

THIS NEW PROGRAM MAY GREATLY INCREASE YOUR CHANCES OF WINNING THE BIG LOTTO GAME!

Instead of wasting your time picking numbers at random you now can play the ODDS by using your home computer to analyze the past winning numbers. THIS EASY TO USE PROGRAM WILL QUICKLY SHOW YOU WHICH NUMBERS ARE 'DUE TO COME UP', how many times each one has 'HIT', any 'TRENDS OR PATTERNS', which groups to play, when to play 'HI OR LOW' numbers, and MUCH MORE!

You keep the data base up-to-date by quickly entering the latest winner each week!

YOU WILL QUICKLY SEE WHY THIS PROGRAM HAS LEAD TO MANY WINNING TICKETS AND WILL BE RESPONSIBLE FOR MANY MORE!

CONTAINS PROGRAMS FOR ALL STATE
LOTTOS AND CANADA TOO! YOU CAN
PLAY AS MANY AS YOU WISH, WITH
THIS ONE DISK!
(Not sold in states that prohibit lotteries.)

ATARI 800/130
DOS 2.5

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SOFT-BYTE COMPUTER PROGRAMS
Dayton, Ohio

THE LOTTO PROGRAM

SOFT-BYTE

USE
THE POWER
OF YOUR
COMPUTER
TO WIN THE
LOTTO!

ATARI 800/130
DOS 2.5



THE LOTTO PROGRAM

LOADING AND DATA FILE INSTRUCTIONS

ATARI 400/800/XL AND 130XE

This disk is formatted in DOS 2.5 which is compatible with 2.0 and 3.0 machines.

To run "THE LOTTO PROGRAM" just boot DOS 2.5 from another disk then insert the LOTTO disk and type RUN "D:LOTTO.PGM" and press return. The program comes in the 6/40 mode. This means it is configured for a lotto game where they pick 6 out of 40 numbers each drawing. If your state is different, like 6/44 or 6/36 for example, you must re-configure the program to suit before starting to use it. There is a CONFIG program on the disk which will change the LOTTO.PGM to any format between 30 and 49 (highest number used in the game). To re-configure the program just type RUN "D:CONFIG.PGM" and press return. Just follow the instructions on the screen. As soon as it is finished re-run the LOTTO.PGM and it will be ready to start entering the past winning numbers.

There is a TUTOR program on the disk which will instruct you on how to use "THE LOTTO PROGRAM". Just type RUN "D:TUTOR.PGM".

When the disk is first purchased the data file is either blank or contains *invalid* numbers for test purposes only. So the first thing you must do is type in the 30 past winners to build your active data base, then you merely add the latest winner each time there's a drawing and keep it up to date. The past winners may be obtained from your lotto agent where you buy tickets or from publications that provide that service. Typing them in only takes about 10 minutes even for a slow typist. Also this acquaints you with the operation of the LOTTO PROGRAM.

When typing the numbers in be sure to start with the *oldest* winners first (the furthest back) and build up to the *latest* one. If you make mistakes you can use the change feature to correct them.

Keep in mind that playing a state in which you do not reside could be *illegal* so check your state laws before doing so.

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(Not sold where gambling or lotteries are prohibited.)
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None of their programs or routines are on this disk.

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