

QUICK-START NOTES FOR PLAYING THE GAME (for the Adventurous)

This Quick-Start paper is written for those soccer aficionados who also know their way around database software and who just want to get in there quickly to see what the Game (and the base Program behind it) is all about. This paper takes such Users through all the basic steps involved up to and including how to call up the reports on the artificial betting attempts. However, please note that there are many more reports inside the Game than are mentioned in this paper, all of which are very useful to help understand both the Game and the Program to the full.

Important Notes:

1. If somebody needs to know more about the background and specifics of each of the Game's modules, fully detailed Lessons (30+ of them, averaging 2000 words each) are made available to guide Users as to exactly what needs to be done to get the most out of the Game.
2. You won't make any progress in improving the success rate of the predictions (and thereby increase the returns from your artificial betting) unless you follow a structured way to enable you to check that your changes to the prediction input values for the DFI¹ parameters are having a positive impact. These Quick-Start steps incorporate the requirements for such checking process.
3. Do not make the mistake of processing the predictions with the '**RUN WITH RELIABILITIES**' box checked until such time as you are fully ready to move onto using the 'Process Selections' module. This is because the Predictions module processing time is only 3 minutes long when that box is unchecked and 25-30 minutes long (for no benefit whatsoever) if it is checked!
4. Within all the Game's modules there are locked green boxes sitting at the top left of the screen. To change anything seen on the screen, those locked green boxes must be changed to unlocked red boxes and then, after all required changes have been made, changed back to locked green boxes. The Program will not carry out any processes unless all boxes are safely locked up.

Caveat:

Please don't make the mistake of thinking that it will be easy to beat the success rate for the predictions we post on our Soccer-Predictions.com website (where the predictions input parameters employed are exactly the same as those provided in the downloadable Game). Yes, we use exactly the same set of input values across all 20 of the Divisions we post predictions for and employ them across 7 full Football Seasons. But the beauty of those input values is that they have been tested to the full (many thousands of hours of testing) and have proved to be equally consistent across all those former seasons.

¹ DFI = Decision Factors Inputs

1. Improving on Postings of Soccer-Predictions.com Website

The following steps assume that you did not change anything within the Game after you downloaded it and that the original downloaded DFI values are all on board:

1. From the Game's Main Menu, click on the 'Select Season' button (Item 1) and then input the Football Season period of your choice (e.g. 2024-2025). The Last Season will then automatically be set to 2023-2024. Our Lessons are based around those 2 Seasons.
2. Click on the 'Last Season' button (Item 2) and continue clicking through to and including the 'Process Predictions' button, the required steps being as follows:
 - (i) click on the 'Process DFI' button, then the 'YES' button,
 - (ii) click on the 'CONTINUE' button,
 - (iii) click on the 'Process Decision Factors NOW' button, then on the 'YES' button and then on the 'OK' button that pops up,
 - (iv) wait for 10 seconds or so while the DFI processing is ongoing and then click on the 'OK' button, and
 - (v) then click on the 'Process FULL Predictions NOW' button and the 'YES' button to commence the processing of Last Season's predictions, which will take around 3 minutes.
3. Click on the 'Current Season' button (Item 3) and do exactly the same as you did for the Last Season, right through to running the prediction process.
4. Click on the 'Reports' button (Item 8 in the Main Menu), select Last Season and then click on 'OK'.
5. Click on the 'Overall Analyses' button, indicate you want the 'Overall Cumulative Predictions v Results' using the radio button, highlight the 'FM (Full Matrix)' option and, finally, click on the 'Print Report' button.
6. On this screen, do the following:
 - (i) under 'Match Types', select 'All Matches (Combine Midweek+Weekend),
 - (ii) under 'Division to Include', either check the 'Select All' box (for all 20 Divisions) or simply select the limited number of particular Divisions you are interested in,
 - (iii) under 'Team Strength', select 'All Matches', and then
 - (iv) click on the 'Continue' button.
7. At the bottom of the 'Overall Cumulative Predictions v Results' report that appears sits a 'Summary Table' of all that spreadsheet's main prediction outputs (in Cells A67:BN75). It shows the Last Season match prediction successes (or failures) and so can form the primary benchmark for later testing to see whether or not you have managed to make improvements to the Game's prediction parameters for Last Season.
8. Copy that Summary Table into a separate file on your computer just for the Last Season.
9. If you wish to see the 'Overall Cumulative Predictions v Results' for the different Team Strengths, you can do that and save the 'Summary Table' for each one under different

tabs in the separate file for the Last Season held on your computer. You may wish to do that for all Evens Matches Combined and All Matches (All Team Strengths Combined) too.

10. Conduct steps 4-9 above for the Current Season. You now have all necessary benchmarking data on board.
11. The match predictions are calculated by employing a '4-Way Combined Algorithm' that utilises the WQs², SAs³, VUs⁴ and GAFs⁵, so those are the primary input values that need to be adjusted. Resetting them is done like this for the Last Season (click first on Item 2 in the Main Menu) and after clicking on the 'Process DFI' button, the 'YES' button and then the 'CONTINUE' button:
 - (i) GAFs: Within sub-menus [2] and [3], set all values to "1.00".
 - (ii) WQs, SA's & VUs: Within sub-menus [9], [10] and [11], set all values to "80:20" for all 3 sets of input parameters – you only have to do it in the first line under each parameter and it's all automatically copied to the 19 lower lines. The finished product should look like this for all:

Indicate the "mix" proportions for the Home & Away WQ	At Home Stronger		When Away Weaker		When Away Stronger		At Home Weaker	
	H	A	A	H	A	H	H	A
England - Premier League	80	20	80	20	80	20	80	20

Indicate the "mix" proportions for the Home & Away WQ	At Home High WQ		When Away High WQ		At Home Mid WQ		When Away Mid WQ		At Home Low WQ		When Away Low WQ	
	H	A	A	H	H	A	A	H	H	A	A	H
England - Premier League	80	20	80	20	80	20	80	20	80	20	80	20

The above values for the WQs, SAs and VUs are simply so that you can have a set of values to commence with to see how they have varied the prediction outputs from the original Soccer-Predictions.com website postings.

Nothing stops you setting all these values to "100:00" if you so wish, or any other combination you favour (such as "70:30" or even "50:50").

12. Re-run the Predictions Process for Last Season using whatever reset GAF, WQ, SA & VU input values you have selected.
13. Go to the Reports section (Item 8 on the Main Menu) and copy the Summary Tables from the 'Overall Cumulative Predictions v Results' reports for Last Season for all Team Strengths that you are interested in and paste them all into the separate file held on your computer.
14. Do the same thing for the Current Season GAF, WQ, SA & VU input values for the DFI parameters as described in steps 11-13 above.
15. For the Last Season only, try out new WQ, SA & VU input values for the DFI parameters to find the best combination, ignoring the GAFs for now. According to what you are gearing

² WQ = Win Quotient

³ SA = Scoring Ability

⁴ VU = Vulnerability

⁵ GAF = Goal Adjustment Factor

the predictions outputs for (i.e. 1X2 calls, Correct Score calls or Under/Over 2.5 Goals calls), you may find it useful to compare the original prediction input values with the outputs for the first revised set of calls you produced.

16. For each separate prediction run, follow what it says in step 13 above.
17. Once you are satisfied that have set the input values for all the WQ, SA & VU parameters to the very best they can be, see if you can establish GAF input values that can improve the situation for some or all of the Team Strength categories you are interested in. Check out the situation by following what it says in step 13 above. Remember that your objective is to beat the success rate of the first set of outputs that came from using the prediction input values that were used for the postings seen on the Soccer-Predictions.com website.
18. To determine that your final set of revised prediction input parameters is truly worthwhile, you now need to see if they are as equally useful for the Current Season, and this is how you go about that:
 - (i) click on the 'Current Season' button on the Main Menu (Item 3).
 - (ii) click on the 'Process DFI' button, then the 'YES' button,
 - (iii) click on the 'Bring Forward Last Sesson's DFI' button, then on the 'Yes' button,
 - (iv) click on the 'CONTINUE' button,
 - (v) click on the 'Process Decision Factors NOW' button and then on the 'YES' button,
 - (vi) wait for 10 seconds or so while the DFI processing is ongoing and then click on the 'OK' button,
 - (vii) then click on the 'OK' button to commence the processing of the predictions, which will take around 3 minutes, and
 - (viii) go to the Reports section (Item 8 on the Main Menu) and copy the Summary Tables from the 'Overall Cumulative Predictions v Results' reports for the Current Season for all Team Strengths that you are interested in and paste them all into the separate file held on your computer.
19. If the Current Season revised outputs are not an improvement on the original outputs that came from using the prediction input values that were used for the postings seen on the Soccer-Predictions.com website (the first set of data in the separate file on your computer), then you should work with modifying the Current Season predictions input values until you get the better results you need.

After that, you should then copy the Current Season DFI values into the Last Season to see if they work there too. If they don't, then you need to keep this backwards and forwards cross-checking going until you finally get the improved prediction output success rate that you are looking for.

The reason for checking the veracity of the prediction input values across two adjacent seasons is that good outputs for just one season may be a fluke that cannot be replicated for any other season. That might be acceptable when playing the Game in its safe, simulated (artificial) betting environment but extremely risky if extended to betting in the real-time betting scenario.

2. Running the Match Selections Process

NOTE WELL: Don't move onto using the 'Process Selections' module until you are satisfied that your match prediction input values for the DFI parameters are as good as you can get them to be.

Only 12 matches maximum can be taken through to the Betting module, but first you need the Program to help you select which matches they are for each individual Bet Type. Until the 'Process Selections' module has been run, there will be no matches pulled through for betting purposes.

The 'Process Selections' module is devised to help determine the best matches for betting purposes based on where the highest Reliabilities and Probabilities reside. To get the best matches pulled through for the whole of the Current Season, you first need to run the 'Process Predictions' module with the Reliabilities being calculated weekly for Last Season. This is so that the values in the last week of Last Season can then be brought through to the start of the Current Season.

The following are the steps to go through to make the final match selections once you have ensured that the prediction input values for the DFI parameters are exactly what you want and are identical for both the Last Season and the Current Season:

- (i) Run the 'Process DFI' and then the 'Process Predictions' modules for the Last Season, ensuring that the 'RUN WITH RELIABILITIES' box is checked before commencing to process the predictions. This will take 25-30 minutes.
- (ii) Run the 'Process DFI' module for the Current Season, making sure that the 'Insert Last Season's Reliabilities Data (if available)' box is checked.
- (iii) Run the 'Process DFI' and then the 'Process Predictions' modules for the Current Season, ensuring that the 'RUN WITH RELIABILITIES' box is checked before commencing. Again, this will take 25-30 minutes.
- (iv) Click on the 'Process Selections' button on the Main Menu (Item 4), then click on the 'Current Season' radio button and, finally, click on the 'OK' button to be taken to the main 'Selections Menu' screen.
- (v) Unlock and enter whatever Betting Scenarios you wish to conduct artificial betting against to see the pre-selected 'Sortation Precedence' items, where only 1 sortation parameter can be selected (inputted), and all of which can be changed at any time.
- (vi) Indicate from which Team Strength categories you wish the match selections to be pulled through (e.g. All Matches, Evens (High WQ), etc.).
- (vii) Click on the 'Back' button, and put a check mark in the box against 'RT & CS Selections Only' at this stage to reduce the run time by excluding making match selections for betting options such as Asian Handicap and Under/Over (2.5 Goals) calls, where the former takes up a lot of run time.
- (viii) Click on the 'Select Divisions to Use' button and then choose which Divisions you wish match selections to be drawn from and hit the 'OK' button.

- (ix) Back on the main Selections Menu, lock the red box and then click on the 'Process Selections NOW' button, where the whole process will take up to 20 minutes, according to what the selection parameters are.

3. Analysing & Modifying the Match Selection Outputs

Having run the 'Process Selections' module, you now need to see how your 'Sortation Precedence' and sortation rankings actually fared, the objective of which is to establish where modifications may be required to enable you to get better match selections pulled through. The following steps your through how to do this:

1. Go to the Reports Menu (Item 8 on the Main Menu) and call up the reports for the Current Season.
2. In the Reports Menu, click on the 'Selections Data' button and then, from the 3 options in the top section ('For Testing Purposes'], click against whichever set of matches you wish to review the selections for, then continue.
3. Click against the report titled 'Cumulative Selections / Results Comparison Table (Top 18)' and then, in the white box below, indicate which set of calls you are interested in.
4. The report you get shows 8 lines of outputs, where the matches pulled through to Line 8 are those taken through to the betting slip. The value/impact of the individual lines are 'weighted', Line 1 having the greatest value and Line 7 the lowest. According to the level of success you see for each Reliability or Probability in the report you called for, re-arrange those parameters within the 'Betting Scenarios' under the Selections Menu so that the one with the greatest success sits in Line 1 and the one with the next highest success sits in Line 2, and so on, provided that in all cases the Line 8 value is not diminished. You can remove those original selection parameters and add others as you wish to see which combination gives the best overall outputs.
5. Having improved the **overall** match selections outputs to your satisfaction, go back to main 'Selections Data' screen in the Reports Menu, click against whatever set of matches you wish to see the outputs for in the lower section (e.g. Weekend Short Odds, Weekend Medium Odds, etc.), and then continue.
6. Click against the following reports to see if the results are as good as you want or if you need to go back to revise the sortation parameters:
 - (i) 'Cumulative Selections / Results Comparison Table (Top 12)' report, which contains the numbers of matches for only the Line 8 outputs for the first 12 top-ranked matches, and shows what Reliabilities and Probabilities were used (and their priority listing – i.e. Line 1, Line 2, etc.).
 - (ii) 'Overall Selection Analysis Based On Singles Bet (1X2 v DC v DnB)', where you can select the outputs for up to 18 matches, and which lets you know how much money was made each week as well as overall (for the whole season) for the 1X2 Call Type you selected versus the financial returns for both Double Chance betting and Draw No-Bet (Win Only) betting.

4. Practise Betting

Ensure that you are fully satisfied with the outputs from using the 'Process Selections' module before proceeding to employ the 'Practise Betting' module, then do the following:

1. Click on the 'Practise Betting' button on the Main Menu [Item 5] and move on through so you can commence practising betting for the Current Season.
2. On the Betting Options screen, select the 'Betting Type' you are interested in and the 'Stake Option', then click on the 'Continue' button.
3. One-by-one, click on the green locked boxes to see the options for placing bets for Home Calls, Draw Call, etc., which will be based on the match selections pulled through from having run the 'Process Selections' module.
4. As each betting option is called up, call up (amongst others) the following reports contained under 'Standard Betting Data' in the Reports Menu (Item 8 on the Main Menu) to see what the financial returns or losses were, which will then help determine if further work is needed to improve the match selections generated by using the 'Process Selections' module:
 - (i) 'Summary of Earnings for All Bet / Perm Types', which is probably the most useful of all the betting reports,
 - (ii) 'Cumulative Earnings Per Bet / Perm Type', and
 - (iii) 'Winning Numbers Analysis – All Bet Types', which can sometimes be useful for deciding to conduct inverse betting (e.g. betting on the bottom 6 out of 12 calls).

5. Concluding Remarks

This paper only scratches the surface of what useful data is produced by the Program as an offshoot of all the various modules it contains. Although there is a 48-page downloadable and searchable **User Manual** that accompanies the Game, it is far more use as an academic research tool than for teaching Users how to get the best out of the Game (and the Program, if using it for Current Season betting purposes). That is the reason we provide the 30+ specially-prepared Lessons we mentioned in Section 1 of this paper (Important Note 1).

Yes, this paper undoubtedly allows soccer aficionados who are also database software experts to jump right in and produce something half-way decent. But to become truly proficient at mastering the Game requires dedication and the willingness to spend the time necessary to explore all its intricacies, which is what the structured Lessons we provide will do for you.

For those who wish to progress to real-time Current Season betting, we believe it would be a serious mistake to use the Program for that specific purpose until complete confidence has been established in the quality and reliability of the match-selection outputs it produces. To help build that confidence, we invite you to visit our Soccer-Predictions-Analysis.com website. The content there should be enough to blow your mind when you realise that exactly the same SoccerPAT facility you see in operation on that website is available within the Game itself to those who subscribe to receive the previous week's match updates and upcoming week's fixtures.

