

**O**ne question that is asked most often by players ... is answered in the new Lottery Director software release.

### [What do the trends in my game really mean?](#)

There is such a large volume of information – how can it be used? *What is important?*

It's a natural question. Let's look at it closely.

### ***What is Important?***

There are many numbers. Some are winning steadily. Others seem to have gone to sleep for a time that Rip Van Winkle would envy – and you wonder how long they can continue without winning!

You also need to put your numbers together into combinations -- so you can play them. You want your numbers to work together, trying to capture as many winners as possible.

Finally, there is your budget. You must make decisions about which combinations to play.

You need a clear, accurate viewpoint about what information really matters in your game.

One of the best ways to see what happens in your game is to compare it to all other games. That's what you'll see now.

Good luck -- and **WinIt!**

CDEX

### ***In the next issue . . .***

***Another way to compare games . . .  
and get full game information!***

### ***In this issue . . .***

- ***How Does My Game Work?***

***. . . Comparing Your Game to Others***

### ***How Does My Game Work?***

Lottery Director gives you a brand new tool. You won't find it in any other software yet, but others may follow someday. It could be difficult – but Lottery Director makes it easy.

It's a way to compare your Pick-5 or Pick-6 game against all other games – and it takes *just one* mouse click or key.

### ***Why Compare Games? Two reasons.***

**First**, consider the main question once again. [What do trends in your game really mean?](#) One way to answer this is to see what has happened in *other* games that are like yours. It gives you a view of what is “normal” game behavior – and shows how yours can develop.

**The second reason** for comparing games is simple, but very important. The more data you use, the more accurate your data will be. In effect, when you compare multiple games, you add more draws to the ‘knowledge base’.

It is as though you have extended your own game's history -- by hundreds or thousands of drawings. (Note that your game's real data does not change. It only gets compared to the other games.)

*(Continued on the next page ...)*

**How to Do It:** It's very easy to compare your game against other games. Here's how to do it:

Start Lottery Director, and select your 'FastTrack' Game Manager.

Here's your Game Manager's opening menu, at the right.

Select: C (Make Combined Report):

- With a mouse, click anywhere on the 'Make Combined Report' line.
- Or, with your keyboard, tap your 'C' key.

That's all there is to it. The report is done!



**Viewing the Report:** To view the Combined Games Report, select: M (Management Options). You'll see the Management menu below, at the left. Then, select: C (View Combined Reports). Choose the kind of report you want to see (Pick-5, Pick-6, etc). Like this:



Here's a typical Pick-6 report. (The actual report is easy to read. It is reduced here.)

**Game, Type, Name:** The first three columns list the various Pick-6 games.

**Sums columns:** The next three columns give you information about Sums. They show how the numbers are winning in Sums ranges.

**EO, RN, CN:** The last three columns show the percentages of winning draws with:

- EO: 2 to 4 Even or Odd numbers.
- RN: 0 to 1 Repeat from the previous draw.
- CN: 0 to 2 Consecutives (like 9-10).

**Example:** Florida has the lowest percentage of draws with 2-4 Even/Odd Numbers (EO), which happened 76% of the time. It has the highest percentage of draws with 0-1 Repeat Numbers (RN), happening 93% of the time.

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COMBINED REPORT FOR: ALL PICK-6 GAMES, LAST 100 DRAWS.

The games had these ranges of Sums, Even/Odd, Repeats, and Consecutive Numbers.  
NOTE: EO: Even or Odd Numbers. RN: Repeat Numbers. CN: Consecutive Numbers.

Game	Type	Name	Std Sum	Sums Range	Sums	EO	RN	CN
						2-4	0-1	0-2
AU	6/45	Australia Sat	138	96 to 179	77%	79%	84%	89%
AZ	6/42	Lotto	129	91 to 167	83%	83%	75%	96%
BC	6/49	Bc Columbia	150	105 to 195	86%	80%	88%	93%
CA	6/51	SuperLotto	156	109 to 202	78%	82%	82%	97%
CN	6/49	Canada	150	105 to 195	80%	79%	80%	97%
CO	6/42	Lotto	129	91 to 167	88%	77%	81%	97%
CR	6/45	Croatia 6/45	138	96 to 179	88%	83%	85%	97%
CT	6/44	Lotto	135	95 to 175	81%	79%	80%	93%
DC	6/39	Quick Cash	120	84 to 156	84%	81%	73%	88%
DE	6/36	Lotto	111	78 to 144	80%	81%	82%	88%
ES	6/49	Spain Bonoloto	150	105 to 195	83%	81%	84%	99%
ES	6/49	Spain Primitiva	150	105 to 195	83%	80%	86%	97%
FL	6/49	Lotto	150	105 to 195	86%	76%	93%	97%
GA	6/46	Lotto Georgia	141	99 to 183	80%	84%	89%	91%
HK	6/47	Hong Kong Mark6	144	100 to 187	86.2%	81.0%	79.3%	94.8%
IA	6/42	Super Cash	129	91 to 167	80%	81%	75%	90%
IL	6/54	Lotto	165	116 to 214	79%	87%	89%	92%
IN	6/48	Hoosier Lotto	147	103 to 191	87%	85%	84%	97%
KS	6/35	Kansas Cash	108	75 to 140	86%	82%	67%	90%
KY	6/42	Lotto Kentucky	129	91 to 167	79%	78%	82%	93%
LA	6/44	Lotto	135	95 to 175	79%	85%	74%	94%
MA	6/42	Mass Megabucks	129	91 to 167	80%	85%	76%	91%
MA	6/49	Mass Millions	150	105 to 195	81%	79%	84%	96%
MD	6/49	Lotto	150	105 to 195	83%	80%	83%	95%
MI	6/49	Lotto	150	105 to 195	82%	84%	84%	99%
MO	6/44	Lotto	135	95 to 175	82%	87%	80%	95%
NY	6/42	Malaysia	129	91 to 167	79%	79%	81%	94%
NY	6/49	Malaysia	150	105 to 195	83%	84%	89%	97%
NH	6/36	Cash Lotto	111	78 to 144	85%	88%	72%	92%
NJ	6/46	Pick 6 Lotto	141	99 to 183	80%	83%	87%	93%
NY	6/54	Lotto	165	116 to 214	81%	86%	82%	91%
NZ	6/40	New Zealand	123	87 to 159	83%	85%	74%	97%
OH	6/47	Super Lotto	144	100 to 187	84%	81%	81%	96%