

OVER MARKET FROM 0 to 5

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OVER 0

- Make Digit 0 have less than 10% .
- Avoid Green bar or red bar at 0.
- Make a close look on Digit 0 if increasing or decreasing.
- Green bar to be in an EVEN DIGIT.

ENTRY POINT

Click OVER when the cursor hits on that DIGIT 0 and make sure it's constant meaning it's not increasing nor decreasing.

OVER 1

- Make Digit 0 and 1 are less than 10%.
- Avoid green bar or red bar at either Digit 0 or 1.
- Make a close look on Digit 0 and 1 if increasing or decreasing.
- Green bar to be at ODD DIGIT.

ENTRY POINT

Click OVER when the cursor hits on that DIGIT 1 and make sure DIGIT 0 and 1 are not increasing nor decreasing.

OVER 2

- Make sure Digit 0 , 1 and 2 are less than 10%.
- Avoid green bar or red bar at either Digit 0 , 1 or 2.
- Make a close look on Digit 0 ,1 and 2 if increasing or decreasing.
- Green bar to be at EVEN DIGIT.

ENTRY POINT

Click OVER when the cursor hits on ONLY digit 0 or 2 and make sure those highlighted digit doesn't decrease nor increase.

OVER 3

- Make sure Digit 0 , 1 ,2 and 3 are less than 10%.
- Avoid green bar or red bar at either Digit 0 , 1 , 2 or 3
- Make a close look on Digit 0 , 1 , 2 and 3 if increasing or decreasing.
- Green bar to be at ODD DIGIT.
- Red bar to be at ODD DIGIT.

ENTRY POINT

Click OVER when the cursor hits on ONLY digit 1 or 3 and make sure those highlighted digit doesn't decrease nor increase.

OVER 4

- Make sure atleast three of digits less than 4 are less than 10%
- Avoid green bar or red bar at either Digit 0 , 1 , 2 ,3 or 4
- Make a close look on Digit 0 , 1 , 2 and 3 if increasing or decreasing.
- Green bar to be at EVEN DIGIT.
- Red bar to be at EVEN DIGIT.

ENTRY POINT

Click OVER when the cursor hits on ONLY digit 2 or 4 and make sure those highlighted digit doesn't decrease nor increase.

OVER 5

- Make sure atleast three of digits less than 5 are less than 10%.
- Avoid green bar or red bar at either Digits less than Digit 5.
- Keenly watch on those less than digit 5 and make sure they are constant.
- Green bar to be at ODD DIGIT.
- Red bar to be at ODD DIGIT.

ENTRY POINT

Click OVER when the cursor hits on ONLY digit 1 or 3 or 5 and make sure those highlighted digit doesn't decrease nor increase.

OVER 6

- Make sure Green bar is at digit 8 (**must**) since there is no any other even digit above digit 6.
- Red bar should on digits less than digit 6 and should be on a Even digit.
- Make sure almost two digits on over 6 have 11% and above.

ENTRY POINT FOR MANUALLY AND BOT

Wait for the moving cursor to 4 or 2 or 0 but use one of these digits with the highest percentage and make sure the remaining digits are constant then run your bot or click OVER

OVER 7

- Make sure green bar at digit 9 or 1 (must).
- Red bar should be at either 5 or 3 only
- Make sure digits above 7 are increasing rapidly.

ENTRY POINT FOR MANUALLY AND BOT

Wait for moving cursor to hit digit with red bar and make sure even one digit above 7 is increasing then run your bot or click OVER.
