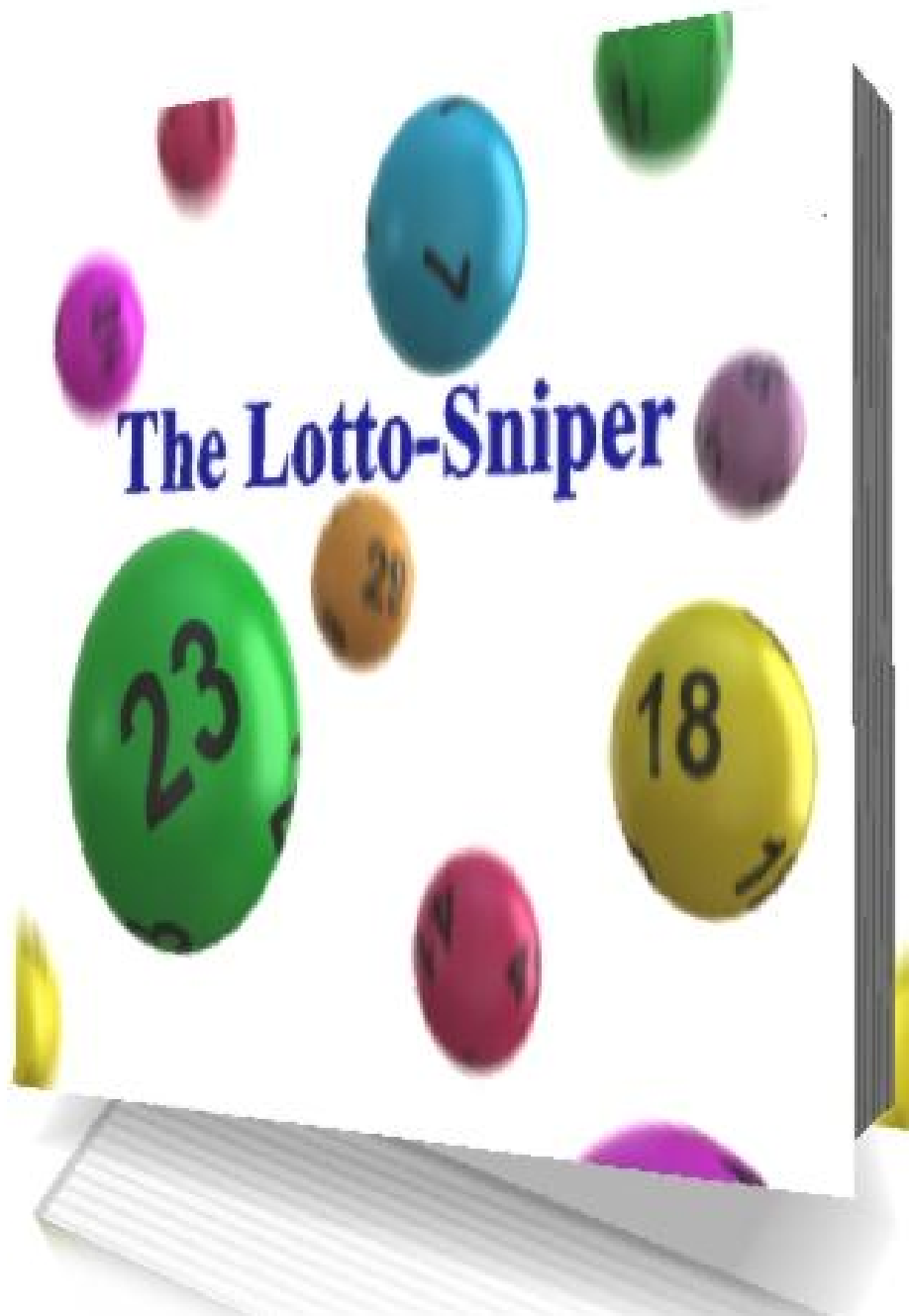


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Thank you for your order ó it is very much appreciated! Here is your bonus Lotto-Sniper System. This unique and proprietary system has taken a great deal of time to develop on our computers. It is confidential and for your information only!

We know that lotto numbers change with every drawing, however, we have developed this new system to help you potentially win sizable payouts using our special LFL Techniques. You can use 1 or more techniques to play and win over and over again. The techniques are also very easy to understand and to apply at virtually all lottery games.

HOW THE LOTTO-SNIPER WORKS

In the lottery and lotto games, we believe that there are drawings that contain both identifier and trigger numbers. The identifier numbers may tell us what numbers to play next ó but, it is the trigger numbers (in combination with the identifier numbers) that may signal the proper time to make a wager on a game.

In the following four (4) techniques, we will give you examples ó using real numbers drawn in recent Pick-3 games, to demonstrate how you can put this system to use.

When you're done looking at the techniques, please be sure read the next section: IMPROVING YOUR ODDS BY WHEELING YOUR PICK-3 NUMBERS SELECTED WITH THE LFL TECHNIQUES. This reveals our special new LFL Power Wheel.

THE LFL TECHNIQUES (for Pick-3 Games):

1. The 1 Minus 2 Step-Up Technique

In the 1 Minus 2 Step-Up Technique, what we find are the Identifier Numbers: 5 and 4 being ósignaledö by the Trigger Number: 1 In the case of this drawing the actual numbers chosen were, in order: **541**

Now, you may be asking what is so special about **541**? Well, here is what we found in our computer research. When **541** was drawn in an evening drawing, we can calculate that the 1st digit (5 in this case) less the second digit (4 in this case) will actually give us the 3rd digit (of 1).

Now, taking this 3rd digit of 1, if we ask ourselves what is the 3rd digit minus 1 (or $1 \text{ ó } 1 = 0$), we can plug this into our next selection for the 1st and 2nd digits (our selections would then be: 0 0).

Then simply take the 1st digit (in this case 5) and the 3rd digit (in this case 1) and add the two together to get our next selection for the 3rd digit (our selection would then be: 6)

So, to sum it up, we started with our identifier and trigger numbers of **541** AND made our next selection of **006**. Let's see what happened.

If you guess **006** for the next drawing, then you guessed correctly! **006** was drawn in the next drawing paying a handsome **\$328.50!**

Now, let us review this simple (and very powerful) technique one more time:

$5 \div 4 = 1$ or **541**

$1 \div 1 = 0$ to select: **0**

$1 \div 1 = 0$ to select: **0**

$5 + 1 = 6$ to select: **6**

Final new selection: **006**

2. The One-Half Combination Technique

In the One-Half Combination Technique we observe a drawing where the 2nd digit drawn is exactly $\frac{1}{2}$ the value of the 1st digit. Yet, here what we find are the Identifier Numbers: 6 and 3 being ðsignaledö (once again) by the Trigger Number: 1 In the case of this drawing the actual numbers chosen were, in order: **631**

Again, you may be asking what is important about **631**? Well, here is what we found in our computer research. When **631** was drawn in an evening drawing, we can calculate that the 1st digit (6 in this case) plus the second digit (3 in this case) will give us the 1st digit (of 9).

Now, again taking this 1st digit of 6, if we ask ourselves what is the 1st digit minus the 3rd digit (or $6 \div 1 = 5$), we can plug this into our next selection for the 2nd and 3rd digits (our selections would then be: 5 5).

So, to sum it up, we started with our identifier and trigger numbers of **631** AND made our next selection of **955**. Let's see what happened.

If you guess **955** for the next drawing, then you guessed correctly! **955** was drawn in the next drawing paying a handsome **\$352.50!**

Now, let us review this simple (and quite amazing) technique one more time:

$6 + 3 = 9$ to select: **9**

$6 - 1 = 5$ to select: **5**

$6 - 1 = 5$ to select: **5**

Final new selection: **955**

3. The Matching Digits Technique

In the Matching Digits Technique, what we find are the Matching Identifier Numbers: 5 and 5 being signaled by the Trigger Number: 1 In the case of this drawing the actual numbers chosen were, in order: **551**

Now, if you are asking what is so unusual about **551**? Well, here is what we found in our computer research. When **551** was drawn in an evening drawing, we can calculate that the 1st digit (5 in this case) less the 3rd digit (1 in this case) will actually give us a new digit of 4. Then if we take our 1st digit (4 in this case) and ADD it to the calculation digit (of 4 in this case) our 1st digit for the next selection would be 9.

Now, we can take our calculation digit (of 4 in this case) and plug it directly into our 2nd digit for the next selection. This makes our 2nd digit equal to the calculation digit (of 4 in this case). For our next selection of the 3rd digit it gets even easier. All we have to do is subtract the 1st digit (5 in this case) from the 2nd digit (5 in this case) and add the result (0 in this case) to the 2nd digit (5 in this case) to find our 3rd digit for the next selection (once again, 5 in this case).

So, to sum it up, we started with our identifier and trigger numbers of **551** AND made our next selection of **945**. Let's see what happened.

If you guess **945** for the next drawing, then you guessed correctly! **006** was drawn in the next drawing paying a whopping **\$398.50!**

Now, let us review this simple (and very powerful) technique one more time:

$$5 \text{ } \ominus \text{ } 1 = 4^*$$

$$5 + 4^* = 9 \text{ to select: } \mathbf{9}$$

$$5 \text{ } \ominus \text{ } 1 = 4 \text{ to select: } \mathbf{4}$$

$$5 - 5 = \mathbf{0}^*$$

$$5 + \mathbf{0}^* = 5 \text{ to select: } \mathbf{5}$$

Final new selection: **945**

4. The 1-2-3 Overlay Technique

In the 1-2-3 Overlay Technique, what we find are the non-consecutive Identifier Numbers: 3 and 8 being signaled by the Trigger Number: 2 In the case of this drawing the actual numbers chosen were, in order: **382**

What would you think is so important about the number **382**? Well, here is what we found in our computer research. When **382** was drawn in an evening drawing, we can calculate that the 2nd digit (8 in this case) less the 3rd digit (2 in this case) will actually give us a new first digit of 6. Then, if we take our 1st digit (3 in this case) and subtract it from the 3rd digit (2 in this case) our 2nd digit for the next selection would be 1.

Now, we can take our 1st digit for the next selection (6 in this case) and ADD it to our 2nd digit for the next selection (1 in this case) to find our 3rd digit for the next selection (now 7 in this case).

So, to sum it up, we started with our identifier and trigger numbers of **382** AND made our next selection of **617**. Let's see what happened.

If you guess **617** for the next drawing, then you guessed correctly! **617** was drawn in the next drawing paying a sizable **\$352.00!**

Now, let us review this simple (and incredibly important) new technique one more time:

$8 - 2 = 6$ to select: **6**

$3 - 2 = 1$ to select: **1**

$6 + 1 = 7$ to select: **7**

Final new selection: **617**

IMPROVING YOUR ODDS BY **WHEELING YOUR PICK-3 NUMBERS** **SELECTED WITH** **THE LFL TECHNIQUES**

Wheeling is a method that will allow you to play a group (or combination) of number from a range of chosen numbers. In the examples provided above, you will observe that we chose the following numbers from each of the following LFL Techniques:

1. Minus 2 Step-Up Technique: 006
2. The One-Half Combination Technique: 955
3. Matching Digits Technique: 945
4. 1-2-3 Overlay Technique: 617

You can now begin to use one (or more) of the techniques in your Pick-3 lottery to select new numbers to play.

However, by wheeling the numbers that you have selected for each new game, you can improve your odds of winning significantly. This is simply because you are playing groups of numbers in various combinations that can reduce the likelihood of missing winning numbers.

Let's go through a few examples of how this can work for you with our new: LFL Power Wheel 1 and LFL Power Wheel 2.

In our New LFL Power Wheel 1, you are playing 4 numbers into 6 tickets. To use the wheel, you simply write down your numbers beneath the letters: A to D then, plug them into the table to determine the numbers on your tickets.

LFL POWER WHEEL 1	
A-B-C-D	
1. A-B-C	2. A-C-D
3. B-C-D	4. B-D-A
5. C-D-A	6. B-D-C

If we plug in the unique (non-repeating) numbers from our 1. Minus 2 Step-Up Technique (0 and 6), AND the One-Half Combination Technique (9 and 5) here is how the wheel will look filled in:

LFL POWER WHEEL 1	
A-B-C-D	
0-6-9-5	
1. 0-6-9	2. 0-9-5
3. 6-9-5	4. 6-9-0
5. 9-5-0	6. 6-5-9

In our populated example, we would play straight (or straight and boxed) numbers in the following wagers:

069, 095, 695, 690, 950, 659

In our New LFL Power Wheel 2, you are playing 6 numbers into 12 tickets. To use the wheel, you simply write down your numbers beneath the letters: A to D then, plug them into the table to determine the numbers on your tickets.

LFL POWER WHEEL 2	
A-B-C-D-E-F	
1. A-B-C	2. A-D-E
3. B-C-D	4. B-D-E
5. B-E-F	6. C-D-E
7. C-F-A	8. D-F-A
9. A-C-D	10. A-D-F
11. A-E-F	12. D-E-F

If we plug in the 6 different (non-repeating) numbers from our The Matching Digits Technique (0 and 6), AND The 1-2-3 Overlay Technique here is how the wheel will look filled in:

LFL POWER WHEEL 2	
A-B-C-D-E-F	
9-4-5-6-1-7	
1. 9-4-5	2. 9-6-1
3. 4-5-6	4. 4-6-1
5. 4-1-7	6. 5-6-1
7. 5-7-9	8. 6-7-9
9. 9-5-6	10. 9-6-7
11. 9-1-7	12. 6-1-7

In our populated example, we would play straight (or straight and boxed) numbers in the following wagers:

945, 961, 456, 461, 417, 561, 579, 679, 956, 967, 917, 617

“LOTTO-SNIPER” TECHNIQUES

For PICK-4, PICK-5, AND PICK-6 GAMES

As our special way of saying thank you for your order (and we sincerely do appreciate your business), we have added this Special Section ó òLOTTO SNIPERö TECHNIQUES FOR PICK-4, PICK-5 AND PICK-6 GAMES. We begin by providing an overview of game rules for each lottery or lotto game, following by techniques that can be utilized in each game.

BET TYPES FOR PICK-4 LOTTERIES

In many state lotteries, there exist multiple bet types for lottery games. For the Pick-4 there are three (3) basic bet types:

- 1) Straight (STR)
- 2) Box (BOX)
- 3) Straight and Box (S/B)

Within Box (BOX) and Straight and Box (S/B) there can also be four (4) additional ways to bet.

Straight Bet (STR)

In a Straight Bet, you win by matching the number drawn in the exact order. Your selection can be any 4-digit number from 0000 to 9999. For example, if you bet 1234, and 1234 is drawn, you will win the full prize share. Typical odds can be 1 : 10,000.

Box (BOX)

In a Box Bet you can win by matching numbers drawn in any order.

24-Way Combination (Box)

In a 24-Way Combination (Box) you can have any 4-digit number with all different digits ó and match them in any order. Typical odds can be 1 : 417. For example, if you bet 1234, and any of the following numbers are drawn:

1234, 1324, 1423, 1243, 1342, 1432, 2134, 2314, 2413, 2143, 2341, 2431, 3124, 3214, 3412, 3142, 3241, 3421, 4123, 4213, 4312, 4132, 4231, 4321

you will win 1/24 of the Straight Bet full prize share.

12-Way Combination (Box)

In a 12-Way Combination (Box) you can have any 4-digit number with 2 digits the same - matching in any order. Typical odds can be 1 : 833. For example, if you bet 1123, and any of the following numbers are drawn:

1123, 1132, 1213, 1231, 1321, 1312, 2311, 2113, 2131, 3211, 3112, 3121

you will win 1/12 of the Straight Bet full prize share.

6-Way Combination (Box)

In a 6-Way Combination (Box) you can have any 4-digit number with 2 sets of digits the same - matching in any order. Typical odds can be 1 : 1,667. For example, if you bet 1122, and any of the following numbers are drawn:

1122, 1212, 1221, 2211, 2121, 2112

you will win 1/6 of the Straight Bet full prize share.

4-Way Combination (Box)

In a 4-Way Combination (Box) you can have any 4-digit number with 3 digits the same - matching in any order. Typical odds can be 1 : 2,500. For example, if you bet 1112, and any of the following numbers are drawn:

1112, 1121, 1211, 2111

you will win 1/4 of the Straight Bet full prize share.

Straight and Box (S/B)

In a Straight and Box Bet (S/B) you win by matching numbers drawn in exact or any order. This is a combination of a Straight (STR) and Box (BOX) bet.

24-Way Straight and Box (S/B)

In a 24-Way Straight and Box Bet (S/B) you have a Straight Bet matched in the exact order of digits, plus, a Box Bet with four different digits. (example: 1234).

12-Way Straight and Box (S/B)

In a 12-Way Straight and Box Bet (S/B) you have a Straight Bet matched in the exact order of digits, plus, a Box Bet with two of the same digits. (example: 1123).

6-Way Straight and Box (S/B)

In a 6-Way Straight and Box Bet (S/B) you have a Straight Bet matched in the exact order of digits, plus, a Box Bet with two pairs of the same digits. (example: 1122).

4-Way Straight and Box (S/B)

In a 4-Way Straight and Box Bet (S/B) you have a Straight Bet matched in the exact order of digits, plus, a Box Bet with three of the same digits. (example: 1112).

LFL Techniques (for Pick-4 Lottery):

1. The One-Five-Five-One Technique

In the One-Five-Five-One Technique, what we find are the Identifier Numbers: 5 and 1 being signaled by the transposed Trigger Numbers: 5 and 1. In the case of this drawing the actual numbers chosen were, in order: **1551**

What would you think is so unusual or significant about the number **1551**? Well, once again, here is what we found in our computer research. When **1551** was drawn in an evening drawing, we can calculate that the 2nd digit (5 in this case) less both the 1st and 3rd digits (both are equal to 1 in this case) will give us a new first digit for the next selection of 3. Then, we simply repeat this process to find our 2nd digit for the next selection AND our 4th digit for the next selection (both would also be 3).

Last, we very simply take our third digit (5 in this case) and place into our 3rd digit for the next selection (5 in this case).

So, to sum it up, we started with our identifier and trigger numbers of **1551** AND made our next selection of **3353**. Let's see what happened.

If you guessed **3353** for the next drawing, then you guessed correctly! **3353** was drawn in the next drawing paying a wonderful: **\$2,769.50!**

Now, let us review this simple (and vital) new technique one more time:

$5 \text{ ó } 1 - 1 = 3$ to select: **3**

$5 \text{ ó } 1 - 1 = 3$ to select: **3**

5 = 5 (for 3rd digit selection)

$5 \text{ ó } 1 - 1 = 3$ to select: **3**

Final new selection: **3353**

2. The Shift-Back Shift-Forward Technique

In the Shift-Back Shift-Forward Technique, what we find are the Identifier Numbers: 7 and 0 being signaled by the even divisor Trigger Numbers: 4 and 8 (note: what we mean here by even divisor is simply that the trigger number 8 divides evenly into the trigger number 4). In the case of this drawing the actual numbers chosen were, in order: **7408**

You may ask what is so important about the number **7408**? Well, once again, here is what we found in our computer research. When **7408** was drawn in an evening drawing, we can calculate that the 1st digit (7 in this case) will shift-back to give us a new second digit for the next selection of 7. Likewise, the 3rd digit (0 in this case) will shift-forward 2 positions to give us a new 1st digit for the next selection of 0. Now, all that remains to be selected are the 3rd and 4th digits for the next selection.

To find the 3rd digit for the next selection, all we need to do is subtract the 2nd digit (4 in this case) from the 1st digit (7 in this case) to get the 3rd digit for the next selection of 3. Then, to find the 4th for the next selection, all we have to do is add 1 to the 4th digit (8 in this case) AND our 4th digit for the next selection (would be 9).

So, to sum it up, we started with our identifier and trigger numbers of **7408** AND made our next selection of **0739**. Let's see what happened.

If you guessed **0739** for the next drawing, then you guessed correctly! **0739** was drawn in the next drawing paying a fantastic: **\$4,412.50!**

Now, let us review this simple (and essential) new technique one more time:

0 (shifted forward two positions) to select: **0**

7 (shifted back one position) to select: **7**

$7 \div 4 = 3$ to select: **3**

$8 + 1 = 9$ to select: **9**

Final new selection: **0739**

BET TYPES FOR PICK-5 LOTTO GAMES

In a PICK-5 state lotto game you select 5 independent numbers to compose your wager. Unlike, PICK-3 or PICK-4 lottery games, the numbers must be unique and cannot repeat.

Numbers can typically range from a low range of 1-20, to a high range of 1-60, for each selection. Lower ranges (with better odds) can provide smaller (and more frequent) jackpot pool payouts. In contrast, higher ranges (with reduced odds) can provide larger (and less frequent) jackpot pool payouts.

LFL Techniques (for Pick-5 Lotto):

1. The Drop-One and Slide Technique

In the Drop-One and Slide Technique, what we find are the Identifier Numbers: 18, 28 and 35 being signaled by the front and back Trigger Numbers: 13 and 36. In the case of this drawing the actual numbers chosen were, in order: **13 18 28 35 36**

What would you think is different about the numbers **13 18 28 35 36**? Well, once again, here is what we found in our computer research. When **13 18 28 35 36** was drawn in a Pick-5 drawing, we can calculate that the 1st digit (13 in this case) can be used to give us both the 1st and 2nd digits for the next selection. Here is how - if we subtract (or drop) 1 from the 1st digit (13 in this case) and slide the result over to the 2nd digit for the next selection (which is now = 12), we can then simply subtract the 1st digit (13 in this case) from the 2nd digit for the next selection (which is now = 12) to get the 1st digit for the next selection of 1. Then, we just slide the 1st digit (13 in this case) over 2 positions to the right, to become the 3rd digit in the next selection, and slide the 4th digit (35 in this case) down 1 position to the right to become the 5th digit in the next selection. Last, we take our 3rd digit (28 in this case) and subtract the total number of calculated next selections (4 in this case) to give us the 4th digit for the next selection of 24.

So, to sum it up, we started with our identifier and trigger numbers of **13 18 28 35 36** AND made our next selection of **01 12 13 24 35**. Let's see what happened.

If you guessed **01 12 13 24 35** for the next drawing, then you guessed correctly! **01 12 13 24 35** was drawn in the next drawing paying an incredible: **\$148,651.00!**

Now, let us review this simple (and fascinating) new technique one more time:

13 \div 12 = 1 to select: **01**

13 - 1 = 12 to select: **12**

13 (shifted over 2 positions to the right) (for 3rd digit selection) to select: **13**

28 - 4 to select: **24**

35 (shifted over 1 position to the right) (for 5th digit selection) to select: **35**

Final new selection: **01 12 13 24 35**

BET TYPES FOR PICK-6 LOTTO GAMES

In a PICK-6 state lotto game you select 6 independent numbers to compose your wager. Again, unlike PICK-3 or PICK-4 lottery games, the numbers must be unique and cannot repeat. PICK-6 and PICK-5 games are BOTH considered Lotto games and operate in a similar manner.

Numbers can typically range from a low range of 1-20, to a high range of 1-69, for each selection. Lower ranges (with better odds) can provide smaller (and more frequent) jackpot pool payouts. In contrast, higher ranges (with reduced odds) can provide larger (and less frequent) jackpot pool payouts.

LFL Techniques (for Pick-6 Lotto):

1. The Shift-Back and Slide Technique

In the Shift-Back and Slide Technique, what we find are the Identifier Numbers: 10, 29, 34 and 39 being signaled by the front and back Trigger Numbers: 03 and 48. In the case of this drawing the actual numbers chosen were, in order: **03 10 29 34 39 48**

What would you think is different about the numbers **03 10 29 34 39 48**? Well, once again, here is what we found in our computer research. When **03 10 29 34 39 48** was drawn in a Pick-6 drawing, we can calculate that the 1st digit (**03** in this case) can be used to give us the 3rd digit for the next selection. Here is how - if we subtract (or shift-back) 3 from the 3rd digit (29 in this case) we get our 3rd digit of 26 for the next selection. Then, we "slide" our 2nd digit (10 in this case) to the left one position to become our new 1st digit of 10 for the next selection. Now, we simply subtract (or shift back) 1 from the 5th digit (39 in this case), and 1 from the 6th digit (48 in this case) and we can calculate our new 5th digit of 38 for the next selection, as well as, our new 6th digit of 47 for the next selection. Then, we take the sum of what we have just subtracted (or 2) and add it to our 2nd digit (10 in this case), and to our 4th digit (34 in this case) to determine our new 2nd digit of 12 for the next selection, as well as our new 4th digit of 36 for the next selection.

So, to sum it up, we started with our identifier and trigger numbers of **03 10 29 34 39 48** AND made our next selection of **10 12 26 36 38 47**. Let's see what happened.

If you guessed **10 12 26 36 38 47** for the next drawing, then you guessed correctly! **10 12 26 36 38 47** was drawn in the next drawing paying an amazing jackpot of: **\$2,750,000.00!**

Now, let us review this simple (and fascinating) new technique one more time:

29 (current 3rd digit) ó 3 (current 1st digit) = (for new 3rd digit selection) to select: **26**

10 (shifted over 1 position to the right) (for new 1st digit selection) to select: **10**

48 (current 6th digit) - 1 (for new 6th digit selection) to select: **47**

39 (current 5th digit) - 1 (for new 5th digit selection) to select: **38**

1 + 1 = 2

10 (current 2nd digit) + 2 (for new 2nd digit selection) to select: **12**

34 (current 4th digit) + 2 (for new 4th digit selection) to select: **36**

Final new selection: **10 12 26 36 38 47**

***Good luck to you, and remember:
“With God all things are possible” – Mark 10:27***