LOTTERY ARV (MS Windows program)

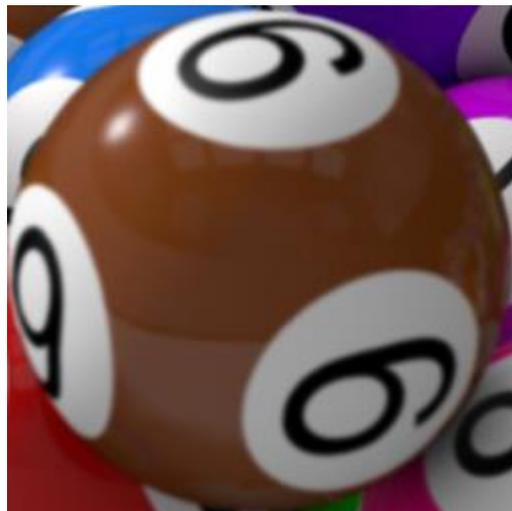Software product: Lottery ARV ver 1.3

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www.arv-studio.com/Lottery-ARV

Questions, suggestions, comments etc.
send to: ig.grgic@gmail.com
Your suggestions are highly appreciated to
help me (and other users) to continue with
developing new versions of this program.

INTRODUCTION

Lottery ARV is a simple, free and standalone MS Windows program designed to assist during the 'remote viewing' (nonlocal perception) process for predicting future Lottery numbers (balls) in games like: *Pick2, Pick 3*, *Pick 4*, *Pick 5*, *Pick 6*, *Powerball*, *Mega Millions*, *Keno* etc. Before mastering this skill to accurately pick all balls, it is highly advisable (by top Remote Viewer's in the field) to begin your learning and practicing process by first to accurately predict one/first ball only.

ARV (Associative Remote Viewing)

ARV is a methodology used behind this program and there is a need to understand the ARV procedure before you continue to make a prediction of winning lottery numbers.

Writing this User Manual was far more time consuming than coding this program, which is free, so bear with me and please study **resources** listed below if you are not familliar enough with this subject to be able to follow up methodology with understanding.

I will explain ARV & lottery method only briefly:

To directly 'remote view' or to sense future Lottery numbers is hard, so we use *indirect targets* to sense them, instead of numbers. These *indirect sensory* targets are **tastes, smells, sounds, shapes, colors** and other. Now, if you want to predict 1st number of 'Pick 3' lottery then you need to create a list of, lets say, at least 10 distinctive tastes (it's preferable to widen the list to 20 or 30 tastes). As you know, there are 10 possible outcomes for the draw of the 1st ball. These outcomes are: 0, 1, 2, 3, 4, 5, 6, 7, 8 and 9.

Next step is to randomly select 10 tastes from your list and then to randomly assign (associate) each of 10 digits with 10 tastes. Usual method for doing this is to use slips of paper and envelopes. This can take some time, and 'Lottery ARV' program does all of this with one click. Now, with you blind to the tastes selected and blind to associations with 10 digits, it's your job to sense what you will taste at some future time (a.k.a. the feedback time) after the lottery draw. Write down what you get and then check out what number corresponds to the taste you got. That number is your prediction for 1st ball of 'Pick 3'.

Let say you sensed „coffee" and it's number „5" which corresponds to „coffee". Your prediction for 1st ball is: five.

After the draw, you have to actually taste your *food* which corresponds with number actually drawn. If the draw is „5" then you need to taste „coffee". But, if you were wrong and the actual draw was „3" then you need to look (in envelope or 'Lottery ARV' file) which *taste* corresponds with „3" and then actually taste it. Voilà!

For those who need most complete and detailed understanding of the ARV procedure for using *sensories* like tastes, smells or sounds to predict future lottery numbers please check out **resources** like:

- Short article titled „Fifteen Steps to Success! ARV for the Lotto". NOTE: Steps 1 to 8 in this article you can automate with few mouse clicks using 'Lottery ARV' program.
    http://intuitivespecialists.com/15-steps-win-lotto/

or

- E-book found on Amazon.com „Psyching Out the Lottery: A Simple System for Cultivating Your Intuition to Perceive Tomorrow's Winning Numbers and More"

General information about ARV (Associative Remote Viewing) protocol can be found here:

http://www.arv-studio.com/Remote-Viewing#ARV

QUICK USER INSTRUCTIONS

Installation:

- Run setup file: LotteryARV-setup.exe
- Follow setup wizard. Click Next, Next, Next and Install on the end.
- When setup finishes it creates 'Lottery ARV' icon on your Desktop

Running Lottery ARV program:

- Run 'Lottery ARV' by:
    a) Double-clicking 'Lottery ARV' icon on your Desktop, or
    b) Executing *LotteryARV.exe* file located in default installation folder (C:\Program Files (x86)\LotteryARV)

Prerequiste before using Lottery ARV program:

- Create a personal list of *sensory stimulants*. First decide which sensory type you wish to use. Possible sensory types are:
    o Tastes
    o Sounds
    o Smells
    o Colors
    o Shapes, etc.
- For example, if you want to use **tastes** then create a list of at least 10 different and distinctive tastes. List can be larger than 10 tastes, but NOT have less than exactly 10 tastes because in the process of predicting lottery numbers (in 'Pick 3') there are 10 digits (0 to 9) which will be associated with 10 different tastes.

- Locate file **sensory_list.txt** in default installation folder (C:\Program Files (x86)\LotteryARV)
- Open the file and enter 10 (or more) different and distinctive tastes. ==Important:== **YOU MUST have ONLY ONE** *taste* **per each ROW in the file. No blank rows.**

    Example content of **sensory_list.txt** file is below. Each of the *taste descriptors* is in separate row.
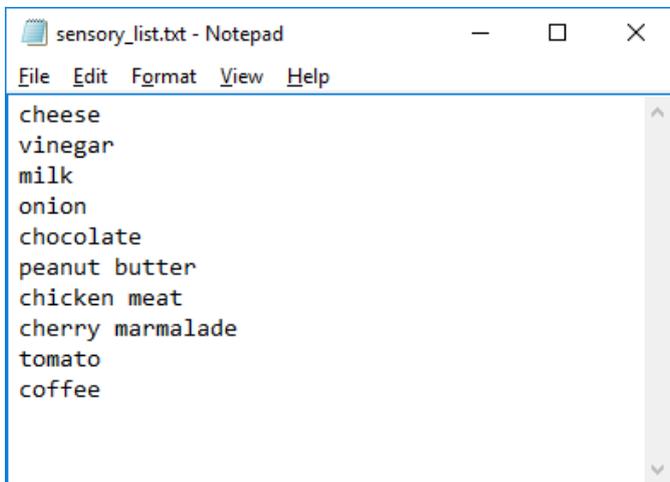
- ==NOTE:== exactly the same procedure applies also for all other sensory types such as: sounds, smells, colors etc. Simply create a list of *sounds* or *smells* or other, and save the list in **sensory_list.txt** file. You might want to **create backup copy** of your sensory files for different types of sensories. 'Lottery ARV' uses only the file of this exact name and extension: **sensory_list.txt.** **Do not rename it.**

==Using Lottery ARV program:==

- When you run 'Lottery ARV' you get the following window with six (6) tabs: „Practice" tab, „Pick 2" tab, „Pick 3" tab, „Pick 4" tab, „Pick 5" tab, „Pick 6" tab, „Custom lottery" tab and „Custom file" tab
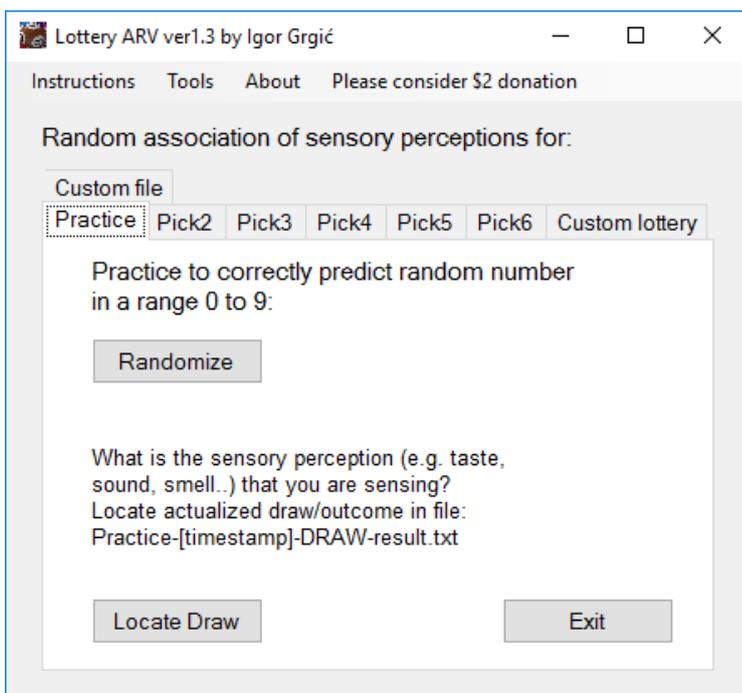
<mark>PRACTICE</mark> tab

- Use this tab to practice your skill by predicting the first/one number from a range from 0 to 9 (0, 1, 2, 3, 4, 5, 6, 7, 8, 9)
- Mandatory: have your **sensory_list.txt** file ready. The file is also accessible through top menu: *Tools – Edit sensory list file*
- Click „Randomize" button and the program will:
    1. Randomly select one number from a range 0 to 9. This number is a „Draw". Result of this draw is saved in a file:

        Practice-20170210-11h54m09s-DRAW-result.txt („DRAW" file)

        (Please note that 20170210-11h54m09s is a date/time stamp.)
    2. Randomly associate one *sensory* (like taste) with each of the 10 digits (0 to 9). These associations are saved in a file:

        Practice-20170210-11h54m09s-associations.txt („associations" file)

        In example below tastes are used as Sensory Feedback, and each digit (0 to 9) is associated with one taste:

        0 :tomato
        1 :cherry marmalade
        2 :coffee
        3 :onion
        4 :vinegar
        5 :milk
        6 :chicken meat
        7 :peanut butter
        8 :cheese
        9 :chocolate

- Click „Locate Draw" button and find both **„DRAW"** file and **„associations"** file in default installation folder (C:\Program Files (x86)\LotteryARV)
- Before opening these files, now it's time to do your quick session to get your perception of your future *taste* feedback:
- If you use tastes then use question like:
    What will I taste on Febraury 25, 2017 right after I find drawn number? [or use exact time]
- Write down your perception/taste.
- Open the **„associations"** file to find out which number corresponds with the taste you sensed. Mark that number as your prediction.
- When ready open the **„DRAW"** file to get the actual result of the draw
- FEEDBACK time: you have to actually taste the food which is associated with THE DRAW NUMBER, even if your prediction is wrong. This way you train your subconscious mind.

<mark>PICK 2</mark> tab

- Use this tab to randomize *sensory* associations with 10 possible draw results (0, 1, 2, 3, 4, 5, 6, 7, 8, 9) for each of the two 'Pick 2' balls
- Mandatory: have your **sensory_list.txt** file ready. The file is also accessible through top menu: *Tools – Edit sensory list file*
- Click on all two *'Rnd...'* buttons for all balls: 1st ball and 2nd ball of the 'Pick 2' draw:
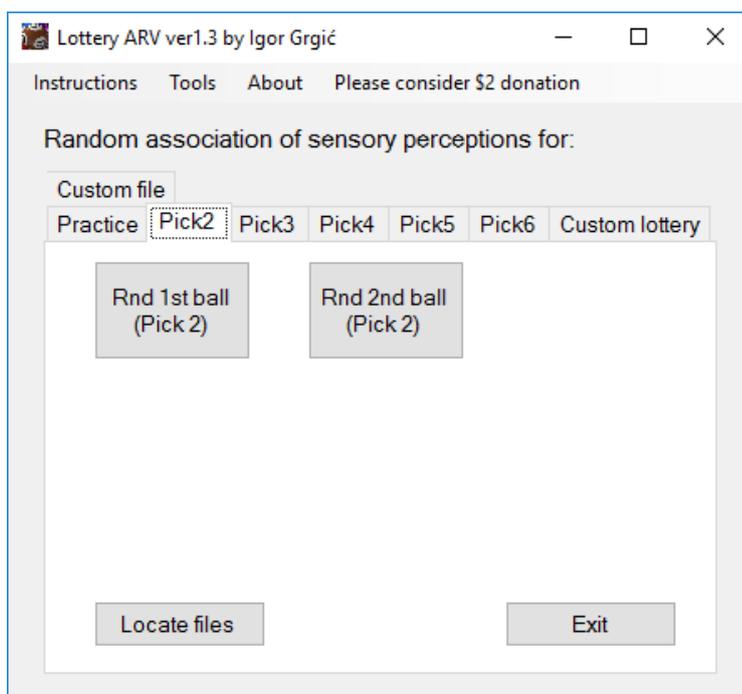
- Click „Locate files" button and find two files with sensory associations for each of the two ball files in default installation folder (C:\Program Files (x86)\LotteryARV)
- These two files are:
    Pick2-1st-ball.txt
    Pick2-2nd-ball.txt
- Before opening these files, now it's time to do your quick session to get your perceptions on each of the two future sensory feedbacks:
- Example using tastes:
        What will I taste for the Pick2 first ball draw on Febraury 25, 2017 at 6:00 PM ?
        What will I taste for the Pick2 second ball draw on Febraury 25, 2017 at 6:05 PM ?
- Write down your perceptions. Find out which number corresponds with the taste you sensed. Do this for both 'Pick 2 ball' files. Make your 'Pick 2' prediction. Good luck!
- Buy your 'Pick 2' ticket if you want
- After the draw you have to actually taste all of the two food options which are a match with winning numbers! If you were wrong for a particular number, then you have to taste food corresponding with actual number that was drawn.
- For example:
    o Your prediction is let say 24, and number 2 is associated with „sugar" and number 4 is associated with „meat". Actual draw numbers are let say 24, then after the draw you have to taste „sugar" (number 2) and „meat" (number 4). But...
    o If your prediction is let say 24, and the actual draw numbers are let say 54, then you were wrong on first number. Now, after the draw you have to taste the food corresponding with number 5 (not number 2!) and food corresponding with number 4 which is „meat". (Food/taste corresponding with number 5 will be whatever taste you find under „5" in your Pick2-1st-ball.txt file.)

PICK 3 tab

- Use this tab to randomize *sensory* associations with 10 possible draw results (0, 1, 2, 3, 4, 5, 6, 7, 8, 9) for each of the three 'Pick 3' balls
- Mandatory: have your sensory_list.txt file ready. The file is also accessible through top menu: *Tools – Edit sensory list file*

- Click on all three *'Rnd...'* buttons for all balls: 1st ball, 2nd ball and 3rd ball of the 'Pick 3' draw:
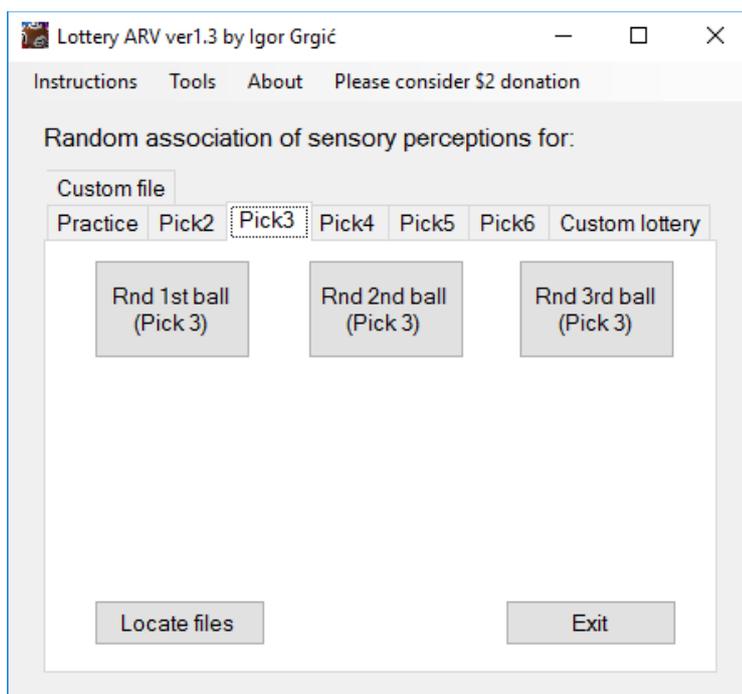
- Click „Locate files" button and find three files with sensory associations for each of the three ball files in default installation folder (C:\Program Files (x86)\LotteryARV)
- These three files are:
    Pick3-1st-ball.txt
    Pick3-2nd-ball.txt
    Pick3-3rd-ball.txt
- Before opening these files, now it's time to do your quick session to get your perceptions on each of the three future sensory feedbacks:
- Example using tastes:
    What will I taste for the Pick3 first ball draw on Febraury 25, 2017 at 6:00 PM ?
    What will I taste for the Pick3 second ball draw on Febraury 25, 2017 at 6:05 PM ?
    What will I taste for the Pick3 third ball draw on Febraury 25, 2017 at 6:10 PM ?
- Write down your perceptions. Find out which number corresponds with the taste you sensed. Do this for all three 'Pick 3 ball' files. Make your 'Pick 3' prediction. Good luck!
- Buy your 'Pick 3' ticket if you want
- After the draw you have to actually taste all of the three food options which are a match with winning numbers! If you were wrong for a particular number, then you have to taste food corresponding with actual number that was drawn.
- For example:
    o Your prediction is let say 204, and number 2 is associated with „sugar", number 0 is associated with „milk" and number 4 is associated with „meat". Actual draw numbers are let say 204, then after the draw you have to taste „sugar" (number 2), „milk" (number 0) and „meat" (number 4). But...
    o If your prediction is let say 204, and the actual draw numbers are let say 514, then you were wrong on first two numbers. Now, after the draw you have to taste the food corresponding with number 5 (not number 2!), food corresponding with number 1 (not number 0!) and food corresponding with number 4 which is „meat". (Food/taste corresponding with number 5 will be whatever taste you find for „5" in your Pick3-1st-ball.txt file. Likewise, food/taste corresponding with number 1 will be whatever taste you find under „1" in your Pick3-2nd-ball.txt file.)

PICK 4 tab, PICK 5 tab and PICK 6 tab:

- Procedure for 'Pick 4' is exactly the same as for 'Pick 3', except you have one additional number - 4th number. Please refer to 'Pick 3' procedure above.
- Procedure for 'Pick 5' is exactly the same as for 'Pick 3', except you have two additional numbers - 4th and 5th number. Please refer to 'Pick 3' procedure above.
- Procedure for 'Pick 6' is exactly the same as for 'Pick 3', except you have three additional numbers - 4th, 5th and 6th number. Please refer to 'Pick 3' procedure above.
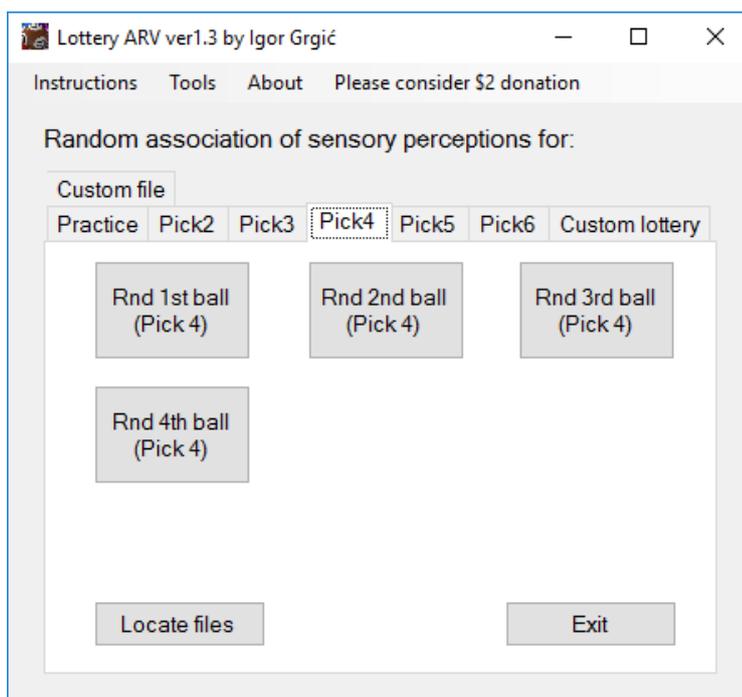
**ARV design for numbers/balls greater than 9 (two digit numbers)**

- To be able to use Lottery ARV for predicting two digit numbers from a range let say 1-69 (Powerball) please be aware of the following ARV design:
- Each ball/number in a range 1 to 69 is represented with two digits [X][Y]. This means that all one digit numbers/balls like „6" are represented with [0][6], meaning that they are represented like two digit numbers. Note the *zero* in front! Other, two digit numbers in a range 1-69 like „27" are represented with [2][7]. Hence, to predict a winning ball [X][Y] in a 1-69 range, you need to do two ARV sessions: one ARV for 1st digit [X] and other ARV for 2nd digit [Y]

CUSTOM LOTTERY tab

- Use this tab to randomize *sensory* associations for all balls of a custom lottery game
- Mandatory: have your **sensory_list.txt** file ready. The file is also accessible through top menu: *Tools – Edit sensory list file*
- Select lottery type (example: *Powerball*)

> NOTE: there are two pre-built custom lottery types: *Powerball* and *Mega Millions.* If you want to create other lottery types please go to „**Custom Lottery – Create a lottery game**" paragraph on page 8.

- **OPTIONAL:** „*Save files to location*" – use „Browse" button to select a folder to save files to. Default save location is *C:\Program Files (x86)\LotteryARV*. Skip clicking on „Browse" if you don't want to change default location which is listed in the *textbox*.
- **OPTIONAL:** „*Custom file names*" – use *blank textbox* to enter custom infix for file names. Keep the textbox blank if you don't want an infix.
  - Example:
    - Default file name for *Powerball* is:
      Associations-Powerball-Ball1-1st-digit.txt
    - If you enter infix like *MyNew*, then your file will be like this:
      Associations-Powerball-MyNew-Ball1-1st-digit.txt

- Click on „Randomize" button. All files are ready.
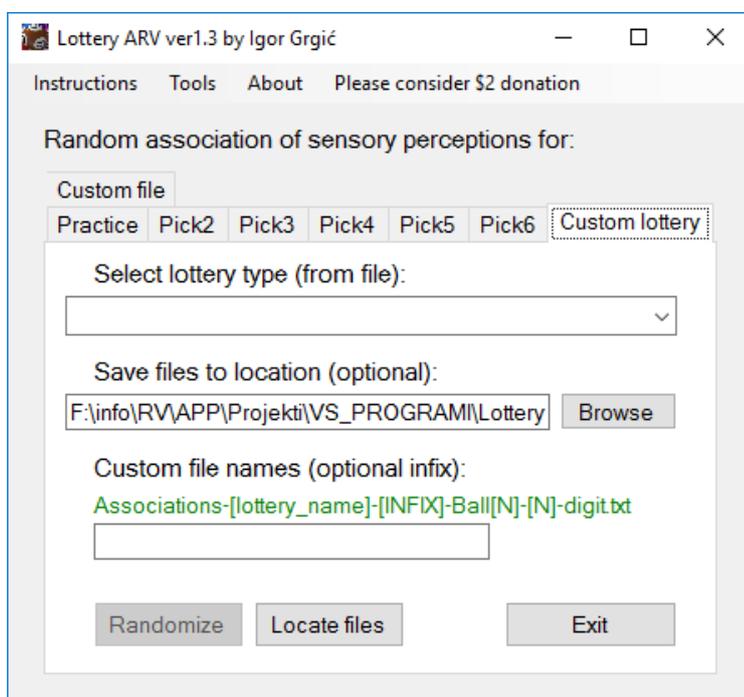
- Click „Locate files" button and find all *„Powerball"* files with sensory associations for each ball and digit in default installation folder (C:\Program Files (x86)\LotteryARV)
- These files are:
  ```
  Associations-Powerball-Ball1-1st-digit.txt
  Associations-Powerball-Ball1-2nd-digit.txt
  Associations-Powerball-Ball2-1st-digit.txt
  Associations-Powerball-Ball2-2nd-digit.txt
  Associations-Powerball-Ball3-1st-digit.txt
  Associations-Powerball-Ball3-2nd-digit.txt
  Associations-Powerball-Ball4-1st-digit.txt
  Associations-Powerball-Ball4-2nd-digit.txt
  Associations-Powerball-Ball5-1st-digit.txt
  Associations-Powerball-Ball5-2nd-digit.txt
  Associations-Powerball-Ball6-1st-digit.txt
  Associations-Powerball-Ball6-2nd-digit.txt
  ```

- Explanation for Powerball:
  - There are 6 balls in Powerball game. Range for first 5 balls is from 1 do 69. 6th ball's range is from 1 to 26
  - Design of this ARV protocol is that each ball's number to be drawn is represented in a form of two digits [XY]. Let say, the draw for first ball is 38. In this ARV protocol, number 38 is represented in a form of two digits: [3] and [8]", therefore, Lottery ARV will create two files for each ball (total of 12 files for *Powerball*)
  - Your job is to *remote view* or *sense* all 12 digits of 6 ball numbers of the Powerball draw
  - NOTE: if a draw for a particular ball is let say „7", then this number is represented as a two digit form: [0] and [7] in ARV protocol

Custom Lottery – Create a lottery game

- You can create any other lottery type for any number of balls and any range of numbers
- Go to *Menu* item: 'Tools' - 'Create custom lottery'
- New window will pop up. Select number of balls for your lottery game. Example: there are 6 balls in Powerball game, so select „6" and click „Model balls":
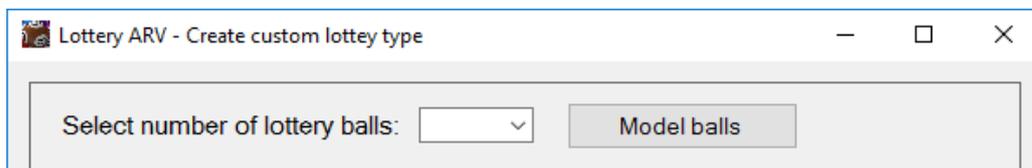

- Balls for your custom lottery are generated. Enter range for each ball. Example: 1 to 69 for first 5 balls and 1 to 26 for 6th ball:
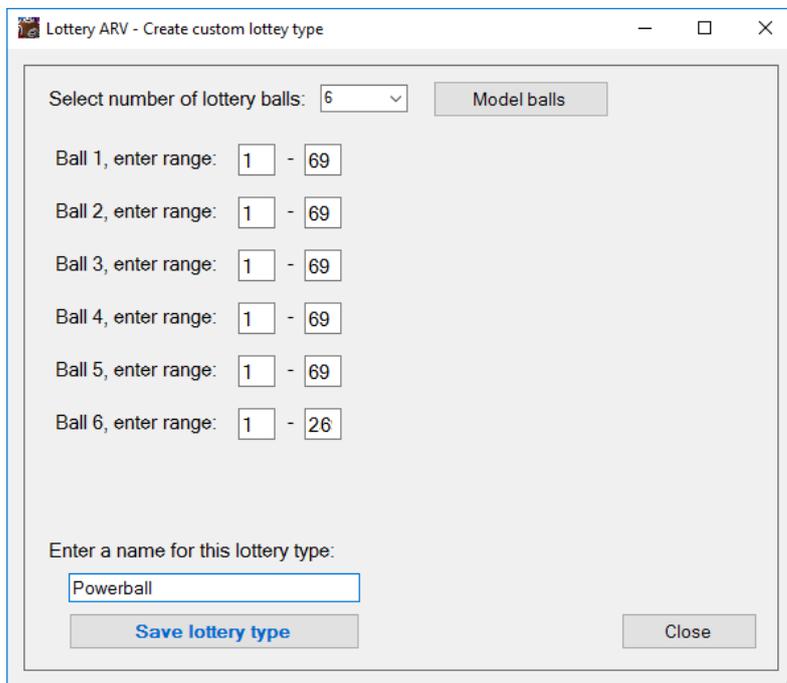
- Enter a name for your lottery (e.g. *Powerball*) and click „Save lottery type"
- *Powerball.cfg* configuration file is saved in *models*\ subfolder in default installation folder (C:\Program Files (x86)\LotteryARV)
- **Your new lottery type „*Powerball*" is ready to be used on the „Custom lottery" tab**
- Click „Close" button

CUSTOM FILE tab

- Use this tab to create random associations of <u>any number of possible outcomes</u> (for an event of your choice) **with** <u>a custom list of sensories or objects</u> you will remote view, dowse, muscle test or use any other intuitive method.
- Mandatory: first you have to prepare your txt file. Go to folder *C:\Program Files (x86)\LotteryARV* and locate **sample_file.txt** file. Open and edit this file or you can make your own text files of any filename. You MUST copy ALL content of **sample_file.txt** file to your custom text file.
- Follow instructions from **sample_file.txt** file to create your own <u>custom list of possible outcomes</u> that will be randomly associated with your custom list of elements. Elements can be anything of your choice like: colors, tastes, sounds, letters etc.
- Example file:

    <Note: all lines starting with # are skipped here, but they are MANDATORY in your text file>
    $ my horse prediction list ... March 12, 2018
    milk,banana,coffee,tomato,cheese,bread,apple,chocolate
    Horse1,Horse2,Horse3,Horse4,Horse5,Horse6,Horse7,Horse8

- What this example means? Let say there is a horce race with 8 horses (or any other number of horces). **First**, after the last # line in txt file, you create new line starting with $ and then you enter ANY text you like (this will be an information about event). **Second,** create new line as a list of elements (<u>sensories or objects</u> you will remote view, dowse, muscle test or use any other intuitive method). **Third and last**, create another new line as a list of ALL possible outcomes of an event – in this example it will be a list of all horse names.
- When done with creating your file go back to Lottery ARV
- Click „Browse" and select your file
- Click „Randomize"
- Click „Locate files" to locate randomized file: **sample_file-randomized.txt**
- Note that new filename has „-randomized" as a suffix
- You should open sample_file-randomized.txt only after you are done with your intuitive process
- OPTIONAL: you can add more than one event in **sample_file.txt** file. To do that simply start by creating new line by adding $ and repeating three steps from above or open **sample_file2.txt** and check out how it was done.
- OPTIONAL: if you click on „Print" button it will send a text from **_text-to-print.txt** file to your default printer. You can edit and change content of this file as you like. File is located in folder: *C:\Program Files (x86)\LotteryARV*. Never change the filename of _text-to-print.txt
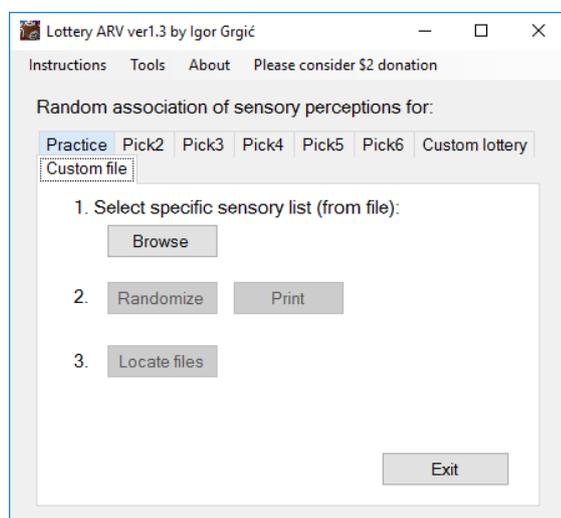
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Questions, suggestions, comments etc. send to: ig.grgic@gmail.com
Your suggestions are highly appreciated to help me (and other users) to continue with developing new versions of this program.

My PayPal link:
https://paypal.me/LotteryARV

Thank You

BTC (Bitcoin) address to send donation:
1PWyZpY9gzdVTVKDToeHYeuachELiu4kz8

ETH (Ethereum) address to send donation:
0x1AB4D48cB27D98f38573e8c706082B771F283341

LTC (Litecoin) address to send donation:
LaSUjUaqdNTp8LbFskuPkfqMiXyTSPhYnL

/end/