

Lotto Sorcerer

User's Guide



v4.2

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P.O. Box 8566
Michigan City, Indiana 46361-8566
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System Requirements

Mac OS X

PowerPC Macintosh, including G3, G4, G5
Mac OS X 10.1 (or later)

Macintosh Classic

PowerPC Macintosh, including G3, G4, G5
System 8.1 (or later)

Linux

Any x86-based Linux distribution with GTK+ 2.0 (or higher), Glibc-2.3 (or higher) and CUPS (Common UNIX Printing System), which includes:

- Red Hat Enterprise 3
- SuSE Linux 8.1 (and higher)
- Mandrake Linux 9.1 (and higher)

Windows

Pentium (or better) processor
Windows 98, ME, NT (4.0 or higher), 2000, XP

Introduction

Overview

Lotto Sorcerer is a premier lottery number analysis and lottery prediction software. It uses advanced statistical analysis and fifth-generation artificial intelligence (neural network) algorithms to detect winning patterns and weighted influences in prior lottery draws, and then advises you, based on the best winning strategy. **If there is a pattern to previous winning numbers based on hot and cold numbers, Lotto Sorcerer will find that pattern,** and recommend numbers to play accordingly. The idea is to give you an advantage, just as an expert blackjack player, knowing how many high cards are left in the deck, can adjust his betting to take advantage of the improved odds.

Although it is true that you cannot predict the outcome of truly random events, Lotto Sorcerer looks for nonrandom patterns. Although lottery officials try to make the drawings random, some weighted influence can alter the randomness. For example, does the weight of the ink on the balls have an effect? After all, some balls have more ink than others, so there must be a weight variance. Are the balls of exactly the same thickness? Probably not; plastic manufacturers generally cannot keep tolerances greater than 5 thousandths of an inch. Different thickness mean different weights. Although the weight differences are small, they still could effect whether some balls get picked more than others.

Is your lottery truly random? Or is there some weighted influence which slightly alters the odds? Only a neural network program, such as Lotto Sorcerer, which can find patterns out of apparent chaos, can detect these influences.

Lotto Sorcerer is designed to work with any lotto-type lottery which draw three to eight numbers from a pool of 0 to 99 numbers. It also handles "bonus-ball" type lotteries, such as Powerball, where one or two bonus balls are chosen. The bonus-ball pool(s) can be between 0 and 99 numbers. It can also handle Pick 3 and Pick 4 type lotteries, where 3 or 4 numbers are chosen, between 0 and 9.

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), utilizing Barstow's "Law of Diminishing Probability". 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.

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.

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:

- Setup a lottery
- Enter numbers previously drawn
- Have Lotto Sorcerer generate suggested numbers to play

Step One of Three: Setup a lottery

You need to setup at least one lottery. Do this from the Main Window. Choose the menu item “File > Setup Lottery”.

For more information on this subject, go to “[Setup Lottery.](#)” on page 11.

Step Two of Three: Enter Numbers Previously Drawn

You will need to enter (or import) 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.

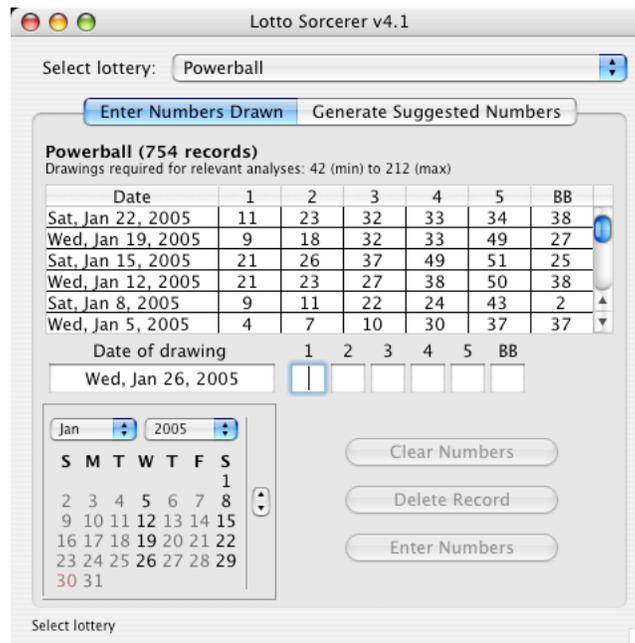
For more information on this subject, go to “[Enter Numbers Drawn](#)” on page 13.

Step Three of Three: Have Lotto Sorcerer Generate Suggested Numbers to Play

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

For more information on this subject, go to “[Generate Suggested Numbers](#)” on page 15.

Main Window



Overview

This is the primary window which is used in day-to-day operations within Lotto Sorcerer.

How to Invoke

The Main Window appears when Lotto Sorcerer is started, and closing the Main Window exits (quits) the program.

Basic Procedure

- Select the lottery you want to work with in the Select Lottery popup menu
- 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 popup menu

Use this popup to select a lottery (that you have previously setup). If this popup 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 13.

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 15.

Setup Lottery

Setup Lottery

Name of lottery: Indiana Hoosier Lottery

Lottery type: Standard Lotto

Number Pool: 1 to 48

Total Numbers Drawn: 6

Days of drawings

Sunday Thursday

Monday Friday

Tuesday Saturday

Wednesday

Overview

This is used to setup a lottery in Lotto Sorcerer.

How to Invoke

Use the menu item File > Setup Lottery.

Basic Procedure

- Enter the name of the lottery (or choose a built-in setup with the topmost popup menu)
- Select the type of lotto from the different categories
- Select the numbers in the drawing pool
- Select the number of numbers that are drawn
- If it is a bonus-ball type lottery, select the numbers in the bonus ball pool(s)
- Select the day(s) of the week that the drawings occur
- Click the Create button

Window Controls

Name of Lottery popup menu

You can either type in the name of the lottery here, or choose the lottery type from this popup menu.

Lottery type popup menu

You have the choices of:

- Standard lotto (no repeating numbers)
- Lotto (no repeating numbers) with one bonus ball
- Lotto (no repeating numbers) with two bonus balls pulled from one bonus ball pool
- Lotto (no repeating numbers) with two bonus balls pulled from two bonus ball pools
- Pick 3 lottery (3 digits, possibly repeating, from 0 to 9)
- Pick 4 lottery (4 digits, possibly repeating, from 0 to 9)

As you choose the different lottery types, elements below this popup will become disabled or enabled appropriately.

(Non bonus) Number Pool popup menu

Enter the lowest and highest numbers in the non bonus number pool. For example, Powerball chooses 5 numbers between 1 and 53 and one bonus number between 1 and 42. In this case, you would choose "1" and "53".

For a standard lotto, you would simply enter the starting and ending pool numbers. For example, Hoosier Lotto chooses six numbers between 1 and 48, so you would choose "1" and "48" here.

For Pick 3 and Pick 4 lotteries, this popup is "ghosted", or disabled, because the number pool for Pick 3 and Pick 4 lotteries is always between "0" and "9".

Total Numbers Drawn popup menu

Enter the total numbers drawn for this lottery. Include any bonus number(s). For example, Powerball chooses 5 numbers between 1 and 53 and one bonus number between 1 and 42. In this case, you would choose "6".

For Pick 3 and Pick 4 lotteries, this popup is "ghosted", or disabled, because the number pool for Pick 3 and Pick 4 lotteries is always "3" and "4", respectively.

Bonus Pool #1 popup menu

This popup is enabled only if you chose a bonus ball lottery in the Lottery Type popup. Enter the lowest and highest numbers in the bonus number pool. For example, Powerball chooses 5 numbers between 1 and 53 and one bonus number between 1 and 42. In this case, you would choose "1" and "42".

Bonus Pool #2 popup menu

This popup is enabled only if you chose "Lotto with two bonus balls pulled from two bonus pools" in the Lottery Type popup. Enter the lowest and highest numbers in the second bonus number pool.

Days of Drawings check boxes

Select the days of the week for which this lottery has drawings.

Load button

You can load the setup information from a file, which was previously created using the menu item File > Save Lottery Setup.

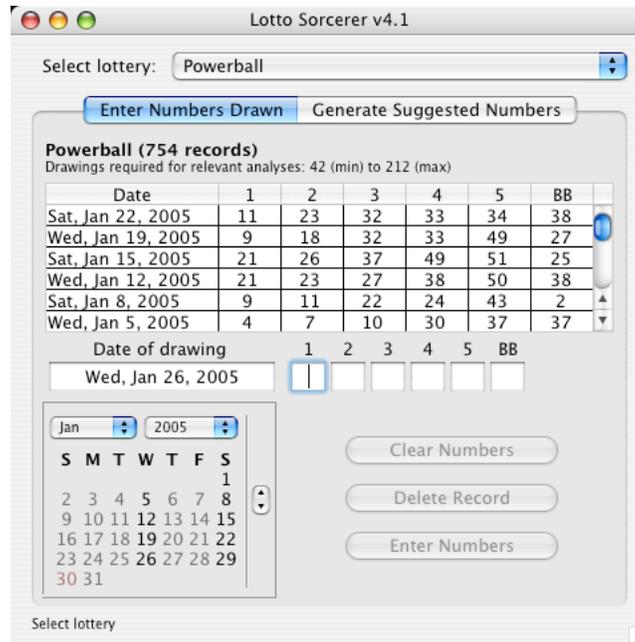
Create button

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.

Enter Numbers Drawn Tab



Overview

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

How to Invoke

Click the “Enter Numbers Drawn” tab in the Main Window.

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. 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. Tip: 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 popup 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. There are also small arrows to the immediate right of the calendar that let you increment and decrement the calendar, month by month.

Clear Numbers button

Click this button to clear the buttons in the numbers drawn text boxes. This button is automatically disabled if there is nothing in the text boxes.

Delete Record button

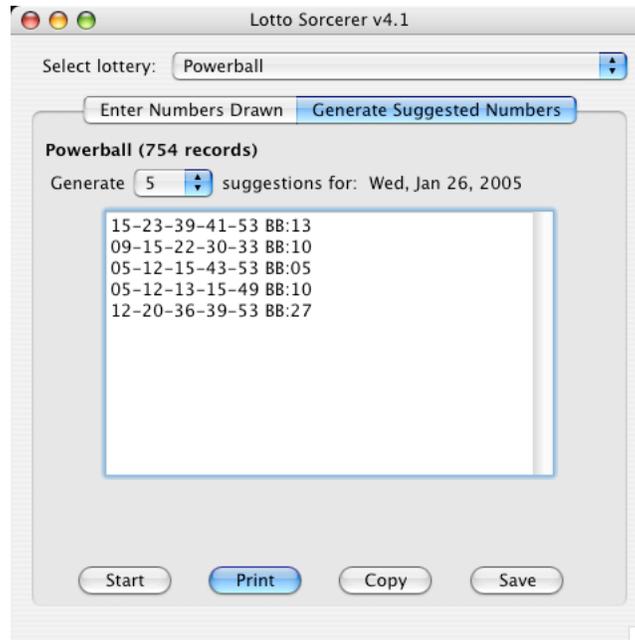
Click this button to delete a record that already exists in the database. If it is disabled, that is because you have not selected a record from the database yet. Find the record in the grid, at the top of the window, and click on the row. The Delete Record button will become enabled.

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.

Tip: If you are entering a large number of previous draws into the database, you should start with the earliest date first. After you enter the first drawing, the date field is automatically populated with then next drawing date.

Generate Suggested Numbers Tab



Overview

This is the right tab in the Main window, and is used for analyzing the previous draws and suggesting numbers to play in the lottery.

How to Invoke

Click the “Generate Suggested Numbers” tab in the Main Window.

Basic Procedure

- Select the number of lottery selections you want in the Number of Suggestions popup
- Click the Start button

Window Controls

Number of Suggestions

Use this popup to select the number of suggestions you want, up to a maximum of 25.

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.

Copy button

Use this to copy the suggested numbers to the system clipboard.

Save button

Use this to save the suggested numbers to a text file.

Edit Lottery

Dialog box titled "Edit Lottery".

Select Lottery: Powerball

Rename Lottery: Powerball

Unchangeable Settings

Lottery Type: Lotto with 1 bonus ball

Number Pool: 1 to 53

Total Numbers Drawn: 6

Bonus Pool #1: 1 to 42

Bonus Pool #2: Not applicable

Days of drawings

Sunday Thursday

Monday Friday

Tuesday Saturday

Wednesday

Overview

This lets you edit some of the settings for a lottery you have already setup in Lotto Sorcerer.

How to Invoke

Use the menu item File > Edit Lottery.

Basic Procedure

- Select the lottery that you want to edit in the Select Lottery popup
- Change the name of the lottery, if desired
- Select the days of week that the drawings of the lottery occurs
- Click the Make Changes button

Note that the only variables you can change in a lottery are the name of the lottery and 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 popup

Use this popup to select the lottery that you want to edit.

Name of Lottery text box

If you want to change the name of the lottery, enter the new name here. You are limited to 50 characters.

Unchangeable Settings box

This box lists settings of the lottery that cannot be changed. If these settings need to be changed, then the entire statistics of the lottery has been changed. You should create a new lottery instead.

Days of Drawings check boxes

Select the days of the week for which this lottery has drawings.

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.

Delete Lottery



Overview

This lets you delete a lottery from the Lotto Sorcerer database.

How to Invoke

Use the menu item File > Delete Lottery.

Basic Procedure

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

Window Controls

Select Lottery popup

Use this popup to select the lottery that you want to delete.

Delete Lottery button

Click this button to delete this lottery from the database.

Cancel button

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

Save Lottery Setup



Overview

This lets you save the select lottery setup as a file. This file can be used as a backup, or for sharing the setup file with others, etc. It is not necessary for the day-to-day operations of Lotto Sorcerer.

How to Invoke

Use the menu item File > Save Lottery Setup.

Basic Procedure

- Select the lottery that you want to save in the Select Lottery popup
- Click the Save button.

Window Controls

Select Lottery popup

Use this popup to select the lottery that you want to save.

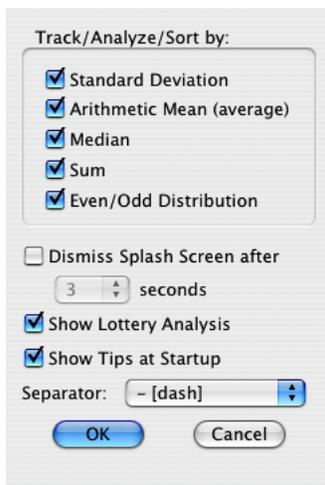
Save button

Click this button to the setup file. You will be prompted for a filename and location.

Cancel button

Use this to close the current window and return to the Main window.

Preferences



Overview

This lets you set global settings for Lotto Sorcerer.

How to Invoke

Mac OS X: Use the menu item Lotto Sorcerer > Lotto Sorcerer Preferences.

Windows: Use the menu item File > Lotto Sorcerer Preferences.

Basic Procedure

- Select the settings you want
- Click the OK button

Window Controls

Track/Analyze/Sort by

There are five mathematical functions that you can have Lotto Sorcerer track and sort the results by:

- Standard Deviation
- Arithmetic Mean (average)
- Median
- Sum
- Even/Odd Distribution

Note that these settings do not affect or influence the neural network pattern matching in any way; they are simply another tool to help the generated suggestions match, as close as possible, prior lottery drawings. It gives you a way of experimenting and fine-tuning Lotto Sorcerer's performance.

Dismiss Splash Screen selections

By default, the splash, or starting screen, does not disappear until you click the mouse button or press a key. This is a way of automatically dismissing the splash screen. Just check the "Dismiss Start Screen after" checkbox and select the number of seconds.

Show Lottery Analysis

After the generation of the suggestions, Lotto Sorcerer displays a lengthy analysis of the lottery. If you have no interest in seeing this, clear this checkbox.

Show Tips at Startup

If checked, the “Tip of the Day” window will appear at startup. Even if unchecked, the Tips window can be shown by using the menu item Help > Show Tips.

Separator

This popup menu lets you select the separator character for suggested numbers.

Clear Lottery



Overview

This function will delete all drawings from the current selected lottery. Note that this function cannot be undone.

How to Invoke

Use the menu item Utilities > Clear Lottery.

Basic Procedure

- A message box asks you for confirmation
- Click the OK button to clear the lottery

Window Controls

Select Lottery popup

Use this popup to select the lottery that you want to clear.

Clear button

Click this to clear the data from the database.

Cancel button

This button will close the window without clearing anything.

Prune Lottery



Overview

This function will delete older drawings from the current selected lottery. Note that this function cannot be undone.

How to Invoke

Use the menu item Utilities > Prune Lottery.

Basic Procedure

- Select the lottery you want prune
- Select the cutoff date or click the Auto button
- A message box asks you for confirmation
- Click the OK button to clear the lottery

Window Controls

Select Lottery popup

Use this popup to select the lottery that you want to prune.

Select Cutoff Date popups

Select the month and year you wish to use as a cutoff date. Drawings older than the date you select will be deleted.

Auto button

This will choose the maximum drawings required by Lotto Sorcerer, and will delete any older drawings.

Prune button

Click this to start the pruning process.

Cancel button

This button will close the window.

Note:

This function works only on Lotto Sorcerer; it is not available on Lotto Sorcerer LE (Limited Edition).

Purge Duplicates



Overview

This function will delete duplicate records from the database.

How to Invoke

Use the menu item Utilities > Purge Duplicates.

Basic Procedure

- Select the lottery you want purge
- Click the Purge button

Window Controls

Select Lottery popup

Use this popup to select the lottery that you want to purge.

Purge button

Click this to start the purging process.

Cancel button

This button will close the window.

Note:

This function works only on Lotto Sorcerer; it is not available on Lotto Sorcerer LE (Limited Edition).

Import Delimited Text File

The screenshot shows the 'Import Data' dialog box. It has a title bar 'Import Data'. The 'Lottery' dropdown is set to 'Powerball'. The 'Date Format' dropdown is set to 'Month Day Year'. The 'Character Between Date Elements' dropdown is set to '/ [slash]'. The 'Character Between Date and Numbers' dropdown is set to '[tab]'. The 'Character Between Numbers' dropdown is set to '- [dash]'. There is an unchecked checkbox for 'Ignore First Line'. Below these is a text field for 'Expected Input Format' containing '8/2/1999[tab]1-2-3-4-5-6', with a 'Select Input File' button below it. At the bottom are 'Import' and 'Cancel' buttons.

Overview

This function lets you input data from delimited text files directly into Lotto Sorcerer. Note that this expects the data to have the drawing date first, then the numbers drawn. If it is a bonus ball type lottery, it expects the final number(s) to be the bonus ball(s).

How to Invoke

Use the menu item Utilities > Import Lottery > Delimited Text File.

Basic Procedure

- Set the input parameters of the delimited text file
- Select the input file
- Click the Import button

Window Controls

Select Lottery popup

Use this popup to select the lottery that you want to import data to.

Date Format popup

This allows you to select how the drawing date format.

Character between Date Elements popup

This allows you to select the character that is between the date elements (month, day and year). The default is the slash (“/”).

Character between Date and Numbers popup

This allows you to select the character that is between the date and the first of the numbers drawn. The default is the tab character.

Character between Numbers popup

This allows you to select the character that is between the individual numbers drawn. The default is the dash ("-").

Ignore first line check box

Some delimited text files use the first line to describe the field layout. If your input file does this, check this box.

Expected Input Format box

Based on your previous selections, this box shows, using dummy data, how it expects the input file to look. Note that the tab character is represented as "[tab]".

Select Input File button

Clicking this button brings up a standard file selector. Choose the file you want to import.

Actual Input Format box

Based on the file you selected, this box shows an actual preview of the first few lines of that file. **It is important that this box closely resembles what is in the "Expected Input Format" box.**

Import button

Clicking this button imports the file you have chosen into Lotto Sorcerer's database.

Cancel button

Use this to close the current window and return to the Main window.

Note:

This function works only on Lotto Sorcerer; it is not available on Lotto Sorcerer LE (Limited Edition).

Import Lotto Sorcerer v3 Database



Overview

This function lets you import data from an older version of Lotto Sorcerer into the current version.

How to Invoke

Use the menu item Utilities > Import Lottery > Lotto Sorcerer v3.x Database.

Basic Procedure

- Select the older version of Lotto Sorcerer you want to import
- Select the input database
- Click the Import button

Window Controls

Choose v3 Program radio button

Choose the older version of Lotto Sorcerer you want to import. You have a choice between Lotto Sorcerer (version 3.x) or Lotto Sorcerer Pick 3/4.

Choose File button

This brings up a standard file selector. Choose the appropriate file. For Lotto Sorcerer version 3.x, the filename will be "lotosorc.rdb". For Lotto Sorcerer Pick 3/4, the filename will be "lotosorc34.rdb".

For Windows users: depending on your computer's settings, you may not see the extension of the files, ".rdb".

Import button

This will import every lottery from the older version into the current version. If you happen to import a lottery which you have already set up, the imported lottery will have an asterisk ("*") appended to the lottery name.

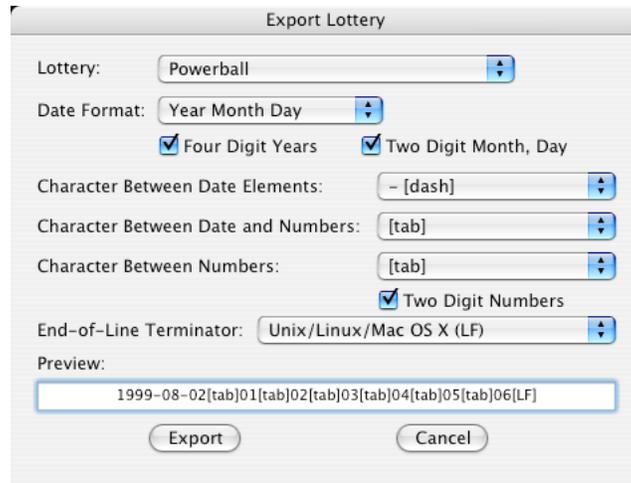
Cancel button

Use this to close the current window and return to the Main window.

Note:

This function works only on Lotto Sorcerer; it is not available on Lotto Sorcerer LE (Limited Edition).

Export Lottery



Overview

This function lets you export data from Lotto Sorcerer into a tab delimited text file. This is useful for backing up data, importing the data into an SQL database, as well as sharing data with another user of Lotto Sorcerer. The file you export can be easily imported back into the program.

How to Invoke

Use the menu item Utilities > Export Lottery.

Basic Procedure

- Select the lottery you want to export
- Choose the export parameters
- Click the Export button

Window Controls

Select Lottery popup

Choose the lottery you want to export.

Date Format popup

Choose the exact date format you want to use.

Character Between Date Elements popup

Choose the character that separates the year, month and day parts in the date field.

Character Between Numbers popup

Choose the character that separates the different number fields.

End-of-Line Terminator popup

Different operating systems use different characters to mark the end of line. Choose the appropriate one.

Preview Box

This box shows a preview of how a typical export line will look. Note that invisible characters will be marked by brackets. For example, the tab character will be shown by “[tab]”.

Export button

Clicking this will open a standard file selector. Choose a filename and location; the file will then be exported.

Cancel button

Use this to close the current window and return to the Main window.

Note:

This function works only on Lotto Sorcerer; it is not available on Lotto Sorcerer LE (Limited Edition).

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
- [Save Lottery Setup](#) - use to save a file describing the lottery
- [Preferences](#) - change global settings
- Quit - exit Lotto Sorcerer

Utilities Menu

- Acquire Lottery Data - takes you to www.usdatamines.com
- Clear Lottery - clears all data from current lottery
- [Export Lottery](#) - exports lottery to a tab delimited text file
- Import Lottery
 - [Delimited Text File](#) - imports lottery drawings from text file
 - [Import v3 Database](#) - imports Lotto Sorcerer v3 database
- Prune Lottery - lets you delete older records from the database
- Purge Duplicates - lets you delete duplicate records from the database

Registration Menu

- How to Register - overview of registration process
- Purchase License - launches the Purchase Lotto Sorcerer web page
- Register - enter registration codes into Lotto Sorcerer

Help Menu

- Help - launches on-line help system
- Quick Tutorial - master this program in three minutes!
- Lotto Sorcerer Web site - access latest information
- Check for Updates - find the latest version of Lotto Sorcerer
- Show Tips - shows the Tip of the Day window
- View License Agreement - displays the End User License Agreement (EULA)
- Frequently Asked Questions - check here first for any questions you have