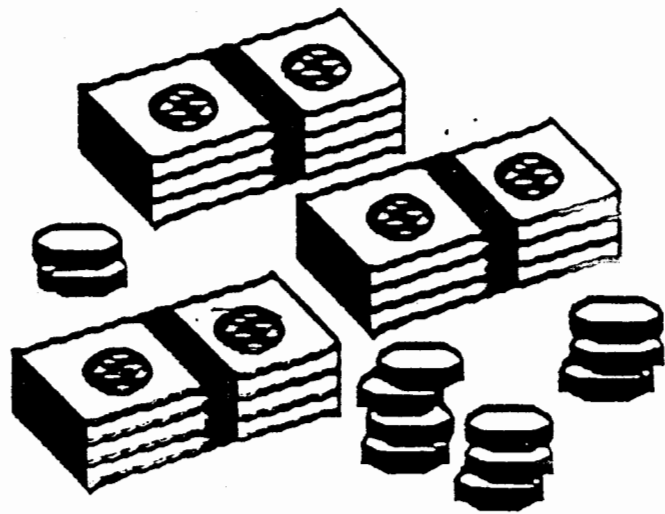


SPORTSware's  
**Weekly Winner**

FOR THE TANDY COLOR COMPUTER 3 128 K DISK SYSTEM



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BY

**RICK'S COMPUTER ENTERPRISE** BOX 476  
LIBERTY, KY 42539

## Weekly Winner

### INTRODUCTION

§ Congratulations, you have just purchased the only lottery analysts program we are aware of that has ever produced winning results. We have played the Ohio lottery since it's beginning and had never won anything until trying the WEEKLY WINNER 3 (WW3) system.



§ This software is completely machine language and operates very quickly. Do not be deceived by its speed. It is also very simple to operate. You could probably do without an instruction manual, but here it is anyway.

§ This software has just gone through it's third revision to accommodate changes in many state lotteries. You may now play 3, 4, 5, 6 and 7 digit lotto's with number bases from zero up to and including 60.

§ Some lottery analysis programs use giant databases and produce up to 50 possible bets. They also take hours to do all of the calculations! WW3 uses a relatively short database of just the most recent 20 draws. We've found that the greater the size of the database, the more "mushy" the results become. That is, no numbers or trends are very apparent. Thus the shorter base. You can see more.

§ Please keep in mind that although this program will suggest some possible bets, it is intended to be used as an analytical tool. Each screen of output is there for a specific reason (explained in the following sections). Use it properly and you will increase your chances of winning considerably. GOOD LUCK and remember, DON'T BET WITH MONEY YOU CAN'T AFFORD TO LOSE!

### USING WEEKLY WINNER 3

§ Place your original disk in drive zero and type [ LOADM "WIN" ] and press ENTER. The program will load data for a short time and then execute itself. The program will load data for a short time and then execute itself. The title page will appear and a short tune will play (just to get you in the mood). More data will be loaded and the first menu will appear. Select the lotto database you wish to load 3, 4, 5, 6 or 7. To set it up for your state, answer [ Y ] to enter the lowest and highest number drawn. Then you can enter your own states previous winning numbers under option 7 of the main menu. If this is your first time with WW3 we suggest that you just press [ N ] or [ ENTER ] to continue and become familiar with the program. The main menu will appear next.

§ There are 10 options on the main menu. To select one, press the corresponding number key. A tone will sound and you will be taken to the option selected. To return to the main menu from any option, press ENTER.

§ Each option is explained in order on the next page.

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### 1. CHRONOLOGICAL ORDER

⌘ This screen will display the 20 most recent winning numbers entered into the database. The numbers are color coded, all odd numbers are one color and all even numbers are another color. Also, the total number of odd and even numbers in the database are listed.



⌘ Just as in flipping coins, the tendency will be for the odd and even numbers to balance. **IF THERE IS AN IMBALANCE (which there will almost always be) SELECT NUMBERS WHICH WILL PUSH THE TOTALS CLOSER TOGETHER.** Example; You are playing the 6 digit lotto. There are 120 numbers in the database. When things are in balance, there will be 60 odd and 60 even. If odd are greater than even, say 70-50, I would be inclined to bet combinations with more even numbers than odd as this pushes toward a balance.

⌘ If you do not have a printer, note the odd/even totals on a piece of paper. This applies to the other information generated also.

⌘ You can also use this page to verify the accuracy of your database. This database should consist of the 20 most recent winning numbers drawn for the lotto.

### 2. COLUMN HIGHS AND LOWS

⌘ This page displays both the highest and lowest numbers to appear in each column of winning numbers for the database. When you update the data under option 7, enter the winning numbers from lowest to highest (NOT in the order they are drawn). Example; if the winning numbers are 30, 12, 25, 2, 6, 41 then enter them as 2, 6, 12, 25, 30, 41.

⌘ We have noticed that winning numbers seem to stay within certain ranges for each place position or column. **TO INCREASE YOUR ODDS OF WINNING, BET ONLY NUMBERS THAT FALL WITHIN THESE RANGES.** Sure, the ranges will change from time to time. But, let them change on their own, don't you change them.

### 3. COLUMN AVERAGES

⌘ On this page you will see the average number of each column. This is arrived at by totaling all 20 of the numbers in a column and dividing that total by 20. We have noticed that each drawing the majority of the numbers seem to hover near the average and in fact the average numbers of some of the columns often come up.

⌘ I once knew a man who bet the averages all of the time and said, "I'm just waiting for something average to happen." Good theory, but think of this. If the average family consists of 3.5 people and you just want to find an average family, I say good luck.

⌘ What we recommend is this. **EACH BET SHOULD INCLUDE AT LEAST ONE OF THE AVERAGE NUMBERS, BUT NOT ALL OF THEM.**

### 4. REPEATERS AND CONNECTORS

§ In almost every drawing, at least one of the winning numbers from the previous drawing comes up again. We call that a REPEATER. Also, in most drawings a number or two will come up that is an adjacent number to a winning number from the last drawing. That is, if 6 came up last time, its connectors are 5 and 7, the adjacent numbers. We call them CONNECTORS.



§ Here's a complete example; Last week's winning numbers are 7, 8, 15, 30, 35, 41

§ The possible repeaters are 7, 8, 15, 30, 35 and 41. The odds are very high that one or more of these will be among this week's winners.

§ The connectors are 6, 9, 14, 16, 29, 31, 34, 36, 40 and 42. The odds are also very high that one or more of the winning numbers will come from this group too. Review your database and look for repeaters and connectors. You'll find lots of them. **YOUR BETS SHOULD INCLUDE BOTH REPEATERS AND CONNECTORS.**

### 5. FREQUENCY DISTRIBUTION

§ On this page, you will see a bar chart showing all occurrences of each number in the database. It shows graphically how many times each number has come up in the last 20 draws. At a glance you can spot the most frequently occurring numbers and those that seem not to be coming up at all.

§ Again, in probability theory, over enough time, all numbers will come up the same number of times. We believe this is true. When we used a very large database, this was borne out. With a 20 draw base, more drastic differences appear. You will note as you study your lotto that winning numbers each draw come from all sections of the frequency chart. That is, some most frequent, some average and some overdue. **BET NUMBERS FROM ALL SEGMENTS OF THE FREQUENCY CHART IN THE SAME BET.** Betting the 6 most frequently occurring numbers may sound good. Or, how about betting the 6 least frequently occurring, sounds good too. In reality, we've never seen them come up that way. Spread them out.

### 6. SUGGESTED BETS

§ Menu selection 6 will give you 3 possible bets to consider each time you choose it. You may bet these numbers if you like, but we suggest that you **BE SURE THAT THEY FIT THE REQUIREMENTS OF THE OTHER 5 CRITERIA** first. No effort has been made to be sure that they do. It's up to you to do that. They are provided as a starting point, some numbers to consider.

§ Bets suggested are:

§ SEMI RANDOM; These numbers fit the column high and low ranges only. See if they fit the other 4 criteria too.

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⌘ **RANDOM**; These numbers simulate letting the lotto machine pick your numbers for you. Analyze them to see if they fit the system before you use them. If not, try some others.

⌘ **WHEEL**; This method chooses only numbers that have come up in the last 10 draws, kind of an extended repeater technique. As above, see if they really fit before betting them.



### 7. UPDATE DATA

⌘ Ideally, you should assemble a list of the 20 most recent winners for the lotto you want to play. Then, select option 7 and enter them into the database. If you enter 20 sets of winning numbers, the 20 provided on the disk will be replaced by your data. If you don't have that information, you might be able to get it from a lottery agent in your area or a published list of winners you can buy. If you just can't get it all at once, enter what you can. Eventually you will get up to date.

⌘ To do periodic updates, select option 7. Insert your data disk. Enter the winning numbers from the most recent drawing in the format shown on the screen. Press ENTER after each complete set of winners. To end the input, enter the number 99 in the first digit position and press ENTER. The data disk will be updated and you will be returned to the main menu.

⌘ If you press 7 by mistake at the main menu, just enter 99 and press ENTER. The disk will still be updated, but no numbers will be changed.

⌘ A dummy database is provided for all of the lottos this program supports. You may want to copy them to another disk and use it for a data disk. If so, here are the files to copy:

⌘ The 3 digit data file is called PW3/LOT (previous winners, 3 digit)

4	PW4/LOT
5	PW5/LOT
6	PW6/LOT
7	PW7/LOT

⌘ You have time at the beginning, when you choose the database to load and before you do any updates to change a diskette in the drive. It's a good idea to use a separate data disk so as not to be continuously reading and writing to your original disk. The original only needs to be in the drive until the SELECT DATABASE screen appears.

### 8. PRINTER OUTPUT

⌘ If you have a printer on line, you may use this option. You will be prompted for the drawing date. Enter the date for the upcoming drawing. Or, just press ENTER to skip entering a date. The date can be entered in any format you like.

⌘ The following information will be printed; Column highs and lows, column averages, the most recently displayed semi random, random, and wheel suggested bets.

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⌘ You then have the option to print the entire 20 winning numbers currently in the database. You may want to for further leisurely analysis. When printing is completed, you are returned to the main menu.



⌘ If no printer is on line and you select option 8, press the [ A ] key to abort printing and return to the main menu.

### **9. EDIT AN ENTRY**

⌘ Let's say you've just finished entering all 20 previous winners to bring your database up to date. You select option 1 to look at them and notice that the 5th one is wrong. Not to worry. Select option 9. Press the [ 5 ] key to edit the entry. It will be displayed as it is currently. Reenter it in full (all of the digits). Press [ ENTER ] when done. The disk will be updated and you will be returned to the main menu.

### **10. END SESSION**

⌘ When you are through using WW3, press the [ 0 ] (zero) key to exit the program. Any other means of exit could leave your computer in high speed mode. Exit by pressing zero only. Accessing a disk drive in high speed mode could damage a disk.

### **PARTING WORDS**

⌘ The method of selecting bets outlined above has consistently produced results for us better than random selection. It takes a little time and discipline to do it though. Read these instructions again occasionally to be sure you are using this method properly. You just might be glad you did.

### **NOTICE**

⌘ IN ORDER TO GET OPTION 6, SUGGESTED BETS, TO PRODUCE VALID NUMBERS, YOU MUST HAVE PREVIOUSLY SELECTED OPTIONS 1-5. IF YOU SELECT OPTION 6 AND IT PRODUCES NUMBERS THAT APPEAR TO BE GARBAGE, GO BACK TO THE MAIN MENU AND SELECT SEQUENTIALLY OPTIONS 1 THROUGH 5. THEN SELECT OPTION 6 AGAIN.