


...and the suggested numbers:



You can click the Print button to printout a hardcopy.

Main Window



Basic Procedure

- Select the lottery you want to work with in the Select Lottery pull down menu (or create a new lottery by choosing the menu item File | Setup Lottery)
- Enter the numbers drawn previously by using the Enter Numbers Drawn tab
- View or print the numbers Lotto Sorcerer recommends by using the Generate Suggested Numbers tab

Window Controls

Select Lottery pull down menu

Use this pull down to select a lottery (that you have previously setup). If this pull down menu is disabled, that means that you have not yet setup up any lotteries.

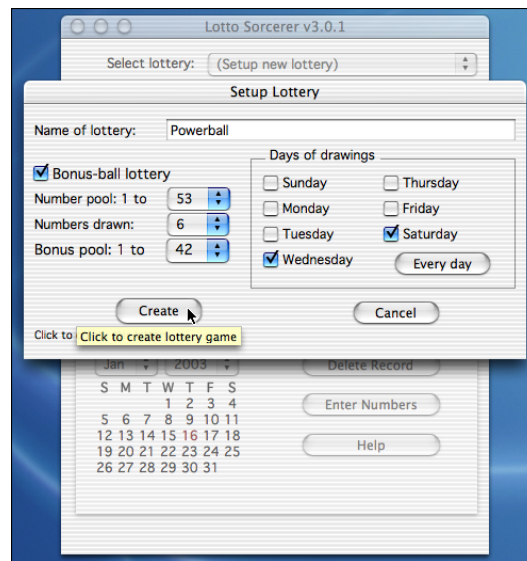
Enter Numbers Drawn tab

This tab is for entering, editing and deleting prior drawings into Lotto Sorcerer's database. For detailed information on this tab, see page 14.

Generate Suggested Numbers tab

Use this tab to have Lotto Sorcerer analyze the data and suggest numbers to play. For more information on this tab, see page 16.

Lottery Setup



Basic Procedure

- Enter the name of the lottery
- Check the box if it is a "bonus-ball" type lottery, such as Powerball
- Select the numbers in the drawing pool
- Select the number of numbers that are played
- If it is a bonus-ball type lottery, select the numbers in the bonus ball pool
- Select the days of the week that the drawings occur
- Click the Create button

Window Controls

Name of Lottery text field

Type in the name of the lottery here. You are limited to 32 characters. An example would be, "Powerball".

Number Pool drop down menu

Pick the highest number that can be drawn in this lottery. In our example using Powerball, which picks 5 numbers from 1 to 53, you would select "53".

Numbers Drawn drop down menu

Select the number that is picked (and drawn) for this lottery. If you are setting up a "bonus-ball" type lottery, include the bonus ball in the number count. For example, if the lottery draws five numbers plus a bonus ball, select "6". In our example using Powerball, which picks 5 numbers from 1 to 53, and a sixth bonus ball numbered from 1 to 42, you would select "6".

Bonus Pool drop down menu

If you selected the bonus-ball type lottery box, the Bonus Pool drop down will appear. Pick the highest number that can be drawn for the bonus ball in this lottery. In our example using Powerball, which picks a bonus ball from 1 to 42, you would select "42".

Days of Drawings check boxes

Select the days of the week for which this lottery has drawings. If the lottery is drawn every day, you

can just click the "Every day" button to quickly check every box.

Create button

Click this button to create the lottery with the settings you chose. If this button is disabled, that means that you have not filled out all of the required information.

Cancel button

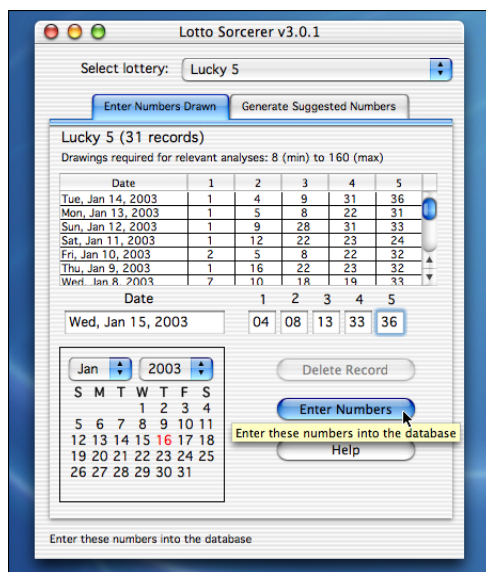
Click this to close the Setup window and return to the Main Window without making any changes.

Help button

Click this to access the online help system.

Enter Numbers Drawn Tab

This is the left tab in the Main window, and is used for entering the numbers that have been drawn in the lottery.



Basic Procedure

- Select the date of the drawing by clicking on the date in the Calendar
- Enter the numbers drawn in the text fields
- Click the Enter Numbers button to enter it into the database

You can also use this window for editing numbers that you have entered in error. To do this, just find the line in the grid at the top of the window that contains the data you want to correct, and click anywhere on its row; the data will appear in the bottom part of the window. Correct the data, then click the Enter Numbers button, or you can delete the data by clicking the Delete Record button.

Window Controls

Lottery grid

Located at the top of the window, this grid shows all of the numbers that you have entered for this drawing (up to the maximum required for data analysis... Lotto Sorcerer automatically deletes old data, which is unneeded for predicting numbers). Drawings are shown with the newest drawings at the top of the grid.

You can also click on a row in this grid for editing or deleting data. When you do so, the date and numbers drawn fields will be populated; from there you can edit the data and click the Enter Numbers button, or delete the entire row by click the Delete Record button.

Date field

Use this field for entering the date of the drawing. Note that you cannot type in this field directly; to enter a date, click on the date on the Calendar, which is right below this field.

Also note that you can only select a date on which the lottery has a drawing. For example, if the lottery only has drawings on Wednesdays and Saturdays, the other days of the week will be disabled ("grayed out") in the Calendar, so that you cannot accidentally select it.

Numbers Picked field

Enter the numbers picked in these fields. Hint: for numbers less than ten, precede each number with a zero (for example, enter "7" as "07"), so that the text cursor automatically moves to the next field.

Calendar

Use this calendar to pick the day of the drawing. Use the month and year pull down to select the month and year, then click on the day of that month. If the day is grayed out, that is because that lottery does not have a drawing on that day.

Delete Record button

Click this button to delete a record that already exists in the database. If it is disabled, that is because you have not selected a record from the database yet. Find the record in the grid, at the top of the window, and click on the row. The Delete Record button will become enabled.

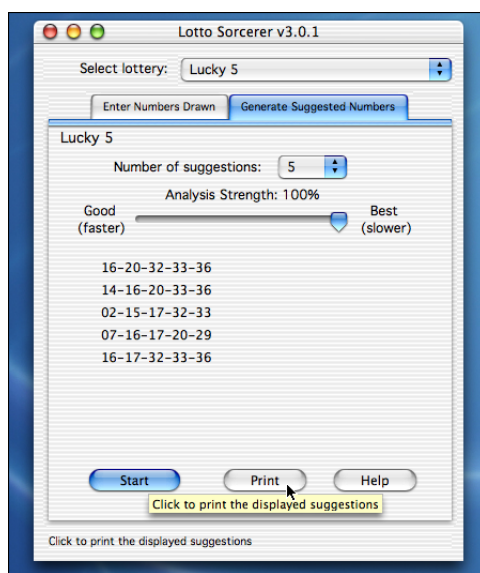
Enter Numbers button

Click this to enter the data that you have typed into the database. You should then see it appear in the grid at the top of the window. If this button is disabled, that means that you have not filled out the date or all of the numbers drawn.

Help button

Click this to access the online help system.

Suggest Numbers to Play Tab



Basic Procedure

- Select the number of lottery selections you want in the Number of Suggestions pull down
- Using the slider, select the Analysis Strength you want
- Click the Start button

Window Controls

Number of Suggestions

Use this pull down to select the number of suggestions you want, up to a maximum of 14.

Analysis Strength

Use this slider to select the Analysis Strength you want. **Note that Lotto Sorcerer is a computationally intense program.** Do not move the slider all the way to the right unless you have a fast computer (or are willing to wait for the processing to complete).

Progress bar

This progress bar only appears during processing, to show you the progress of the task.

Start button

Use this to begin the process.

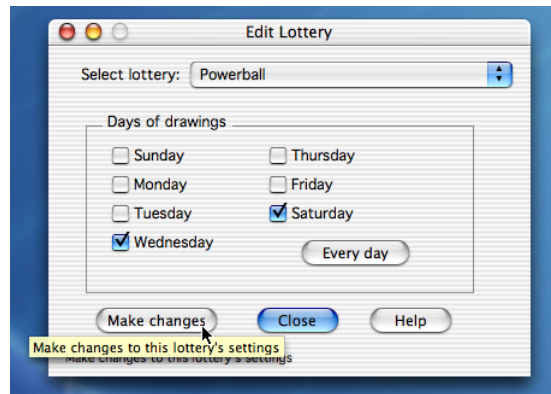
Print button

Use this to print the number selection. This button is enabled only when the suggestion process is complete.

Help button

Use this access the online help system.

Edit Lottery



Basic Procedure

- Select the lottery that you want to edit in the Select Lottery pull down
- Select the days of week that the drawings of the lottery occurs
- Click the Make Changes button

Note that the only variable you can change in a lottery is the days of the drawings. Any other variable (pool size, numbers drawn) should be treated as a new lottery. So either delete the old lottery, or create a new lottery with a new name.

Window Controls

Select Lottery pull down

Use this pull down to select the lottery that you want to edit.

Days of Drawings check boxes

Select the days of the week for which this lottery has drawings. If the lottery is drawn every day, you can just click the Every day button to quickly check every box.

Make Changes button

Click this to make changes to this lottery.

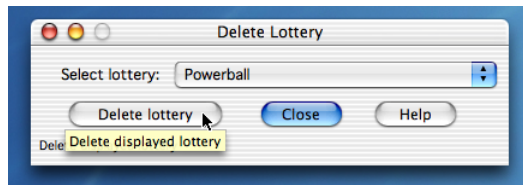
Cancel button

Use this to close the current window and return to the Main window without making changes.

Help button

Use this access the online help system.

Delete Lottery



Basic Procedure

- Select the lottery that you want to delete in the Select Lottery pull down
- Click the Delete Lottery button

Window Controls

Select Lottery pull down

Use this pull down to select the lottery that you want to delete.

Delete Lottery button

Click this button to delete this lottery from the database.

Close button

Use this to close the current window and return to the Main window without deleting any lotteries.

Help button

Use this access the online help system.

Menu Items

File Menu

- Setup Lottery - use to setup a new lottery
- Edit Lottery - use to edit an existing lottery
- Delete Lottery - use to delete an existing lottery
- Quit - exit Lotto Sorcerer

Help Menu

- Quick Tutorial - master this program in three minutes!
- Frequently Asked Questions - check here first for any questions you have
- Lotto Sorcerer Help - access this online help system
- Lotto Sorcerer Website - access latest information

FAQs (Frequently Asked Questions)

Q: What types of lotteries can Lotto Sorcerer track?

A: It can track any lottery with a number pool between 20 and 80, and where the numbers picked and drawn are between 4 and 6. It can also work with "bonus-ball" type lotteries, where an additional ball is chosen from a number pool from 20 to 80.

Q: The lottery I play has drawings twice a day. Should I track these together, or treat them as separate lotteries?

A: You should treat them as separate lotteries. You could call them, for example, "Lucky 5 - Midday" and "Lucky 5 - Evening".

Q: My lottery changed from 1 to 48 numbers to 1 to 52 numbers. If I go to "Edit Lottery", it won't let me change these numbers. What should I do?

A: You should treat it as a brand new lottery. Otherwise, these number changes will effect the analysis. Either delete the old lottery, or setup a different lottery with a different name.

Q: If I repeatedly press the Start button in the Suggest Numbers window, completely different number suggestions are generated. If Lotto Sorcerer is recommending the best numbers, shouldn't the same set of numbers be generated each time?

A: Lotto Sorcerer recommends numbers that are based on the best strategy that worked in the past. These numbers are pulled from a pool of numbers. For example, if the best strategy is numbers that have two hot numbers, one cold number and two non-hot, non-cold numbers, the plays the program recommends will pull two numbers from the pool of hot numbers, one number from the pool of cold numbers, and two numbers from the pool of non-hot, non-cold numbers. It is unlikely that the same number recommendations would appear twice in a row.

Q: If I repeatedly press the Start button in the Suggest Numbers window, different analyses keep showing. Why isn't it consistent?

A: You will find that Lotto Sorcerer's analyses become more consistent (and accurate) when you 1) enter the maximum number of drawings into the drawing history for that lottery, and 2) set the Analysis Strength slider to the maximum power. These two factors help minimize, but not eliminate, random variance.

Q: Does Lotto Sorcerer guarantee that it will pick a winner?

A: No legitimate software can guarantee that. But if there is a pattern to previous winning numbers based on hot and cold numbers, Lotto Sorcerer will find it, and recommend numbers to play accordingly.

Q: In the Enter Numbers Picked window, I noticed the year pull down in the calendar only goes up to this year. Will this software work next year?

A: The pull down will always go up to the current year, whenever you run the program. So it will always be valid.

Q: Does Lotto Sorcerer take advantage of the Velocity Engine on Macintosh?

A: The Velocity Engine, or AltiVec, which is built into all Macintosh G4 computers, allows the Macintosh to process at supercomputing speeds. This allows a machine, which, for example, runs at 800 million cycles per second to process at 15 billion floating point operations per second! Software must be written to take advantage of AltiVec. No, Lotto Sorcerer does not use the Velocity Engine, but plans are in the works to implement that in a future version (for the Macintosh only, obviously).

Q: Can Lotto Sorcerer keep track of "Keno" type lotteries?

A: Keno type lotteries are lotteries where you pick more numbers than what are drawn. A typical state Keno game lets you pick 10 numbers from 1 to 80, and 22 numbers are drawn. Lotto Sorcerer keeps track of lotteries where you pick the same amount of numbers that are drawn. However, we may

create a separate application for handling Keno games, if enough requests are made. Please visit our request page on our Support section at www.satoripublishing.com/LS/ and request a program for a version of Lotto Sorcerer that will handle Keno games.

Q: Can Lotto Sorcerer keep track of "Daily-3" and "Daily-4" type lotteries?

A: Daily-3 games pick three numbers, from 0 to 9; Daily 4 games pick four numbers between 0 and 9. Both games allow repeating numbers (for example, "223"). Lotto Sorcerer tracks games which have pools starting at one, instead of zero, and no numbers can repeat. However, we may create a separate application for handling Daily-3 and Daily-4 type games, if enough requests are made. Please visit our request page on our Support section at www.satoripublishing.com/LS/ and fill out a request for this feature.

Q: Are you planning a version that will run under Linux?

A: We will consider it, if enough requests are made. Please visit our request page on our Support section at www.satoripublishing.com/LS/ and fill out a request that Lotto Sorcerer be ported to Linux.

Q: How many lotteries can Lotto Sorcerer keep track of?

A: This is limited to your free hard-drive space.

Q: When I enter drawn numbers into the database, the oldest number in the grid disappears!

A: Lotto Sorcerer only keeps track of numbers that are statistically meaningful. If you have more drawings in the database than the maximum number required for meaningful analyses, the oldest drawings are automatically deleted.

Lottery Theory

The only type of analysis that can be performed on lottery data is in the analysis of "hot" and "cold" numbers.

In random drawings, all numbers should be drawn an equal number of times. For example, if you have a lottery consisting of a pool of 48 numbers, and six numbers are picked from each drawing, then after 80 drawings every number should have been picked ten times ($6 \times 80 / 48 = 10$). If a number has been picked more than ten times, that number is said to be a "hot" number. A number picked less than ten times is said to be a "cold" number. Note that as far as Lotto Sorcerer is concerned, the top third hot-test numbers are considered hot; the bottom third coldest numbers are considered cold; and the remainder are considered "non-hot/non-cold".

In a true random drawing, the long-run odds of a cold number being drawn should actually increase, since it is overdue to be drawn.

In a drawing that is "weighted", that is, some influence is effecting the outcome, hot numbers rule.

Although state lotteries try to be pure random events, there are still factors that can cause certain numbers to be drawn more often than others. Does the increased amount of ink on some balls have an effect? After all, the ink used to print the number "38" is considerable more than the ink that is printed a "1". Are the balls of equal diameter? Probably not; it would be difficult to keep the manufacturing process below .005 inch (.127 mm) variance in the thickness of the balls.

So what strategy should you follow? Should you choose from a pool of all cold numbers? All hot numbers? A mixture? If so, what mixture? One hot, one cold, the rest non-hot/non-cold? As you can imagine, there are many combinations of strategies to choose from.

Lotto Sorcerer is unique in that it tests *every possible combination of strategy* to determine the best strategy to use. This process would have been considered impractical just a few years ago, but today's personal computers are capable of computational speeds that once were possible only with supercomputers. Lotto Sorcerer also takes advantage of the latest in neural networking techniques to identify the best strategy to use.

Neural Networks - A Brief Introduction

Also referred to as parallel distributed processing, neural networks are in the realm of advanced artificial intelligence, and are often used in pattern recognition... in other words, to find order out of apparent chaos. Typical examples of applications using neural networks include face recognition, voice recognition, character and handwriting recognition.

Neural networks are particularly effective for predicting events when the networks have a large database of prior examples to draw on.

Lotto Sorcerer uses a type of back-propagating neural network to recognize patterns in winning numbers that have been chosen in the past. By finding the most successful pattern, a strategy is chosen to select numbers for subsequent drawings.

If you want to investigate the science of neural networks in greater depth, a wide variety of resource and reference material is available on the Internet.