

Fast -- that's the word that describes your 'Fast Track' Game Manager.

Speed and ease of use are two main features of this newest Lottery Director program.

If you want to see the 'big picture' of how a game's numbers are winning and trending, you can do it -- *fast*. It's an excellent way to check your game, before going deeper into it. In fact, if you don't need the details, you can 'Fast Wheel' your numbers quickly, inside your Game Manager.

In the last issue, you saw how easy it is to compare the results of multiple Lotto games.

Just one click gives you a *combined* report for *all* Pick-5 games, and *all* Pick-6 games. You can see how your own game compares with all of the other games -- and it's *fast*.

Now, in this new issue, you'll use another feature of your 'Fast Track' program -- *checking numbers in multiple games*.

It's easy. Choose your favorite numbers. See if they won before. Not only 'if' they won, but also 'where', 'when', and 'how'.

Let's look at this now!

Good luck -- and *WinIt!*

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- ***On the 'Fast Track' (Part 3)***

Win Checking on the 'Fast Track'

Do you wonder about your numbers -- "Have they ever won a prize -- anywhere?"

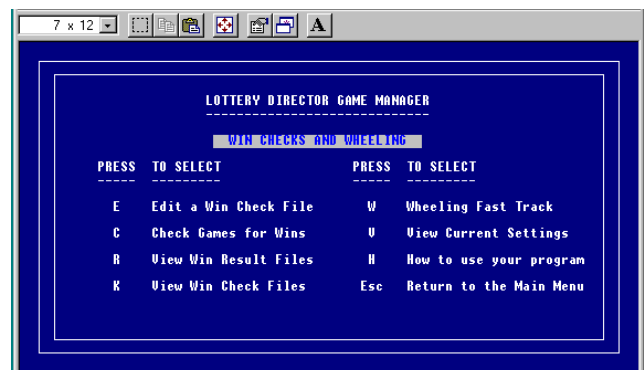
Has a family member or friend ever joked -- "You can't win with those numbers!!"

Perhaps you're in a Lotto players' pool, and the other members want some numbers that have *never hit a prize yet -- anywhere*.

These are the situations you can handle with your Lottery Director 'Fast Track' program.

Let's Get Started. Start Lottery Director, and select your Fast Track Game Manager.

At your Game Manager's Main Menu, go to 'Win Checks and Wheeling'. Here you are:



Your Menu: Note the four selections at the left side of your menu.

We'll be using those selections now.

(Continued on the next page ...)

Here are the Three Steps:

1. Make a 'Win Check' file -- describing the games, draws, and numbers to check.
2. Check the games -- with a mouse click.
3. View the results -- and see how the numbers have won in the games.

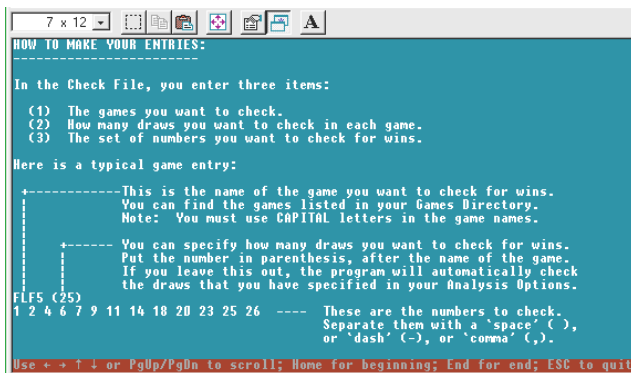
1. Making the Win Check file

You start by making a 'Win Check' file. That's what E (Edit a Win Check File) does. Instead of making a new file, we'll use the built-in 'Sample' files in this newsletter.

Sample Files. You have two sample files in your program -- SAMPLE1 and SAMPLE2.

Select: K (View Win Check Files).

Select the SAMPLE1 file, and view it now. This file gives you complete instructions about how to make a Win Check file:

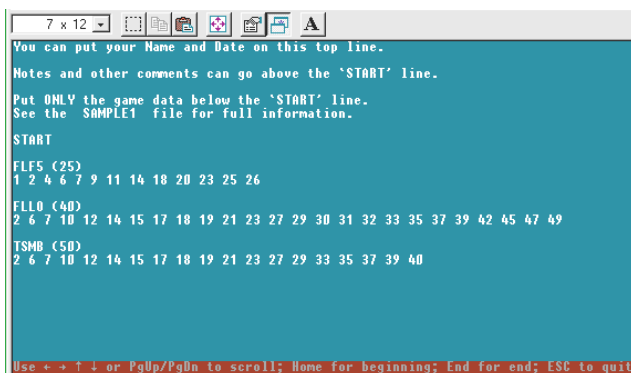


```
7 x 12
HOW TO MAKE YOUR ENTRIES:
-----
In the Check File, you enter three items:
(1) The games you want to check.
(2) How many draws you want to check in each game.
(3) The set of numbers you want to check for wins.

Here is a typical game entry:
-----
This is the name of the game you want to check for wins.
You can find the games listed in your Games Directory.
Note: You must use CAPITAL letters in the game names.

-----
You can specify how many draws you want to check for wins.
Put the number in parenthesis, after the name of the game.
If you leave this out, the program will automatically check
the draws that you have specified in your Analysis Options.
FLF5 (25)
1 2 4 6 7 9 11 14 18 20 23 25 26 ----- These are the numbers to check.
                                         Separate them with a 'space' (' '),
                                         or 'dash' ('-'), or 'comma' (',').
```

Exit from SAMPLE1, and select SAMPLE2. This is an example of a real Win Check file:



```
7 x 12
You can put your Name and Date on this top line.
Notes and other comments can go above the 'START' line.
Put ONLY the game data below the 'START' line.
See the SAMPLE1 file for full information.
START
FLF5 (25)
1 2 4 6 7 9 11 14 18 20 23 25 26
FLLO (40)
2 6 7 10 12 14 15 17 18 19 21 23 27 29 30 31 32 33 35 37 39 42 45 47 49
TSMB (50)
2 6 7 10 12 14 15 17 18 19 21 23 27 29 33 35 37 39 40
```

All Win Check files have these parts:

START line. Every file has a START line. Everything *below* it is for the Win Checking. You *must* put a START line in your file. Everything *above* this line is a 'comment'.

Game Information. Note how *each game* has *three* items of information:

- The game you want to check.
- How many draws you want to check.
- The numbers you want to check.

Game: The game's four-character code. For example, FLF5 identifies the Florida 'Fantasy 5' -- see your Games Directory.

How many draws: How many draws to check, in 'parenthesis'. For example, the entry (25) checks the last 25 draws.

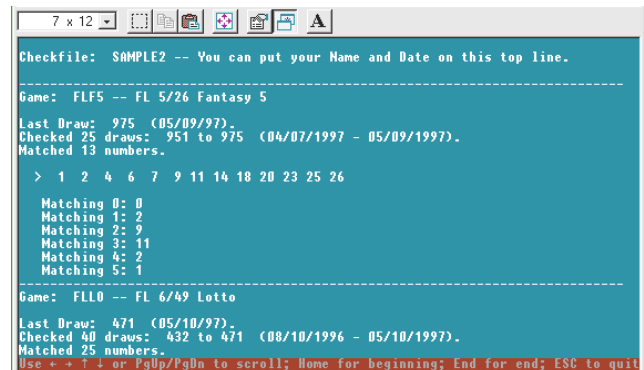
Numbers: The numbers you want to check. In the FLF5 example, there are 13 numbers.

2. Checking the Games

Just select: C (Check Games for Wins). Then select the Win Check file: SAMPLE2. That's all there is to it!

3. Viewing the Results

Select: R (View Win Result Files). Here is an example, showing how the numbers won:



```
7 x 12
Checkfile: SAMPLE2 -- You can put your Name and Date on this top line.
-----
Game: FLF5 -- FL 5/26 Fantasy 5
Last Draw: 975 (05/09/97).
Checked 25 draws: 951 to 975 (04/07/1997 - 05/09/1997).
Matched 13 numbers.
> 1 2 4 6 7 9 11 14 18 20 23 25 26
Matching 0: 0
Matching 1: 2
Matching 2: 9
Matching 3: 11
Matching 4: 2
Matching 5: 1
-----
Game: FLLO -- FL 6/49 Lotto
Last Draw: 471 (05/10/97).
Checked 40 draws: 432 to 471 (08/10/1996 - 05/10/1997).
Matched 25 numbers.
Use <-> ↑ ↓ or PgUp/PgDn to scroll; Home for beginning; End for end; ESC to quit
```

Here you see how this set of 13 numbers has scored in the Fantasy game's last 25 draws. You can check the same numbers in different games -- different numbers in the same game -- or any mix. **Now, check your games!**