

PF-LottoSP 2.0

Lottery Predicting Software

For the Pocket PC

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This software is not freeware.

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INTRODUCTION:

Lotto Forecasting is a program designed for entertainment purposes only. It uses several prediction subroutines on past draw data to predict the next set of numbers likely to be drawn. You should check the rules and regulations of your favourite lottery before using.

There are many programs out there that generate pseudo-random numbers. Lotto Forecasting is different in that it scans the past draws for any given lottery, calculates a prediction based on those past draws. Using routines to recognize patterns, predict when a given number is more likely to come up and several routines to look at numerical runs and also predict them. There is no way to accurately predict a purely random draw however we feel that Lotto Forecasting is the most accurate predictor for the Pocket PC and our winnings have shown that it does a fairly good job.

Common Questions:

- **Why do I get the same numbers every time I restart and select Pick?**
 - As long as the past draws are the same, the program will predict the same numbers because the formulas predict based on past draws. When you enter another past draws, the forecast numbers should change.
- **Can I import past draws or do I have to type them all in?**
 - You can import draws in a CSV format, to prevent errors, we recommend that you break-up the CSV file into 50 line segments and import them that way. Always import the oldest draws first and work your way up to the last draw.
- **Does this program really work?**
 - There is no way to accurately predict a lottery number, Lotteries take every precaution to ensure a totally random draw, each ball is kept at a constant temperature, they all weigh the same and they are the same size to name a few precautions. PFLottoSP makes predictions based on past draws and trend analysis, this can yield surprising results. Through mathematical analysis, computers can make uncanny predictions, it all depends on what goes in. I found my winnings have increased since using this program and I have has some great feedback.
- **Is there a Desktop version available?**
 - No, There are desktop lottery forecasting programs available and some of them use trend analysis, PFLottoSP is for the Pocket PC platform only.
- **How many past draws do I need to enter?**
 - The more sample data, the more accurate the program is, The forecasting routines need about 20 past draws to start generating results.
- **The import data (CSV) files do not show the draw date?**
 - The date the numbers were drawn on has no influence on the subroutines however we have seen many requests to include the dates so users can see the date a past draw was drawn on. This feature will be added in the next version.

- **Is support free?**
 - Yes

ICONS AND WHAT THEY DO:

File Select Screen



Selects the currently highlighted file as the import file



Cancel



Split Screen mode



Folder View



Detailed View

Main Screen Icons



Save the picks to a text file for later printing or viewing



Add or Edit a lottery



Erase the picks



Go to the About screen



The Help Screen



Advanced Setup

Past Draws Icons



Import past draws from a CSV file (Comma separated values)



Export past draws to a CSV file

Other Icons



Exit this screen

INSTALLING:

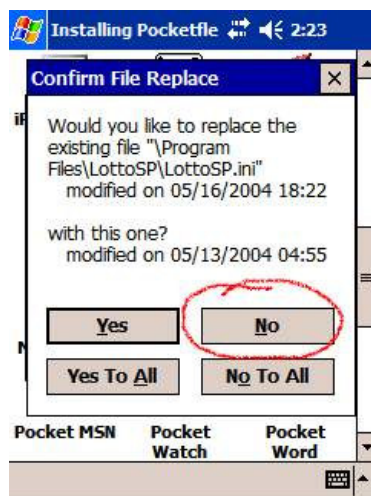
Installing the software is made fairly easy through the self-install program "Setup.exe" included in the archive.

1. Download the PFLottoSP###.zip file from your software provider (### is replaced by the version)
2. Using Winzip, Unzip the contents of this file to a temporary folder on your desktop PC
3. Place your Pocket PC in the cradle and turn it on
4. In the temporary folder of your desktop PC locate and execute the SETUP.EXE file by double clicking on it
5. Answer the questions as they appear, if unsure what the question means, always select OK to use the default answer.
6. After the install is complete, check your Pocket PC for any install questions it may have.

You are done.

UPGRADING:

To upgrade, follow the above instructions. You may get a warning that the PFLottoSP.ini file is about to be copied over, say NO. The PFLottoSP.ini file contains your lottery setups and should not be copied over.



FORECASTING-START:

Pball is installed as a sample lottery and can be deleted or modified. There will be a past draw file containing one fake entry as a sample for this lottery.

Also included in the download are past draws for 2 popular lotteries in CSV format so you can see the required format to import your past draws. Past draws can also be input manually.

STEP 1: ADDING THE LOTTERIES:

The first thing you need to do is setup the lotteries that you play. In the example below I will be setting up a Super 7 and a Pick-3 style lottery

First we need to know a little about the lottery, be prepared to answer the following questions:

The name of the Lottery

How many balls are used excluding any power-balls or bonus-balls

The highest number that is possible

The highest bonus number, keep at 0 if there are no Bonus or Power balls.

The lowest ball number, 0 or 1

Can the numbers repeat? Check if yes

Do you want the numbers sorted with the lowest on the left, Check if yes

Here is what **PBall** would look like, a sample lottery

The screenshot shows a Windows-style application window titled "LottoSP". The window has a menu bar with "File", "Edit", "View", and "Help". Below the menu bar is a toolbar with icons for "New", "Open", "Save", "Print", "Exit", and a status bar showing "1:40". The main area contains the following text and controls:

Select a lottery to edit or enter a new lottery name in the box below. Click Save when done

Lottery:

Number of Balls (3-7) =

Lowest Ball (1 or 0) =

Highest Ball (3-99) =

Highest Bonus (0-99) =

☐ Allow numbers to repeat
☒ Sort numbers in each line
☒ Show PowerBall ☐ Show Bonus

The name is "PBall" it has 5 balls numbered 1 to 53 and it has a Power ball anywhere from 1 to 43. I would like the numbers sorted and the numbers never repeat in the same line except the PowerBall..

Results:

Your lucky lotto numbers for this draw!

```
03 07 14 15 23 - 43
02 03 09 20 23 - 22
03 06 09 23 30 - 39
03 15 20 25 27 - 42
03 06 18 22 40 - 18
15 22 25 37 51 - 37
06 23 32 36 42 - 43
```

08 13 17 18 53 - 27
01 09 18 21 24 - 21
18 27 32 36 38 - 27

For **Pick 3**,

There are 3 balls, numbered 0 to 9 in 3 machines so they can repeat, there is no bonus number and I don't want them sorted since in this draw the position of a number affects the prize. In the latest build there is a Power Ball check Box. This is to tell the program to guess the Bonus or Power Ball or not. For example, in Super 7 there is a Bonus ball but you do not guess it so the box would be unchecked. In PowerBall USA the 6th ball is a Power Ball and you do guess at it so the box would be checked.

Results:

091
030
143
965
757

EDITING To change the number of balls for example on Super 7, select Super 7 from the drop-down list, then change the number of balls and select **SAVE**.

BONUS NUMBERS

Bonus numbers should be entered if the lottery has them. It is important to the prediction and only effects the prize amounts.

See **SAMPLE INI FILE SETTINGS** later in this document

Select **SAVE** after every added lottery

STEP 1a: ADD or EDIT LOTTERIES BY USING THE INI FILE:

Lotto Forecasting has an ini file called PFLottoSP.ini and it is located in the install directory. This is a text file that can be edited with any text editor such as Notepad.

There is a header called [Lottery List] and it contains the names of all the lotteries
If you delete a lottery, you need to renumber the remaining lotteries as Game0, Game1, Game2 etc.

Here is a sample of the ini file

```
[LotteryList]
Game0=Super 7
Game1=Lotto 649
```

Game2=Pick 3
Game3=PowerBall USA

[Super 7]
Balls=7
Bonus=47
Max=47
Min=1
Repeat=No
Sort=Yes
PowerBall=No

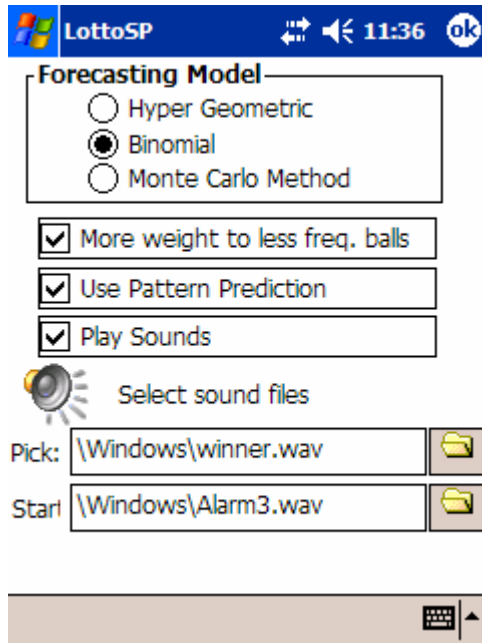
[Lotto 649]
Balls=6
Bonus=49
Max=49
Min=1
Repeat=No
Sort=Yes
PowerBall=No

[Pick 3]
Balls=3
Bonus=0
Max=9
Min=0
Repeat=Yes
Sort=No
PowerBall=No

[PowerBall USA]
Balls=5
Bonus=42
Max=53
Min=1
Repeat=No
Sort=Yes
PowerBall=Yes

The lottery name is enclosed in square brackets [Super 7]
And the details are entered as follows:

ADVANCED SETUP OPTIONS



Select a forecasting model, these each use a different method of forecasting and will yield different results, you need to try each of them and choose the one that gives you the best results for the lottery you play.

MORE WEIGHT TO LESS FREQUENT BALLS

This option will increase the chances of a low frequency ball appearing in your picks. For example, 15 has been drawn 277 times in the last 2000 draws and 16 has been drawn 334 times but has not come up in 10 draws, the forecaster may select 16 as a high probability, by selecting this option, 15 will be considered as likely to come up and may appear in more picks.

USE PATTERN RECOGNITION

This looks for runs of 2,3, or 4 such as 13 14 15 or 22 23 24 and so-on. When selected, the program will count how many runs, what value the runs have, when was the last run and based on the results may select a few runs in your final picks.

PLAY SOUNDS

We added sound novelty to the software, PICK: is the sound that is played when you pick a number and START: is for when the program first starts up.

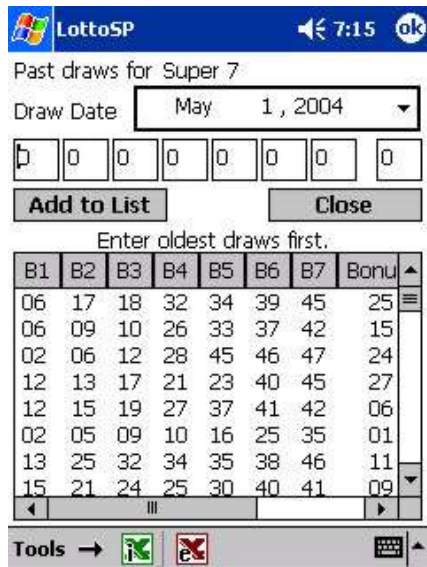
STEP 2: ENTERING PAST DRAWS

SELECT THE PAST DRAWS BUTTON



In order to function properly, the program needs to know the past draws. You have two methods available to enter these draws.

Entering the numbers manually.

A screenshot of the "LottoSP" application window. The title bar shows "LottoSP" and a clock icon with the time "7:15". The main window is titled "Past draws for Super 7". It contains a "Draw Date" dropdown menu set to "May 1, 2004". Below this is a row of eight input boxes, each containing a "0". There are two buttons: "Add to List" and "Close". Below these buttons is a table titled "Enter oldest draws first." with columns labeled B1, B2, B3, B4, B5, B6, B7, and Bonus. The table contains several rows of numbers. At the bottom, there is a "Tools" menu with icons for a green checkmark, a red X, and a keyboard icon.

B1	B2	B3	B4	B5	B6	B7	Bonus
06	17	18	32	34	39	45	25
06	09	10	26	33	37	42	15
02	06	12	28	45	46	47	24
12	13	17	21	23	40	45	27
12	15	19	27	37	41	42	06
02	05	09	10	16	25	35	01
13	25	32	34	35	38	46	11
15	21	24	25	30	40	41	09

Select the date the draw was held, the default is today, the date has no real effect on prediction but does help you keep track of what draws were for what day.

Enter the numbers making sure to type over the 0 then select TAB to move to the next ball. If a draw has 5 numbers, then only boxes 1 to 5 will be active, the rest of the boxes will be disabled. This is based on the number of balls entered in the setup page.

Draws should be entered oldest first. So if you have a 1 year list of past draws as I have here in the example, enter the oldest draws first working your way to the most recent draw.

Tap **ADD TO LIST** every time you finish entering all of the numbers for that draw.

The list will repaint. You will get an error if you enter balls out of sequence and they are supposed to be sorted, or if you enter a ball that is outside the range set in the setup. So you can't enter a ball 67 in a draw that has a highest ball of 47.

The list is sorted oldest draw first by default, to change the sort order of the list, tap the header of the column you wish to sort by. Tap once for ascending, again for descending. To return to the unsorted list you need to exit and re-enter the page.

Draws are always added to the end of the list so if you are missing a draw and wanted to put it in later, you would have to delete all draws that fall after the draw you are adding, then add the rest to maintain proper order in memory.

INSERT A PAST DRAW


To insert a past draw, tap once on the line where the past draw is to be inserted. Enter the numbers and select the date as you would to add a number to the list, then tap **INSERT**. The new line will be added above the selected line. If you selected the 4th line down, added an entry, the new entry will become line 4.

DELETE A PAST DRAW

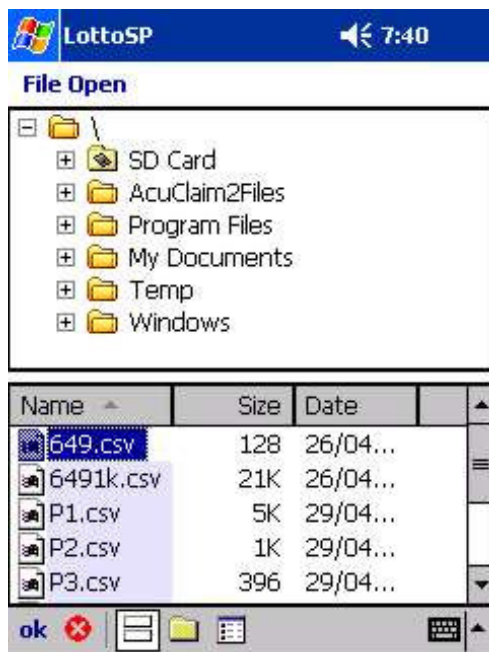
To delete a past draw, double tap on the draw you wish to delete from the list. You will get an ARE YOU SURE? Prompt. Select Yes or No.

WARNING, Once deleted, there is no undo.

METHOD 2: IMPORTING:

By selecting the import button 

You can import a .CSV (Comma Separated Value) file

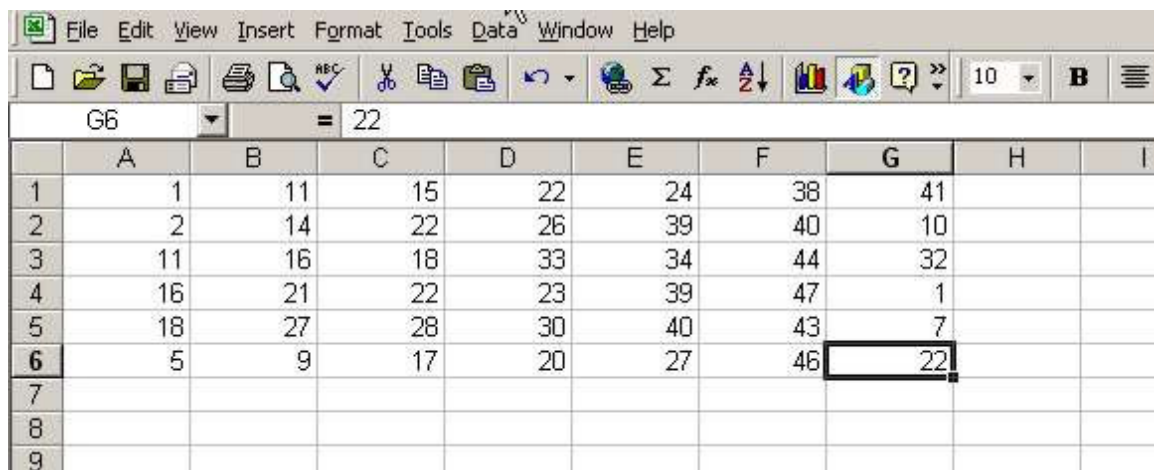


Locate the folder and the file that you wish to import, only .CSV files will be listed to avoid confusion, then select the blue ok button to select that file.

This is an excel or word file that uses a comma to separate the values and the import must match the draw. To import for Super 7, you need a .csv file with 8 numbers per line (7 plus bonus) and numbers that range from 1 to 47.

If there is a problem in the CSV file, the import will be aborted.

Here is a sample CSV layout:



	A	B	C	D	E	F	G	H	I
1	1	11	15	22	24	38	41		
2	2	14	22	26	39	40	10		
3	11	16	18	33	34	44	32		
4	16	21	22	23	39	47	1		
5	18	27	28	30	40	43	7		
6	5	9	17	20	27	46	22		
7									
8									
9									

SAVE AS .CSV

The resulting file looks like this:

1,11,15,22,24,38,41
2,14,22,26,39,40,10
11,16,18,33,34,44,32
16,21,22,23,39,47,1
18,27,28,30,40,43,7
5,9,17,20,27,46,22

Note that there are **NO** quotes. Some CSV files have quotation marks around all fields, this version does not support that so if your editor produces quotes, you will need to perform a *search and replace* function to change the quote marks to nothing or spaces.

IMPORTANT:

If your lottery has 4 ball plus a bonus, there must be 5 numbers per line
If there is no bonus, then 4 numbers per line.

Your lottery must be setup according to the import file format or the import will fail. If there is a Power Ball or Bonus ball, it must be the last ball in the line.

5,9,17,20,27,46,22

An **IMPORT COMPLETE** box will appear when done

EXPORTING PAST DRAWS:

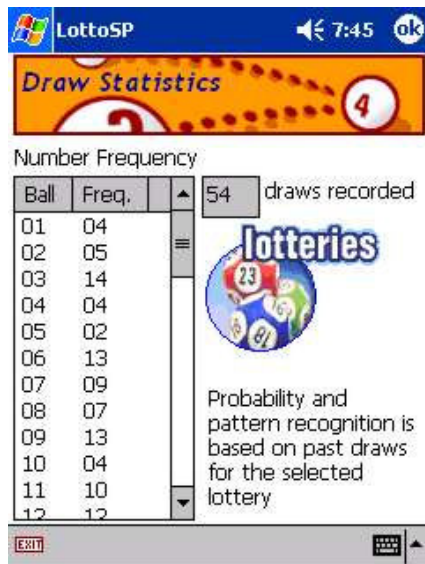
Select the export button 

To export the past draws in a CSV format that can be edited by Excel or a word processor

DRAW STATISTICS:



This screen is there for you to see at a glance the most popular numbers previously drawn and the total number of past draws you have entered. The stats displayed are for the currently selected lottery.



PLAYING THE GAME:

To pick a series of numbers, return to the main screen and select the PICK button, the program will calculate the prediction after scanning the past draws for that lottery and present them in the main screen's luck draws box.



Note that there are no Bonus Numbers in the results, That is because Bonus numbers although important towards the winnings, are seldom selected or guessed. There is no place for example on a Super 7 purchase form for a bonus ball.



REGISTERING:

To register your copy, Obtain the registration code from Handango by selecting Buy. Enter this code into the About screen where it asks for the password Be sure to enter it exactly, NOTE: Letters are always CAPITAL letters and there are no O (oh)s only 0(Zeros) in the code.

Once the code is entered, select **CLOSE** .If the registration went OK, then you should get a Thank-You message.

RANDOM MODE will be displayed if the software is unregistered or, if you have no past draws to calculate

NOTE:

Enter the code exactly as given

34G55DEE324 is not the same as 34g55Dee324 because of the capitalization, Make sure to select the shift key when entering letters, also note that there will be no letter O in any key, they are 0 (Zeros)

SAMPLE INI FILE SETTINGS

INI FILE COMMANDS:

Balls= Number of balls or digits in the main portion of the draw
Min= The lowest ball number, usually 0 or 1
Max= The highest ball number, limit is 99
Bonus= Enter the highest ball number for a bonus ball your lottery draws. Usually the same as Max= except in Powerball style lotteries.
Repeat= Can the balls repeat in the same line? Yes or No
Sort= Are the balls displayed sorted? Lowest on left, Yes or No
PowerBall= The Powerball has special rules and they are supported. **Yes** this is a powerball lottery or **No** it is not.
ShowBonus= Tells the Pick screen to either show or not show the Bonus Ball if on was set-up. **Yes** to show, **No** to hide.
[LotteryList] Section head to list all of the entered lotteries, the format is:

[LotteryList]

Game0=Super 7

Game1=Lotto 649

There is no limit on the number of lotteries you can enter, that depends on the amount of memory your device has.

[Lotto UK]
Balls=6
Min=1
Max=49
Bonus=49
Repeat=No
Sort=Yes
PowerBall=No
ShowBonus=Yes

There are 6 balls, from 1 to 49 and a bonus ball from 1 to 49, The bonus ball is shown in the pick screen and the balls are sorted from lowest to highest. The same number can not appear more than once per line including the bonus ball as though there were 49 balls in a barrel and 6 are drawn then 1 more for the bonus.

[Super 7 Canada]
Balls=7
Min=1
Max=47
Bonus=47
Repeat=No
Sort=Yes
PowerBall=No
ShowBonus=No

In this case, There is no Bonus or Power ball shown, you must enter it in the past draws and it must be between 0 and 49.

[PowerBall USA]
Balls=5
Min=1
Max=53
Bonus=43
Repeat=No
Sort=Yes
PowerBall=Yes
ShowBonus=No

Here we have 5 Balls from one drum with 53 balls in it, and 1 ball from another drum with 43 balls in it. The first 5 balls are sorted lowest to highest. None of the 5 balls are ever the same since once a ball is drawn it is not put back in the drum figuratively speaking. The Power ball however comes from another drum with 43 balls so it can be the same as one of the 5 regular balls.

[Pick 3]
Balls=3
Min=0
Max=9
Bonus=0
Repeat=Yes
Sort=No
PowerBall=No

ShowBonus=No

Now here the Repeat is Yes and Sort is No therefore the balls are from 3 separate drums with 10 balls in each drum numbered from 0 to 9 and the sequence matters, there is no bonus or PowerBall drawn and you can not enter one in the past draws.

if the balls were sorted and a One, Two and a Three came up, there would only be one combination. 123, since the balls are not sorted, you can have many combinations. 123, 321, 132, 213, 231, 312, and since the balls can repeat.... 122, 133, 111, 121, 212, 323, 332, 321, 322, 233 and so-on, Pick 3 lotteries are deceptively hard to predict.

Beta testers are volunteers responsible for testing and reporting back any bugs or problems with the software. It requires countless reinstalls of fixed versions and through testing.

Special thanks to the Beta Testers:

Sola Olaoye

Samuel Velazquez

Jim Fraser

Robert Morhan

How does it work?

Lotto Forecasting looks at the known past draws, tabulates the number occurrences and patterns and calculates a probable set of numbers from which you can choose. **Forecasting** calculates 100 possible draws and picks the one draw with the highest probability. Each time you pick, it is like buying 50 tickets and choosing the one tick that is most likely to win. This is done through a the selected Probability formula, combined with 2 pattern recognition routines.

You should wait until each pick is displayed before picking again. Rapid selection of Pick may cause the wait cursor to remain active. This is a limitation in Windows CE.

Note: The fewer the number of balls, the smaller the pool therefore number may repeat. This is not an error in the proprogram, just a limitation in the number of probable picks from which **Forecasting** can draw from.

24 HOUR SUPPORT:

For support issues contact PFSupport@rogers.com

Or check the FAQ page on the support website at www.pocketfleet.homeunix.com

Pocketfleet offers 24hour email and web support only. There is no telephone support at this time.

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