

Supplement to the User Manuals for VersaBet Lottery Manager Version 4

PART I: Important Changes in Revisions A-N

Pick-3/4 MODULE FILE LISTING (Rev. N)

(Fixed Display Problem)

Fixed bug that generated an error message when the game directory listing contained more than more than 105 files.

BET MAKER PRINT DISPLAY (Rev. M)

(Fixed Display Problem)

Fixed problem with print display function not showing complete list of bets that were generated.

IMPROVED PRINT FUNCTIONALITY (Rev. K)

Major changes have been made to all print functions throughout all of the Lottery Manager modules. A DOS-compatible printer is no longer required. LM will use the default system (Windows) printer, whether parallel or USB. Print preview is now available for all print jobs. Print jobs can now be redirected to a file via the preview function. Printer ports no longer need to be assigned through the program; they are now handled by the Windows print functions.

PICK 3/4 MANAGER MASTER CHART (REV. I-J)

(New 'Combined View' Report Screen Added)

A new screen called 'Combined View' has been added to the 'Master Chart' analysis report. Combined View shows all numbers and their hits by position, frequency by position, and since-drawn by position. The chart also shows the amount of times each number has doubled and tripled (Dbl and Tpl), elapsed games since hit as a double or triple (SDT), and each number's most-paired companions (Pr). To see the new screen, run the Master Chart and when the initial display appears press the **V** key.

LOTTO MANAGER SOURCE ANALYSIS (REV. H)

(Several Changes and Enhancements)

Source Analysis is based on the theory that one or more numbers contained in any game drawing previously appeared in earlier game drawings in a regular pattern. For instance, if your latest drawing is 1-2-3-4-5, you may find that 2 and 4 also appeared in the drawing ten games previous, and that 1 and 3 appeared in the drawing fifteen games previous, and that 5 appeared in a drawing eighteen games previous. If you check back through previous drawings and find that this is a regular pattern, then for the next drawing you would select numbers from the 10th, 15th, and 18th games back to form the basic number-set for your next play. You would start with the 15 numbers contained in those three past games (for a 5-number game), and after eliminating duplicates, end up with a set of perhaps 12 or 13 numbers. These numbers could then be entered into a wheel of your choice, or used in the Bet Maker module, to create your bets.

Source Analysis automates the process of finding the pattern of most productive previous games, and then captures the numbers contained in them in descending order of productivity.

Source Analysis allows you to select any range of records in your database to explore, and then to set the range of games to look backward for the 'source' of each record that is checked. Default values are included in the basic setup and can be accepted with a simple key-press.

Changes to Source Analysis in revision H of Lotto Manager expanded the Capture function to include capturing a number-set through elimination of cold numbers. Unlike the capture function in rev. G, which extracted a number set from numbers contained in the *most* productive games back, the new capture function eliminates numbers found in the *least* productive games back until only the hotter numbers remain to fill the number set.

To capture from the hot games back you would press the **H** key. To capture from the cold games back you would press the **C** key.

LOTTO MANAGER ROOT VALUE ANALYSIS (REV. G) (Several Changes and Enhancements)

The 'Reduction Analysis' name on the Analysis menu has been changed to 'Root Value' analysis and the analysis has been enhanced to produce more extensive information that can be used in other modules of the Lottery Manager.

Root Value is another way of classifying and grouping numbers, similar in concept to 'sum of the digits' analysis. In fact, root values are extracted from the sums in a relatively simple process.

The 'sum-of-the-digits' is derived by adding together all of the numbers drawn in a game drawing. The 'root value' is derived by extending this process one step further and adding together the individual digits of the sum to arrive at a one-digit equivalent. If in the process of adding numbers a 2-digit number is created, the new 2-digit number is further reduced by adding its digits in the same manner to produce a single digit.

Example: Sum $159 = 1 + 5 = 6$, then $6 + 9$ (the next number) = 15, and finally $1 + 5 = 6$ So the root value of 159 is 6.

Using root values has the effect of grouping the entire range of numbers in a lottery game into only nine categories. Root Value analysis flags root values that are overdue and allows you to set the Root Value filters in the Bet Maker to add additional focus to the bets you will be generating

LOTTO MANAGER SOURCE ANALYSIS (REV. G) (Several Changes and Enhancements)

Changes to Source Analysis in revision G of Lotto Manager include a simplified setup, removal of the 'detail' feature (too infrequently used and confusing), and the addition of the 'number capture' function.

THE BET MAKER (REV. G) (Enhancement)

Two new features have been added to the Bet Maker module. Bet Maker now has the ability to split large bet files 'on-the-fly' during the bet generation process into several hundred (if necessary) smaller files. This allows for easy importation into the Lotto Manager or Pick $\frac{3}{4}$ Manager modules for further manipulation such as searching and editing.

The Bet Maker also includes a new filter for 'Root Values' in the Bet Setup screen. This filter can be used alone or in conjunction with any or all of the other filters.

See the section above on Root Values for an explanation of what they are and how they can be used.

THE PICK 3/4 MANAGER 'DUE NUMBERS ANALYSIS' (REV. G)

(Major Changes and Enhancements)

The 'Due Numbers' report flags combinations (in 'boxed' form) that have not appeared for a long enough period to be considered due based on their normal frequency of occurrences. This analysis concentrates on two basic types of combinations; No Match Numbers (contains no doubles), and Doubles (combinations with at least one occurrence of a doubled number). The period of skips (consecutive games where a combo has not occurred in a drawing) is adjustable by the user.

The report shows all combinations that have exceeded the minimum skips, along with the complete stats showing what the usual pattern for each is. The user can then select those combinations that are most obviously overdue.

LOTTO MANAGER MASTER CHART (REV. F)

(Several Changes and Enhancements)

The Master Chart has been updated to remove features that were used infrequently or were too vague to be useful once the database reached a certain size. The 'Low-Hi Range' has been replaced by the simpler 'Longest Out', which shows the greatest number of consecutive skips for each number. The 'Current Status' has been replaced by the much more useful 'Most Paired', which shows the numbers that each number has been most frequently paired with in a game drawing.

PICK 3 / 4 MANAGER VIEW-EDIT SCREENS (REV. F)

(Enhancement)

The display now shows even/odd, midpoint, sum, and 'games back' data for each number.

THE LOTTO MANAGER 'SPEED WHEELER' (REV. D)

(New Feature)

The Lotto Manager 'Speed Wheeler' is found on the Wheeling menu. The Speed Wheeler is very simple to use and very powerful in what it does. To use it, just select Option 1 from the menu. Indicate the type of game you wish to wheel numbers for and then enter a sum range within which all the generated bets must fall. If you don't wish to eliminate any sums, just enter the Min and Max figures shown in the prompt at the bottom of the screen. The last step is to supply a file name (up to 8 characters) for the new bet that will be generated.

You will now see a display screen that allows you enter any amount of numbers (up to a maximum of 10) into each of the available positions (from 2 to 10, depending on the game).

You can move forward to the next position by pressing the TAB key on your keyboard. You can move back to a previous position by pressing the ESC key. When the last number in the last position has been entered, pressing the TAB key again will let you verify that all the information is correct.

After you verify the information, the Speed Wheeler instantly converts your numbers into a bet and saves the bet to the file name you specified. The bet will contain all possible combinations, within the limits of the sum range, of all the numbers that you entered, strictly according to the positions you indicated.

THE PICK 3/4 MANAGER 'SPEED WHEELER' (REV. D)

(New Feature)

The 'Speed Wheeler' is found on the Wheels Menu. The Speed Wheeler is very simple to use and very powerful in what it does. To use it, just select Option 1 from the menu. Indicate the type of game you wish to wheel numbers for and then enter a sum range within which all the generated bets must fall. If you don't wish to eliminate any sums, just enter the Min and Max figures shown in the prompt at the bottom of the screen. The last step is to supply a file name (up to 8 characters) for the new bet that will be generated.

You will now see a display screen that allows you enter any amount of numbers (up to a maximum of 10 of course) into each of the available positions (either 3 or 4, depending on the game).

You can move forward to the next position by pressing the TAB key on your keyboard. You can move back to a previous position by pressing the ESC key. When the last number in the last position has been entered, pressing the TAB key again will let you verify that all the information is correct.

After you verify the information, the Speed Wheeler instantly converts your numbers into a bet and saves the bet to the file name you specified. The bet will contain all possible combinations, within the limits of the sum range, of all the numbers that you entered, strictly according to the positions you indicated.

To view the new bet file, simply exit the Speed Wheeler, activate the Bets menu, and Choose 'Select Bet'. Next choose View/Edit from the Bets menu and your new bet file will be displayed, ready for printing out and copying to your Play Slips.

To view the new bet file, simply exit the Speed Wheeler, activate the Bets menu, and Choose 'Select'. Select the new bet file, then choose View/Edit from the Bets menu and your new bet file will be displayed, ready for printing out or copying to your Play Slips.

Keep in mind that the Speed Wheeler is capable of creating very large bets that can go way beyond the budget of the average player. In order to keep the bet sizes realistic, it is important to still select your numbers judiciously, use as few as you can, and place them into positions where they most frequently occur.

You'll find that the Lotto Manager's Optimal Range feature on the Analysis menu will be a big help in this last regard.

PICK 3/4 MANAGER 'COMBO REPORT' AND 'PAIRS REPORT' (REV. D)

(New Features)

The Combo Report and Pairs Report are both found on the Analysis menu. The discussion below on the Combo Report applies to the Pairs Report in every detail, except that the Pairs Report deals only with the two-number combinations found within each game drawing.

Select the report desired from the menu, select your game if you have not already done so, and when asked for a record range enter the range desired or just press the Enter key twice to select the entire database.

The report will begin generating automatically, and, depending on the number of records in your database, may take some time to complete. A moving bar on the screen shows the progress toward completion and will cycle twice; once for gathering the data and once for summarizing the data.

Understanding the Report Screen

1. The Column Information

When the report is finished you will see ten columns of information on your display screen.

The first column, COMBO, shows all possible combinations of the game numbers in boxed format. In other words, in a Pick-3 game, the numbers 123 would cover 321, 231, 132, and 312. If the letters CDN appear next to a combination, this indicates that the combination is composed of Consecutive Digit Numbers (like the example used above).

The second column, HITS, shows how many times a particular boxed combination in your database was 'hit' or drawn in a game drawing.

The third column, HIT AVG, shows how often, on average, a particular combination (again in any order) is 'hit' or drawn in a game drawing.

The fourth column, HIT MED, shows the Median hits for a combination. The Median is the exact middle of the entire history of hits for a combination. Half of all hits for a combination will fall below the Median. The other half will fall above the Median.

The fifth column, SKIPS, shows how many games have passed since a particular combination was drawn in a game drawing.

The sixth column, SKIP AVG, shows how many times on average a combination will skip before it hits again. The Hit Average and the Skip Average are closely aligned and will always be very near in count.

The seventh column, LONGEST, shows the maximum number of games a combination has skipped previously before being hit.

The eighth column, RANGE 1, shows when a combination's SKIPS are within ten games of its Hit Average. This is an alert that a combination is within its 'due' range.

The ninth column, RANGE 2, indicates when a combination's SKIPS are approximately double its normal frequency. A star in this column is an alert that a combination is becoming seriously 'overdue'.

The tenth column, RANGE 3, indicates when a combination's SKIPS are approaching an area where 60% to 70% of hits normally occur. A star in this column is an alert that the combination is reaching the limits of this period.

2. The Summary Information

The summary information that appears at the bottom of your report screen breaks the combinations down into their most significant types and summarizes the activity of the types. Tracking the occurrences of types can be very fruitful and a lot less grueling than tracking individual numbers and assembling them into combinations (which will always fall into one of the types shown below anyway).

QUADS: In Pick-4 games only of course. A Quad is the same number appearing in all four positions in a game drawing.

TRIPLES: The same number appearing in any three positions in a game drawing.

DOUBLES: The same number appearing in any two positions in a game drawing.

PAIR DOUBLES: A game drawing with a double and at least one other number that is consecutive to the doubled number (i.e., 1-2-2).

PAIRS: A game drawing that contains at least two consecutive numbers (i.e., 1-2-4).

NO MATCH: A game drawing that contains no double numbers.

WILD MATCH: A game drawing that contains no double numbers and no consecutive numbers (i.e., 1-3-5).

CONSECUTIVE (or CDN): A game drawing that contains all consecutive numbers (i.e., 3-4-5).

TWO CARRIED: Shows the incidence of two or more numbers in a game drawing being carried over to the next game drawing.

NONE CARRIED: Shows the incidence of NO numbers in a game drawing being carried over to the next drawing.

3. Using The Combo and Pair Information Effectively

Game drawing numbers can be thought of and tracked in two different ways; as discrete entities that appear in certain positions at a certain rate of occurrence, or as part of a larger group of numbers that combine in certain ways at a certain rate of occurrence.

While both views are valid, and while the Pick 3/4 Manager provides the tools to approach the games from either perspective, we believe that targeting the Combination Types from the summary listing and then refining the type from the detail listing is probably the most fruitful approach.

A typical scenario for using the reports would be to first identify the combination type or types that show overdue by their frequency (HIT AVG) in relation to their current skips (SKIPS) and longest out (LONGEST) indicators.

Next, you would scan the detail listing above the summary for the Combos (or Pairs) of that combination type that also appeared to be overdue. Once you've selected the number sets, you would simply transfer them to your play slip and play them as Boxed or as Combo type bets.

PART II: History of Revisions for VersaBet Lottery Manager Version 4

Revision K Contained the Following Changes

Windows printer functionality enabled. DOS-compatible printer no longer required.

Print preview added to all print operations

Printer port assignment no longer required

Added ability to redirect print to file

Revision I Contained the Following Changes

LOTTO MANAGER

1. Fixed display scrolling problem that occurred when viewing keno games.
2. Fixed overflow problems that occurred when analyzing large game databases.

PICK 3/4 MANAGER

1. Added brand new screen to the Master Chart report. The 'Combined View' screen shows all numbers and their stats by position, as well as their activity as multiples and their most-paired companions.

Revision H Contained the Following Changes

LOTTO MANAGER

1. Enhanced Source Analysis: Expanded the *Capture* function to include number-elimination from unproductive previous games.
2. Fixed a bug in the Pairs Report *zoom* function to stop line jumps that would occur in larger game files.

PICK 3/4 MANAGER

Streamlined the *Add* function to eliminate an extra keystroke in Pick-3 file updating

SET GENERATOR

Fixed a bug that allowed bad data to be entered into the input box that controls the number of scans

Revision G Contained the Following Changes

LOTTO MANAGER

1. Root Value analysis

Reduction analysis on the Lotto Manager analysis menu has been renamed Root Value analysis and expanded to show record-hit averages, current skips, and longest historical skips. Overdue root values, based on current skip status in relation to the average and longest out, are flagged for easy recognition. This analysis is backed up by a new Root Value filter in the Bet Maker module (see below).

2. Enhanced Source Analysis

One of the Lotto Manager's most powerful analysis features, Source Analysis, has been greatly improved both for ease of setup and for completeness. Source Analysis now not only identifies the earlier games that have sent winning numbers to later games, but also automatically captures number data from the most productive results and lets you save the data as a 'set' for use in the Bet Maker module or for searching a game database or bet file in the Lotto Manager.

BET MAKER

1. Save Multiple Files

The Bet Maker setup now allows you to split large files into a series of smaller ones as the bets are generated. This allows you to create very large bets and still be able to load them into the Lotto Manager for searching, editing, etc..

2. Root Value Filter Added

A new filter that allows you to generate bets according to their root value has been added to the Bet Setup screen. This filter can be set to reflect information obtained from the Root Value analysis in the Lotto Manager and can be used in conjunction with the other Bet Maker Filters.

PICK 3/4 MANAGER

1. Enhanced Overdue Numbers Report

The Overdue Numbers analysis on the Analysis menu has been completely rethought and redesigned to provide more useful and accessible information. The results now appear as overdue combinations in boxed format instead of merely individual numbers. The overdue criteria settings all have default values that are adjustable by the user.

Revision F Contained the Following Changes

LOTTO MANAGER

1. The 'View/Edit' Screens

Added enhanced scrolling. The display may now be scrolled up or down one line at a time instead of just one page at a time.

2. The 'Master Chart' Analysis

Changed 'Lo-Hi Range' to read 'Longest Out' and show the greatest number of skips that each number has experienced. Dropped 'Current Status' because it was too vague. Added 'Most Paired' to show which numbers each number has most frequently paired-up with. Added enhanced scrolling; the display may now be scrolled up or down one line at a time instead of just one page at a time.

3. Printing Routines

Cleaned up printing routines to get better page breaks with some inkjet printers.

PICK 3/4 MANAGER

1. The 'View/Edit' Screens

Added number statistics to the display to show even/odd distribution, midpoint distribution, sums, and games-back indicator. Added enhanced scrolling; the display may now be scrolled up or down one line at a time instead of just one page at a time.

2. The 'Combo Report'

Added a new summary item called 'Two Carried' that shows the occurrences of two or more numbers from a drawing being carried to the next drawing. Added enhanced scrolling; the display may now be scrolled up or down one line at a time instead of just one page at a time.

3. The 'Pairs Report'

Added enhanced scrolling. The display may now be scrolled up or down one line at a time instead of just one page at a time.

4. Printing Routines

Cleaned up printing routines to get better page breaks with some inkjet printers.

Revision E Contained the Following Changes

LOTTO MANAGER:

Added Speed Wheeler for Lotto and Keno: The new Speed Wheeler allows instant wheeling of bets by position and with complete control of the sum range. Speed Wheeler will generate all possible combinations of numbers contained within the positions, or, if a sum range is narrowed, that match the chosen sum range.

Up to ten numbers can be entered in any of the available positions. NOTE: The Lotto Manager's *Optimal Range* analysis is very useful in helping you determine where the numbers should be placed.

PICK 3/4 MANAGER

Expanded Combo Report: Combo Report now shows Median for hits and Skip Average for skips, and adds summary information for all combinations types.

Expanded Pairs Report: Pairs Report now shows Median for hits and Skip Average for skips, and adds summary information for all pairs types.

Enhanced Speed Wheeler: Speed Wheeler now includes the ability to generate bets in either all combinations, or just combinations that match a chosen sum range.

Added File Name Display: The names of the currently active game file and bet file are now displayed on the bottom of all screens.

Added Automatic Load on Startup: The game file that was used in the last session is now automatically loaded when the Pick 3/4 Manager is started. The name of the active game file will appear at the bottom of the screen.

THE BET MAKER:

Corrected problem with duplicate checking turning off when new bets run without exiting program.

THE UPDATE MANAGER:

Corrected problem with date correction on 4-number games.

Revision D Contained the Following Changes:

PICK 3/4 MANAGER

Added new analysis function: Combo Report

(Reports on the hits, frequency, and skips of all possible combinations in boxed format)

Added new analysis function: Pair Report

(Reports on the hits, frequency, and skips of all possible pairs in boxed format)

Added new wheeling function: Speed Wheeling

(Creates instant wheeled bets for any amount of numbers in any position. Simply enter the numbers you want in each position and get a bet file generated instantly that covers all combinations)

Eliminated 'Multiples' report (replaced by Combo report).

Removed annoying forced printer port selection on start-up. Placed this as an option in Utilities menu instead.

Modified some printer routines.

LOTTO MANAGER:

Corrected problem on database printout where multiple lines in keno games overwrite each other on the first line.

Modified some printer routines.

THE BET MAKER:

Corrected problem with History Scan not available with new Cash-4 lotto games.

Corrected problem with 'Use Source File' not available for use with new Cash-4 lotto games.

Corrected problem with strange page-breaks in bet printing.

Added header information and date/time stamp to bet printing.

THE SET GENERATOR AND THE SUM ANALYZER

Modified some printer routines.

Revision C Contained the Following Changes:

PRINTING

Printer Port 1 or 2 may now be selected (LPT1, LPT2) for printing VersaBet reports.

NEW 4-NUMBER GAMES

Changes have been made in Lotto Manager, Update Manager, Sum Analysis, and Bet Maker modules to accommodate the new 4-number games such as *Rhode Island Rolldown* and the multi-state *Cash4Life* that seem to be gaining in popularity.

Revision B Contained the Following Changes:

THE BETMAKER

Corrected problem with duplicate checking not resetting after having been turned off.

Added the ability to use Key numbers with imported Set Generator number sets.

Added sequential number generation for Pick-3/4 bets.

Added the ability to generate bets smaller than the actual lottery bet size. This means that you can generate sub-groups of 3 or 4-number bets for use in 5 or 6-number lotteries.

Added the ability to use Bet Maker with non-conventional lotto games, such as the new 4/32 in Florida.

Changed the History Scan to allow a minimum and maximum class instead of just a single class. This means, for example, that you can set a target class of 3-number matches, but also include 3-number matches contained within 4-number matches. Bets filtered this way have been shown to produce a greater incidence of 4-number wins in a 5-number game than bets restricted to 3-number matches alone.

Changed some wording on the History Scan screen for added clarity.

Revision A Contained the Following Changes:

Corrected a problem in Bet Maker that occurred when using the history filter for games with bonus numbers.

Corrected problem in Bet Maker when Ok button clicked in history filter without file being selected.

Added an extra column in the Pick 3/4 Manager 'Due Numbers' analysis report to show both local and global averages.

Changed Hot/Cold report screen display in Lotto Manager to show numbers with zero hits.