

WinWheel for Windows

Any lottery betting system relies on a certain amount of 'luck', and most programs attempt to shift the odds by unlocking the biases that are built into the lottery number selection system.

They look for things called 'hot' numbers or 'hot' combinations, or place massive emphasis on 'Overdue' numbers. Some even question the weight of the balls, and the speed of the stirrers.

To make these 'bias' indicating systems work, you would need to play every day for a 1000 years before you could expect a profit. In fact, instead of paying £10 for one of these systems, you would increase your odds more by simply investing in 10 more randomly picked tickets!

So.. How DO you increase your odds of winning ?

You must decide how you want to approach the problem. Differing lines of thought occur between those who rely on 'Probability' physics, and those who believe in the 'Quantum' or 'Chaos' theories. Both can prove their individual arguments, but generally the evidence to support their claims is so small as to make little or no real difference when you are playing for just 6 numbers a week.

In reality your chances for winning a jackpot are extremely low... in fact, you have a better chance of being struck by lightning. BUT, you CAN increase your chances of being hit by lightning by standing in a thunderstorm with a metal rod.

Remember that your chances of winning don't change substantially from week to week, whether the jackpot is £1 million or £50 million. A single ticket has the same chance of winning either prize (BUT the chances of having to 'share' the jackpot do increase). It may be useful to think of your chances in terms of possible £££'s won versus £'s invested.

The best way to approach the problem is to forget the jackpot. Consider it only as a possible bonus on the deal. Instead, aim to hit second and third place pay-outs, but aim to hit them often !.

To understand number systems, compare the concept with a hunter who is about to hunt a pigeon for his dinner. As the hunter approaches, the entire flock of birds will fly up. What will he do? Obviously, he will not use a rifle capable of shooting only one bullet. More likely, he will use a shot-gun capable of discharging up to fifty pellets at a single shot. Simply by firing into the middle of the flock, his odds against hitting ONE of the birds is high. He may be able to hit as many as six with his a single shot.

Playing the lottery is very similar. If you want to play successfully, you must use number systems to improve the odds of winning. If you think about playing 6 numbers on one ticket, you should understand that it would take an absolute miracle to guess the winning numbers correctly. Instead, rely on this single one fact... The more numbers you use in a system, the better your odds of winning !

So.. why not decide to play 10 random tickets instead of one, that will certainly increase your chances of winning something... True, BUT for the same £'s investment, you can increase your odds over and above the additional odds of the extra 9 tickets.

The system to use is called 'Wheeling'. Instead of trying to pick the winning numbers, 'wheeling' simply reduces your odds of picking a 'loosing' number!. In theory if you used a

wheel of 49 numbers, you would be guaranteed to win (or share) the jackpot, every week - the problem with that is the billions of £'s you would loose entering all the possible combinations of 49 numbers.

Now we have discussed the system to use, lets decide what we should be aiming for. We have already discovered that playing for a jackpot is not the way to go. You should instead play to match 5, 4, or even the £10 pay-out for 3 matching numbers.

A quick note here. The rest of this discussion relies on changing your perspective on the problem. If you are insistent on winning the jackpot this week then you may as well give up on this document and instead, visit a psychic!

Lets re-examine the problem, and try to shift the emphasis from picking the 'winners' to NOT picking the 'losers'.

Next Saturday, the lottery machine will pick 6 numbers (the bonus ball does not concern us here). We will also have picked 6 numbers. To win we need all 6 of our numbers to be the same as the machine. Redefine the problem this way :- 'To win, we must pick NO 'loosing' numbers.

If our goal was 2nd place (matching 5 numbers), we could redefine the problem as :- 'To win, we must pick no more than 1 'loosing' number.'

Read the above 2 paragraphs again until you understand the key difference in the way everyone else looks at the lottery, and the way YOU must NOW look at it!

So our re-examined problem statement is :- DECREASE the odds of picking a LOSING number, and we INCREASE the odds of WINNING.

Wheeling 7 numbers (in 7 plays) allows us ONE EXTRA 'losing number, regardless of our goal.

Wheeling 7 is easy to work out. all you need to do is make 7 plays, and on each play have 6 of the 7 numbers in different combinations, with each combination unique, and with no 'wasted' numbers.

If we played the numbers 1 to 7, we would play like this.

Play 1 : 1 2 3 4 5 6
Play 2 : 1 2 3 4 5 7
Play 3 : 1 2 3 4 6 7
Play 4 : 1 2 3 5 6 7
Play 5 : 1 2 4 5 6 7
Play 6 : 1 3 4 5 6 7
Play 7 : 2 3 4 5 6 7

(We would of course be unlikely to play the numbers 1 to 7, these are used for example only.)

If the lottery machine now picks 6 of our 7 numbers, we have the jackpot, and we retire, smiling about the fact that everyone else who picked one 'losing number only got second place!

If it picks 5 of our 7, we have at least 2 winning tickets at second place. If it picks 4 of our 7, then we have at least 3 winning tickets at 3rd place, and if it picks 3 of our 7, we have

at least 4 £10 wins!

We have increased our chances of winning, simply because we lessened the effect of picking a 'looser'.

Wheeling 8 is more complex. you need 28 goes to play all the combinations for the Jackpot, or less if you are playing for second place. You could work it out on paper, but it's easier to use software to do the job for you.

Wheeling is a complex mathematical formula that governs the selection placement of numbers that will place the numbers in a designated order, rendering the greatest possible return for the smallest possible investment.

The following are rules that you should consider when determining the wheel size.

RULE #1. As tickets (divided by) wheel size increases, the possibility of getting a first or second prize decreases.

RULE #2. As the wheel size increases, the probability and number of place wins also increases.

Your chances for matching all numbers in a major Lottery game are very, very low. It's because the chances are low that makes the pay-off so high! . Avoiding the losers is the ONLY way to win.

Now that you know the basics, all you need to do is examine the possible 'wheels' and pick one that matches your investment and goals.

The numbers you use can be extrapolated from the more normal 'bias' type systems, picked by a pin, or dreamed up by an astrologer. In reality it's up to you - we recommend including at least your shoe size and inside leg measurement, and leave it to you to decide if this would be any less effective than hiring a numerologist !

Not to let those of you who believe in such things down, WinWheel contains a formidable Numerology Processor, and a range of 'plug-in' Psi modules are available.

Quick Start Instructions, for WinWheel.

WinWheel only requires 2 basic pieces of information to work. You simply need to pick the wheel style, and then supply the numbers to be wheeled.

You can enter your own numbers, have the computer pick random numbers for you, or use an numerological formula calculated on your Name and Date of Birth.

Once instructed in this way, WinWheel will produce a list of plays (or ticket) numbers for you to take to the lottery outlet.

If you use the plays suggested by WinWheel, you can also considerably reduce your time in checking your tickets against the winning numbers. Not a problem with 7 or 10 plays, but horrific if you've just played 350 or so tickets !

We suggest that you play WinWheel without actually buying the tickets a few times, just to get the feel of things.

Introducing ... Psi-Selector !

Man has, for millions of years relied on the powers of his own subconscious mind to try and divine the answers to questions that defy all forms of practical analysis.

From throwing runes to dowsing with rods and pendulums, man has used a variety of techniques and devices to produce measurable changes in the real world, 'amplifying' effects from deep within his own mind.

Whether you believe in divine intervention or simply the human ability to analyse events at a subconscious level, all of these forms of divination require some kind of tool to measure the effects of these minute biases and turn them into something that can be studied with the conscious mind.

PsiSelector is designed to be such a tool. By simply drawing lines and shapes, apparently at random on your computer screen, PsiSelector will turn your actions into a series of numbers based on the positions and geometry of your responses. The numbers it produces ARE NOT RANDOM, but carefully extrapolated from the movements you make, built up over a sampling period.

Simply draw shapes with your mouse that 'please' you, allowing your unconscious mind to guide your actions as freely as possible. When you 'feel' the design is complete, click on the 'extrapolate' button, and let the PsiSelector functions go to work analysing the geometry and interpolation of your shapes.

Some say that the best dowsers don't understand how it all works, they just DO it.. PsiSelector allows you, without any training, AND within minutes of installing the program to start generating results that can be applied to REAL problems in the REAL world.

PsiSelector also contains a 'spatial' training module, designed to free your mind from the normal barriers that limit it's thought processes. Spending time in this section can defocus your normal mental processes, hopefully enhancing the effects of the free-form entry screen.

As a valued WinWheel customer, you will be pleased to know that PsiSelector has been designed to work seamlessly with WinWheel, placing its results directly into the WinWheel selection files, allowing you to generate plays almost immediately.

Remember, your fortune may not just be in your hands, it may already be in your mind !

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for more information on a particular subject, click on the title below, or select search from the menu above.

[Quick start instructions](#)

[About WinWheel](#)

[About your Author](#)

[About Psi Selector](#)

[Wheeling Strategy](#)

[Analysis Strategies](#)

Number Analysis Strategies

As well as specific analysis routines, WinWheel contains most of the more normal analysis strategies.

HOT NUMBERS

are the numbers that have most often been picked since the start of the lottery.

COLD NUMBERS

are the numbers that are below average in performance. This may be because they are genuinely 'below average' performers, OR that they are 'DUE' up any time now !

OVERDUE NUMBERS

are the numbers that WERE performing well, but most recently have not been picked.

BEST GUESS

'Best Guess' uses the simple technique of choosing the Hottest numbers in the database, but not those that were chosen last week.

EVEN SPREAD

Has been added in order to adjust WinWheel to 'actual' lottery data. It would seem that a selection somewhere between 'Hot' and 'Cold' is proving more reliable than 'Hot' or 'Cold' themselves. This condition may be temporary, but 'Even Spread' has been added to WinWheel for completeness.

FRONT RUNNERS

Traditional HOT analysis uses the complete history of the lottery from the very beginning. 'Front Runners' uses only the last 10 weeks history to obtain the HOT weightings. As the UK lottery is progressing, this strategy has started to produce slightly better results than the standard HOT selection.

FLORIDA STRATEGY

The 'Florida 42' strategy is the result of many hundreds of hours work by your author, in analysing 220 weeks of historical data from the American Florida Lottery.

Just like ours, the Florida Lottery is a pick 6 from 49, and the full FLORIDA 42 strategy is currently returning a massive 117.4% predictability ratio (the best alternative returning just 52%)

The full FLORIDA 42 strategy is not reproduced here, but plays 18 numbers on 42 tickets, and will only suggest playing when it detects certain biases.

This selection however contains a good deal of the 'FLORIDA 42' strategy, and may prove more useful than a straight HOT number spread."

What's New

WinWheel II Contains even more wheeling options, PLUS a brand new 'Balanced Wheel' selection, and a powerful new 'play reduction' module.

It includes 'Best Guess', 'Even Spread' and even 'Front Runners', a close range (10 week) HOT feature, all re-calculated since the start of the UK lottery, AND a way of finding out what strategy is the best !

You can now get a printout of your plays directly from WinWheel AND even list and print your winning tickets.

All in all, WinWheel II is bigger, better and faster than it's predecessor, and we hope you get even bigger wins using this unique software.

Alan Jones,

Your Author.

How to get going, quickly...

1. Decide how many plays you want to place on this weeks lottery.

Go to 'Options' from the main menu, then select either a Preset or Balanced wheel. Choose a wheel from the list that contains the number of balls and plays you want to play this week. A dialogue box will inform you that the wheel has changed, and that you need to select a new set of numbers.

2. Select some numbers.

Click on 'Numbers' on the main menu. You can now choose the way in which WinWheel will pick your selection of numbers. You can use any of the strategies outlined, and learn more about each by clicking on 'About..'

Once your numbers have been selected, you are ready to work the magic.

3. Working the Magic.

Once you have chosen a wheel style and the numbers for WinWheel to apply to the wheel, you are ready to generate your plays. Click on 'Run' from the main menu, then select 'Work the Magic'

WinWheel will generate your list of plays, then display them to you on screen. From this display, you can Print your play list or copy the list to the clipboard for pasting into another windows application.

4. Considering and placing your tickets.

You can recall your last play at any time from the 'Run' Menu. You will need to copy the plays from the list on to the blank lottery cards available from all lottery outlets, then place and pay for your plays. Also in the 'Run' menu, are a selection of tools and utilities to allow you to reduce the cost of your plays, check the current strategy against all the previous draws, and even a place to waste some time waiting for the draw. None of them are actually required, and you can use any or all of them as you wish.

5. Checking your tickets.

Settle down at your computer on Saturday evening ready for the draw. From the 'Run' menu, select 'Check Winning Numbers'. As each ball is drawn, enter it into the box provided, then press the TAB key to move to the next box.

Each time you press the TAB key, the numbers drawn so far are checked against your current play. WinWheel will show you instantly how many of your tickets match the numbers drawn.

If you are lucky enough to win, click the 'List Wins' button to display your play list with the winning tickets marked. If you have entered your numbers in the order WinWheel has suggested, it should be an easy job to locate your winning tickets.



Your author !!

Designing and writing commercial applications for a little over 20 years, and with family in Canada, He became interested in the Canadian lottery over 3 years ago. When the UK National Lottery started in 1994, he re-wrote some of his more useful routines into the product you are now using.

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