

# Play-Lotto-2-WIN

## Winning Lotto Strategies for Pick 3 and Pick 4 Games

I have been playing and studying the various lotteries for many many years. I wrote this book to help you understand the lottery system from a logical, mathematical point of view and to give you more chances of winning. I cannot guarantee that you will win. But I can help you improve your odds greatly.

This step-by-step guide to help you through all the stages of the game and to help you understand the rules of lottery strategy. This guide will teach you to develop your own style of playing the lottery, while increasing your chances of winning. I provide all the skills to build your own system. You will be able to change your strategy on the fly when you decide what doesn't work for you. You will learn is to be flexible and to study, study, study.

You will learn the ways to build you own systems. You will gain the ability to know when its time to change and when to stick with a system. And, you will find the tools you need make good decisions on building a system that works for you.

An experienced player will have already read a ton of books and have some experience in winning. Experienced players have years of history. They have many different strategies. They read lottery magazines, reports, books, and use lottery software on their computers. But, if you're *not* experienced, you must read and study before putting your money down.

A few key things that MUST be adhered to are:

- 1.) Keep lottery money and bill money separate and set LIMITS.
- 2.) Start playing on paper only until you learn how to win.
- 3.) Study, Study, Study
- 4.) Start with playing with money you can afford. Don't get greedy. This has been the downfall of many gamblers. Be a player instead.
- 5.) Remember, above all, have fun. Don't be too serious. Being too serious leads to greediness and greediness leads to making overly risky bets.

Now, let's get down to business!

## I. THE LOTTERY STRATEGY

All lotto strategies are based on mathematics and logic that are random. Some people commonly refer to them as reality-based systems. By learning such techniques as frequency analysis, hit and skip, wheeling, lines sums etc, you will be able to improve your odds of winning by 70%. When designing a strategy to win at any game, you person should consider the RULES of the game first. Lotto is no exception.

When playing the lotto, you have to know that although all the lotteries around the world have the same principle rules, they are very different.

The advanced players are well aware of the odds they are dealing with. They know, for instance, that in the Mega Millions Multi State Lottery there are 175,711,563 possible combinations for the 56 main numbers and 46 Mega numbers. That's just another way of saying if you buy one play, the odds are 1 in 175,711,563 of winning. The chances are slim to none if you go at it blindly. The odds are much better if you have a strategy. Odds are even better in the smaller Lotto's or the Daily picks, such as the pick 3, pick 4, and pick 5 games. The advanced players often avoid the games with larger payoffs as they have larger odds. The smaller lotteries are where I concentrate my strategies.

When the advanced players do play the larger lotteries, they know what they are up against. They do everything possible to increase their chances.

## **1.1 TYPES OF LOTTERY GAMES**

There are many many different kinds of lottery games: Mega Millions, Super Lotto, Pick 3's, 4's and 5's, Daily, Bi-Weekly, and Weekly games. There are also Multi State and Scratchers. New lotto games are popping up all the time, but the basic format for the Lotto is the same. Pick the winning lotto numbers out of a range of numbers.

### **Lottery Games**

These are games like the multi state and individual state lotteries. You have to choose 6 numbers out of a range from 42 to 54 numbers and most have a mega/bonus number as well. These are the most difficult to win but pay the most money, always in millions of dollars. Most lottery games are once a week. A few states have 2 draws a week.

### **Pick 5 Lotto ( sometimes called little lotto )**

In the pick 5 games, you need to pick 5 numbers from a range of 35 to 47 depending on the state. The odds are greatly reduced in pick 5 games. With some states, you pick 4 main numbers and 1 mega number. A pick 5, with a 5/39 such as California's Fantasy 5 has odds of 1 in 575,757. The more tickets you buy, the better the odds. Tremendously better than the 1 in 25 million of a 6/49 Lottery game.

### **The daily lotto games ( pick 3 and pick 4 )**

These have the best odds of all the games. The prize amounts are smaller, but this where most of the advanced players make their money. In the pick 3 and 4 games, you select balls from 0 to 9 in either 3 or 4 rows. All of your numbers MUST come up to win.

### **Scratchers**

Only play scratchers that are newer. There are more prizes to win in newer games. Most prizes in older games have already been won, therefore lowering your odds of wining. Some states will list the prizes won in their scratcher games on the state lottery website. Why play a game that has hardly no winners left.

## 1.2 Lotto System Analysis

Systems only work if the player educates themselves and learns the skills to make them work. Below are some of the ways that the advanced lotto players use to decide on numbers.

### Frequency Analysis

Frequency Analysis, also called “tracking,” is a form of handicapping. By looking at past numbers, a person can narrow down what numbers they should play. Looking for hit and skip patterns, repeat numbers, hot, neutral and cold numbers as well as line sums. You **MUST** re-evaluate your numbers at least every other day. The patterns can change in 1 day.

### Hit Patterns

Hit and skip tracking is very important in deciding your number, though not the only reason to select them. If you look at the numbers from the last 5 to 10 games, you will see numbers that repeat (hit) from the last game. Usually several times in the last 5 games and then it gone for a while and a new number begins to repeat itself. It is very important to watch for these numbers.

### Skip Patterns

Another pattern to watch is the skip patterns. It is very difficult and time consuming to track this type of pattern without a program. You would need an algorithm software program. There are many available and I will go thru them later. There are current skips, average skips and the most skips. The current would be how many games since the last time that number was drawn (*only within the last 10 games*). The average skips is tracked through, lets say, 50 games. The most skips will tell you the longest time that number has not come up (*usually 150 games*). With the Pick 3 and Pick 4 games, only the last 10 games need to be looked at if you do not have a program to play with.

### Example of a pick 3 game. Ball number 5 was analyzed within the last 100 games

Current period without hitting: Hit Last Game  
Average period between Hits: 3 games  
Longest period without a hit was: 12 games  
Number has hit back-to-back: 8 times  
Number has had duplicate sets: 6 times ( example: 5,0,5 ) came up 2 times in one game  
Number has had triplicate sets: 0 times

The above example would lead me to believe the number being examined is NOT due to come up in the next few games. I would NOT add it to my numbers to evaluate.

### Example of a pick 4 game. Ball number 5 was analyzed within the last 100 games

Current period without hitting: 6 games  
Average period between Hits: 3 games  
Longest period without a hit was: 7 games  
Number has hit back-to-back: 14 times  
Number has had duplicate sets: 5 times  
Number has had triplicate sets: 2 times

The above example would lead me to believe the number being examined IS due and I SHOULD add it to my list of numbers to be analyzed.

## **Repeat Numbers**

Repeat numbers should only be analyzed in the last 5 to 10 games only. This is more valuable in the Pick 5 games and the larger lotteries but is valuable to pick 3 & 4 games as well. Look at your lottery game history for the game you want to play and you will see this consistent in nearly every game. Links to all states are at the bottom of the book.

## **Hot Numbers**

Hot numbers are defined as the game numbers that have hit most often within a given period. Usually in the last 4 games.

## **Cold Numbers**

Cold numbers are defined as the game numbers that have gone the longest without hitting over a given period. Usually cold numbers haven't been drawn in at least the last 10 games.

## **Neutral Numbers**

Neutral numbers are defined as the game numbers that are midway between hot and cold. Usually within the last 4 to 8 games.

## **Odd and Even Numbers**

Its rare too see all odd or all even numbers in a lotto drawing. Yet it does happen. 73% of games have mixed odd/even numbers. Its best to have your numbers split down the middle between odd and even in a pick 4 and 2 odd, 1 even or 1 odd, 2 even in a pick 3 game. If the balance does shift towards one or the other, most of the time it shifts to the odd numbers. Look at your states lottery history and count the odd and even numbers in the last 20 games and you will see this pattern.

## **Line Sums**

Line Sums is the amount of all numbers added together. Its usually good to stay between a set low and a set high number. I don't personally use this a lot. Many advanced players however, swear by this. You will have to add the 3 or 4 winning numbers together to figure this out for your state. The average line sumes for a pick 3 are Low 10—High 18. Line sumes will fall above or below this on some occassions. But over 80% of the time, it will be between 10 and 18. Pick 4 games should have a low of 14 and a high of 29.

### **Example**

$$1,2,3 = 6$$

$$7,8,9 = 24$$

$$2,4,6,9=21$$

$$1,4,6,7=18$$

## **Summary:**

As you can see, there are plenty of things to learn and study to win a prize in any lotto. By studying and learning the analysis tricks above, you will be on your way to winning lotto's on a regular basis. But that is not all there is. <grin> So, onward we go!!!!

### **1.3. Are you a Gambler or a Player**

Here are some things that separate gamblers from players, both place their bets on games of chance.

Gamblers have a habit of placing their bets based on their gut feel or as they say luck.

Gamblers will be happy buying a quick pick lottery ticket.

Gamblers have also the tendency to have an addiction towards games of chances like card games, horse races and others.

Gamblers play games of chance without knowing anything about the game rules of winning.

Players place their money based on odds of winning certain bets.

Players learn the rules of winning in a game of chance.

Players can control their urge in placing their bets in games of chance, and they are armed with the latest statistics that pertain to the game they are into.

I prefer be a player rather than a gambler, either way there is a thrill in it. Where do you belong? Player or Gambler??????????????

### **1.4. Playing Pick 3 & 4 Games**

There are exactly 1,000 three number combinations in the Pick-3 lottery. There are 10,000 number combinations in a Pick 4 game. This is without double and triple numbers. They break down into the following groups.

All Different combinations should appear in 72% of the draws or "7" Seven times in ten draws. Doubles should average approximately "3" Three times in ten draws. Triples should average "1" One time in one hundred draws, the best time to play Triples is when they have been overdue for some time without a cluster of hits behind them in the history.

Playing the California Pick 3 or pick 4 will increase your odds drastically. I will give examples of Pick 3 and Pick 4 games for California. With a possible 1,000 possibilities or 1 in 1,000 for a straight play and 1 in 167 for a box play. You can play a set of all different numbers ( 1,2,3 ) or tickets with a set of double numbers ( 1,1,2 ) Playing all different numbers is the better odds. All different numbers come up 7 out of 10 times. Lets examine playing a Pick 3 "box" play with 1 in 167 chance of winning. A box win, will average about \$100.00. Doesn't sound like much, but lets add them up. If you play 20 box plays a day at \$1.00 each, 7 days a week, that's \$140.00 in plays per week (

\$20.00 X 7 days ). Lets say you only win 4 times a week. That's \$400.00 in wins that week. Subtract the plays for the week from the winnings, \$400.00 – \$140.00 = \$260.00. Now take that \$260.00 and times it by 52 weeks. \$260.00 X 52 = \$13,520.00. That's a chunk of money over a years time. 4 wins a week is not difficult in a pick 3 lottery game. Even if you only won 2 games a week, that's \$6,760.00 per year in profit. 2 wins a week is even easier. Could you use an extra \$260.00 a week.

Besides a straight or a box play, you can also play a combination of both plays called a straight/box. A straight/box will pay ½ of a straight win and ½ of a box win IF they win. The Drawback is, you will usually win the box prize. I only play box as I make more money in the long haul.

**Straight/Box:**

*Your \$1 play is split between both Play styles - 50 cents to Straight and 50 cents to Box. Since \$1 is split between the two Play styles, the potential payouts are approximately half the prize amounts.*

*By matching the winning numbers in the exact order, you win approximately half the Straight prize plus approximately half the Box prize. If you match the winning numbers in any other order, you win approximately half the Box prize only.*

Most states let the lottery retailer, pay you that day on amounts of \$599.00 or less.

**Pick 4 Scenario Using Boxed Play**

In the California pick 3 games 8242 to 8290 ( 25 games ) sets of numbers with doubles came up only 10 times. The lowest pay out for all 3 numbers was \$416.00. I will use that number for a winning example here.

Playing 10 numbers ( 0 thru 9 ) in all possible combinations of wheeled numbers ( without double numbers ) is 120 games. Out of these 25 games ( listed above ), I won 15 times. Lets do the math on the minimum win amount.

\$416.00 X 15 games = \$6240.00  
\$120.00 X 25 games = \$3000.00  
My profit 25 games = \$3240.00

Not bad for 3 ½ weeks work. I actually won more as some of the games won paid as high as \$700.00. Playing straaight plays instead og box plays is difficult. You should NOT play this way until you have mastered your states numbers. This takes years of learning before a person can get this accurate. I waitied well over 2 years before I started playing straight set games.

**Straight/Box:**

*Your \$1 play is split between both Play styles - 50 cents to Straight and 50 cents to Box. Since \$1 is split between the two Play styles, the potential payouts are approximately half the prize amounts.*

*By matching the winning numbers in the exact order, you win approximately half the Straight prize plus approximately half the Box prize. If you match the winning numbers in any other order, you win approximately half the Box prize only.*

**1.5. Tools of the trade**

- 1.) Lottery Theory ( this is a must )
- 2.) A tablet for examining your numbers
- 3.) Of course something to write with.
- 4.) States ( game you playing ) lottery history. ( this is a must )( links below )
- 5.) Lottery analysis program. Optional ( a basic explanation of these will be explained later in the book )

## Theory Plays

Lottery theory and strategy is going to be one of your most important assets. Learn and remember these things when deciding what numbers to play.

- Play one number from the day before. 60 to 70 % of the time one of these numbers pop up.
- Play sets of different numbers. They come up 7 to of 10 times.
- Play a number from 2 games ago. 20 to 30 % of the time one of those numbers pop up.
- Play only numbers drawn in the last 7 to 10 games. Not numbers that are older that 10 days max.
- Play at least one prime number ( 2, 5, 7 ) Of the 25 games mentioned in the pick 3 strategy above  
( games 8242 to 8290 ) a prime was drawn 18 times at least once.
- Play mixed odd and even numbers. 2 odd, 1 even or 1 odd, 2 even. Especially in the Pick 4 games. All odd or all even number rarely come up in pick 3 or 4 games. ( only 10% of the time )  
In pick 5 and pick 6 games, it only about 2% of the time.

## Lottery Analysis Programs

Lottery analysis Programs us mathematical algorithms to analyze every possible mathematical outcome. These algorithms are called “wheeling systems”. Search for “free wheeling systems” if you don’t want to buy a program. Wheeling systems put your numbers is a mathematical sequence that will unsure the best odds.

There are a ton of these programs out there. I have purchased dozens of them and finally settled on one. I personally use Lotto Buster <\$39.95> <http://www.lottobuster.com> Lotto Buster has a 14 day free trial that is a fully working program. Try before you buy. This program will analyze every possible variable using mathematical algorithms. Onother benefit of Lotto Buster is, you can fill out your ticket with your computer. Select your numbers, log them, and hit print. Definitely worth the money.

There are many others to choose from also. Use Google and search for “lottery strategy programs” There are some free ones, but remember, you get what you pay for. The free ones don’t work very well.

[WWW.Play-Lotto-2-Win.Com](http://WWW.Play-Lotto-2-Win.Com) is in no way associated with Lotto Buster.

## III. Wheeling System Explained

### 3.1. What is a Lottery Wheeling System?

A lottery wheeling system is a method of distributing your selected numbers in combinations that have a higher degree of winning. ( *Example: Lets say you want to play 8 of 10 numbers in a Pick 4 lotto. With a full wheel, thats 70 games. More than most people are willing to bet. But if you choose an abbreviated wheel, you can choose a 3 if 4 with 8 numbers wheeled and its only 14 games. A big difference* ) There are of course, hundreds of wheels out there. But they all boil down to 3 signifant points:

1. They offer a minimum guarantee
2. The number of lottery numbers drawn, that must fall within your set of numbers in order to guarantee a prize, and,
3. How many different numbers you're including in the wheel. The 3 elements of a wheel are: A if B gets C.

*Example: you want to pick 6 numbers in your wheel, and want to have a guaranteed 4 number match "if" 4 of the numbers drawn and are in your set of 15, your wheel would will be 4 if 4 of 6 with 15 lines. If 4 of your numbers come up, you are guaranteed to have all of them. I used 1-2-3-4-5-6 as an example set. This is what they would look like:*

01 02 03 05  
01 02 03 06  
01 02 04 05  
01 02 04 06  
01 02 05 06  
01 03 04 05  
01 03 04 06  
01 03 05 06  
01 04 05 06  
02 03 04 05  
02 03 04 06  
02 03 05 06  
02 04 05 06  
03 04 05 06

As time goes on, you may want to use more numbers and larger wheels. That would increase your guarantee to more numbers of matches, but the number of tickets you use is quite large. A 4 if 4 of 10 numbers will generate 210 lines. That's a big bet and would break you in a heartbeat if you don't know what you are doing. A player will control their spending, a gambler will not. Be a player, not a gambler.

To be honest and realistic, you will NOT win every game, even with a wheel, you're still only covering a very small set of the game's total combinations. In a pick 3 there are 1000 combinations and in a Pick 4 there are 10,000 combinations. But with the

book, you can greatly improve your odds of winning by 70%. There are three different types of wheels, which offer different levels of coverage of your numbers:

**1. Full Wheels:** These cover all possible combinations of the numbers you select. Full wheels have a great advantage because you can win prizes if 3 or more numbers drawn are on your ticket. This is ideal for large pools of players. Full Wheels, have filters at your disposal. This reduces the number of combinations included in your Full Wheel. Filtering is available only on Full Wheels, because if use on other systems they will lose their guarantees. Examples of filters for Pick 3 and Pick 4 games are:

- 1. Odd/even selection*
- 2. Line Sums*
- 3. High/Low Selections*

**3. Abbreviated Wheels:** This does not cover all possible combinations, but guarantees at least one winning ticket if some of your numbers fall within the drawn numbers. It can be good to use as you can play all 10 numbers in a Pick 3 or Pick 4 game while controlling the amount of lines that are generated. Abbreviated wheels are designed to extrapolate the best combinations possible from your selected numbers. Abbreviated wheels offer unique combinations of lines for good coverage of your selected numbers while helping you control your budget.

**2. Key Wheels:** They are similar to abbreviated wheels except that each ticket will contain a key number of your selection. A key number is a number that you are sure is going to come up. It will be in ALL your lines. You should use it only when you're sure that a certain number will appear. There are some great free wheels available at Wheel World.

<http://www.wheelworld.net>

## How to create a winning ticket

Write this information down in the order below:

- 1.) First, decide on your budget. You will have better odds if you play at least 6 wheeled numbers.
- 2.) On a sheet of paper, write down the last 5 games for pick 3 or 10 games for pick 4
- 3.) Below that, write the numbers that repeat 2, 3, 4 or 5 times. ( most will be 2 or 3 times for pick 3 )
- 4.) Look for numbers that have NOT appeared in the last several games.
- 5.) Compare the numbers above and write down the ones that keep coming up.
- 6.) Repeat numbers and cold numbers are your friends here. Use them.
- 7.) Once you have your numbers selected, wheel them for the best odds.

History shows that on a pick 3, you will have started out with 6 to 8 different numbers that were drawn in the last 5 games. Choose “2” from the last game, “2” from the game before that, and “1” from 3 games ago. Then choose “2” that have not shown up in at least the last 5 games. That will be 7 numbers for a Pick 3 game. These are the numbers you should play. If a number comes up a lot, it might be ready to skip a game or 2. But don’t fret. It will be back. At first, this will seem tough and hard to pick your numbers. But keep practicing. It gets easier each time.

### Some Other Pick 3 Methods

Here are a few other things to look at when deciding on your numbers. These are tips are saving money and playing only 3 or 4 sets of numbers.

1. If there are too many good looking numbers sets play only half.
2. Add an eight or ninth day if none of your digits stand up.
3. You “could” play the 3 digits from yesterday’s draw with the 2 of the strongest digits that you see.. Here is an example: let’s say that 1-2-3 hit yesterday and the two strong digits are 5 & 8. These are the choices: 5-8-1, 5-8-2, 5-8-3.
4. Play the strongest digit that you see and 2 from yesterday’s draw. For instance if you have 1-2-3 (= 1-2 1-3 2-3) and the strong digit is 9, you should play 9-1-2, 9-1-3, and 9-2-3. This will limit spending and can be used to help you learn to see what the next draw is.
5. Play two digits from yesterday’s game (one should be fresh and the other should have repeated once) with 3 or 4 strong digits in turn. Here is an example 1-2-3 were drawn the day before yesterday and 4-5-2 yesterday. The strongest digits are 3 & 8. The numbers you should play are: 3-2-4, 3-2-5, 8-2-4, 8-2-5.
6. Combine the best with the worst digits: Lets say that 3 & 4 are the worst and 5 & 7 are the best. In this case you should play 5-7-3, 5-7-4, 5-3-4, 7-3-4.

### Links to State Lotteries

#### U.S. Lotteries

[Arizona Lottery](#)

[California Lottery](#)

[Colorado Lottery](#)

[Connecticut Lottery](#)

[D.C. Lottery](#)

[Delaware Lottery](#)

[Florida Lottery](#)

[Georgia Lottery](#)

[Idaho Lottery](#)

[Illinois Lottery](#)

[Indiana \(Hoosier\) Lottery](#)

[Iowa Lottery](#)

[Kansas Lottery](#)

[Kentucky Lottery](#)  
[Louisiana Lottery](#)  
[Maine Lottery](#)  
[Maryland Lottery](#)  
[Massachusetts State Lottery](#)  
[Michigan Lottery](#)  
[Missouri Lottery](#)  
[Montana Lottery](#)  
[Nebraska Lottery](#)  
[New Hampshire Lottery](#)  
[New Jersey Lottery](#)  
[New Mexico Lottery](#)  
[New York Lottery](#)  
[North Carolina Education Lottery](#)  
[North Dakota Lottery](#)  
[Ohio Lottery](#)  
[Oklahoma Lottery](#)  
[Oregon Lottery](#)  
[Pennsylvania Lottery](#)  
[Rhode Island Lottery](#)  
[South Carolina Education Lottery](#)  
[South Dakota Lottery](#)  
[Tennessee Lottery](#)  
[Texas Lottery](#)  
[Vermont Lottery](#)  
[Virginia Lottery](#)  
[Washington State Lottery](#)  
[West Virginia Lottery](#)  
[Wisconsin Lottery](#)

## **Lottery Associations**

### **Lottery Associations**

[MUSL](#) Multi-State Lottery Association (official Powerball and Hot Lotto numbers)

[NASPL](#) North American Association of State & Provincial Lotteries

[World Lottery Association](#) (WLA)

### **Lottery Trade Shows and Research**

[Public Gaming Research Institute](#) (conference and trade show organizer)

### **MN State Lottery Ad Agency**

[Colle+McVoy](#)

# Lottery Glossary

This glossary is for all lotto's and Lotteries.

- **Agent** - A retail outlet for lottery tickets.

- **Annuity** - It is like a mortgage. Lotteries sometimes use annuities to create higher jackpots than they have the cash for. An annuity backed jackpot winner collects the money in installments over several years, typically over 20 or 25 years.
- **Bonus Ball** - A seventh ball drawn in the UK National Lottery. Matching 5 numbers and the 'Bonus Ball' wins the second highest prize. .
- **Box Bet or Boxed** - A way of betting a three or four digit number that will pay off if those three or four numbers are drawn in any order. For example 245, 452, 425 would win if the selected number is 542.
- **Boxing** - A system used to play more digits than you could normally play in a three or four digit numbers game.
- **Breakopen** - An instant-win ticket on which the player tears open a flap to see if the ticket is a winner. Also called 'Pulltabs'. Breakopens are often sold by charities and occasionally by state lotteries.
- **Cash Lotto** - A lotto game awarded as a lump-sum cash payment. Cash lotto games typically have a smaller top prize than large jackpot games, more favorable odds of winning the top prize, and require players to select fewer numbers out of a smaller field. Examples include Florida's 'Fantasy 5' and Indiana's 'Lucky 5'.
- **Cash Option** - A large jackpot that the winner elects to receive as a lump sum cash payment rather than an 'Annuity' (see above) over several years.
- **Cash Payoff** - A lottery prize that will be paid out all at one time, rather than over several years.
- **Cold Number** – A number that has not been drawn and is not due to be drawn.
- **Combo** - A way of betting a three digit number that covers all possible combinations of sequences.
- **Commission** - The fee paid to retail outlets for selling lottery tickets. Commissions in North America typically range between 5 percent and 6 percent of the price of the ticket.
- **Daily Game** - This can refer to any game where winners are determined once a day, but usually refers to a numbers game such as the 'Daily 3' or 'Daily 4' games played in many states.
- **Double or Doubles** - A 3 or 4 digit number that contains two numbers of the same digit. Example; 122. The attraction of doubles is that their payoff in 'Box Bet' and 'Combo' bets is doubled.
- **Double-Double** - A four-digit number made up of two doubles. Example; 1221.
- **Draw** - The lottery results.
- **Exact Order** - (Also, Straight) Numbers drawn in the same order as played.
- **Exotic Numbers** - Unusual or uncommon set of numbers.
- **Fixed Payouts** - Fixed lottery prizes for each dollar played.
- **Four-digit or 4-Digit Game** - A numbers game played with four digits between 0 and 9. Numbers may be repeated.
- **Gopher 5** - Minnesota's own cash lotto game. You pick five numbers between 1 and 42. You win by matching three, four or five numbers. And if you match all five, you win a jackpot that starts at \$100,000 and grows until someone wins it. The jackpot is paid off with one big check.
- **Handle** - The sum of all money wagered at a video lottery terminal. See also 'Net Machine Income' below.
- **Harvest Gold** - It is a scratch ticket game. You can win twice on a harvest gold ticket. This ticket will feature two separate game plays. In Game 1, the player removes the scratch-off material to reveal six prize symbols. If three of the six prize symbols are identical, the player wins that prize amount. In Game 2, the player removes the scratch-off material to reveal six play symbols and a Prize Box. If three of the six play symbols are identical, the player wins the prize in the Prize Box.
- **Hopper** - A rotating container where the lottery balls labelled one through 49 are placed that continually mixes the balls.
- **Hot Lotto** - Hot Lotto is Minnesota's hottest new jackpot game. Jackpots start at \$1 million and continue to grow until someone wins. To play Hot Lotto, you simply pick five numbers from 1 to 39. Then you select one more number from 1 to 19, which is the HOT ball.
- **Hot or Overdrawn** - A digit that over a period of time is drawn more often than the norm. While some play these numbers because they are 'Hot', they can only reach normality by not being drawn.

- **Instant Game** - A lottery ticket that requires the player to remove a latex coating to determine if the ticket is a winner. Also called 'Scratch-off Game' or 'Scratcher'.
- **Jackpot** - The top prize for a lotto or lottery game. Jackpots are usually 'Parimutuels' (see below). If not won in the next drawing, they 'roll over' to the next drawing and increase in size/amount.
- **Lotto, Lottery** - A game where players select a small group of numbers (usually six) from a large set (usually 49) and are awarded prizes based on how many match the randomly drawn result. In a typical lotto game, a player might be asked to select six numbers from a set of 49. At a predetermined time, six numbers are randomly drawn by the lottery people. The player wins a major prize if all six of their numbers match those chosen in the random drawing. The player wins smaller prizes for matching three, four, or five of the drawn numbers. Variants of lotto games include 'Powerball' or 'Power Ball'.
- **Lucky Dip** - A random selection of numbers made by computer. (Also, Quick Pick)
- **Lump Sum Payoff** - (Also, Cash Option) A large jackpot that the winner elects to receive as a lump sum cash payment rather than an 'Annuity' (see above) over several years.
- **Natural Selection** - A selection of numbers made by the player as opposed to a 'Quick Pick' or 'Lucky Dip' selection.
- **Net Machine Income** - The money played at a video lottery terminal (see 'Handle' above) minus the prizes won at that terminal.
- **No-match Numbers** - A 3 or 4 digit number that contains no double digits as in the 'Double' or 'Double-Double'.
- **Numbers Game** - This term can be used for any lottery game where winners are determined by a random draw of numbers. However, it is often used more specifically for a game where a player selects three or four digits (0 to 9) and matches them with a similar set drawn at random by the lottery people. The player can select several different types of wagers with payoffs varying accordingly. For example, players making a 'Straight' bet could win \$500 on a \$1 bet if their three digits match the three digits selected by the lottery people, in the same order.
- **Off-line Game** - A game that does not require the use of a computer terminal for purchase. Instant and passive games are examples of off-line games.
- **Online Game** - A game where tickets are purchased through a network of computer terminals located at retail outlets. The terminals are linked to a central computer that records the wagers. Examples of online games include lotto, keno and numbers games.
- **Overdrawn** - See 'Hot' above.
- **Overdue** - A digit that has not been drawn in more days than the norm. These numbers are favored because they can only reach normality by being drawn.
- **Pairs** - A three digit number bet whose any one pair of the first two digits, last two digits, and in some cases the first and last digit appear on the drawn number.
- **Parimutuel or Pari-mutuel** - A common method of payoffs that splits the total available money between all winners of a particular prize level.
- **Passive Game** - A lottery game similar to a raffle where a player buys a ticket with preprinted numbers. The lottery later randomly draws numbers that are compared to the players' tickets to determine the winners.
- **Powerball** - Powerball gives you nine ways to win. In the popular Powerball Lottery five balls are chosen at random without replacement from a container containing 49 white balls, numbered 1 to 49, and then a sixth ball, the powerball, is chosen from a second container containing 42 red balls, numbered 1 to 42. To play, a person chooses five white numbers and a powerball number. Payoffs are made depending on how many white numbers match the player's choices and whether or not the powerball is matched, according to a powerball payoffs schedule. The odds of winning the jackpot are approximately 1 in 120 million.
- **Power Play** - An option in the Powerball Lottery game. Players have a chance to multiply their prizes (except the jackpot) by up to 5 times with the Power Play option. For an extra \$1 per play, you are eligible for Power Play.
- **Pulltabs or Pull Tabs** - (See 'Breakopen' above). A game similar to the lottery game. Tickets sell for 25 cents or 50 cents or even more and typically offer prizes ranging from free tickets to \$500. Each ticket has perforated windows which open revealing symbols similar to those found on slot machines or some lottery games.
- **Punch Board** - Another lottery-type game. The player punches out a slot on a board for a chance to win a merchandise prize. Punch boards offering cash prizes are also common.
- **Quad** - A four-digit number consisting of the same number. Example; 1111.

- **Quick Pick** - A random selection of numbers made by computer. (Also, Lucky Dip)
- **Repeat** - A number that contains at least one of the digits that was drawn the previous day or the previous draw.
- **Rollover** - An event that occurs when the lottery jackpot or a jackpot game is not won. The jackpot thus 'rolls over' to the next drawing, resulting in a bigger jackpot for that drawing.
- **Scratch-off Game** - See 'Instant Game' above.
- **Spiel** - An add-on feature to a lotto game. For an additional fee an extra set of numbers (typically four to six numbers) is printed on the bottom of a ticket. Players win by matching one or more of these numbers to those selected in a random drawing. Spiel games are found throughout Canada but are not yet common in the USA.
- **Sports Lottery** - Games where outcomes are determined by the results of sports events. Sports lotteries are popular lottery games in much of the world, where they are frequently called 'Toto' or 'Totocalcio' (Italy) or 'Football Pools' (UK), but have not achieved this level of popularity in North America.
- **Straight or Straight Bet** - A bet of 3 or 4 numbers that must be drawn in the exact order. The player attempts to match both the numbers drawn and the order in which they are selected. For example, if the numbers 1, 2, 3 are selected in a three-digit game, a ticket bearing 1, 2, 3 will win but a ticket bearing 2, 1, 3 will not. (See 'Box Bet' above)
- **Super Lotto Plus (SuperLotto Plus)** - SuperLottoPlus is your chance to win millions of dollars! The jackpot ranges from \$7 million to \$50 million or more. The jackpot rolls over and grows whenever there is no winner. All you have to do is pick five numbers from 1 to 47 and one MEGA number from 1 to 27 and match them to the numbers drawn by the Lottery every Wednesday and Saturday (California Lottery).
- **Terminal** - A computerized device located at a lottery retailer that is used to sell lottery tickets and online games and to validate winning tickets of lottery, online and instant games. Terminals are connected to a lottery's central computers by phone line.
- **Three-digit or 3-Digit Game** - A numbers game in which three digits between 0 and 9 are selected. Numbers may be repeated.
- **Toto** - Short for "Totocalcio". Italian football pools. A form of sports lottery. (See 'Sports Lottery' above.)
- **To Wheel** - To play the 'Wheeling System' (see below).
- **Tree System** - A way of organizing numbers to play for a straight win so that potential combinations are not missed. Similar to a 'Wheeling System'.
- **Triple or Triples** - A three digit number consisting of the same number. Example; 111.
- **Underdrawn or Under Drawn** - A digit that over a period of time is drawn less often than the norm. These numbers are favored because they can only reach normality by being drawn.
- **Virgin** - A colloquial term referring to a number or number combination that has never been drawn.
- **Wheeling System** - A way of organizing and playing a set of numbers to improve the chances of winning multiple prizes.
- **Withholding** - The anticipated tax amount deducted from prize payments.

**Remember, playing the lotto and lotteries can be rewarding financially. But if you get out of control, you become a gambler and gamblers rarely win for any amount of time.**