

BINARY.COM ALGORITHM

THE BEST STRATEGY_XXXX.XZ

(English Version)



My teacher, Nikolai(Mr. Nikolas)., developed this algorithm system

Founded by :

material developed

Мистер Николай (Mr. Nikolas)

Written by :

BinaryNumber101

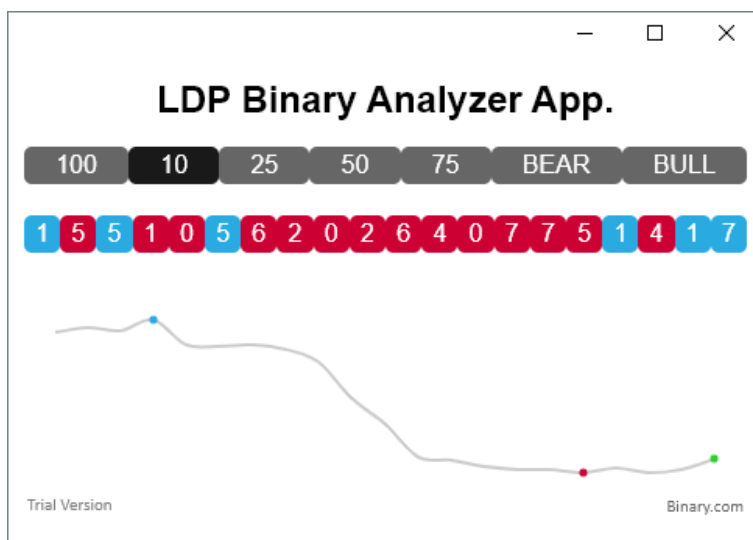
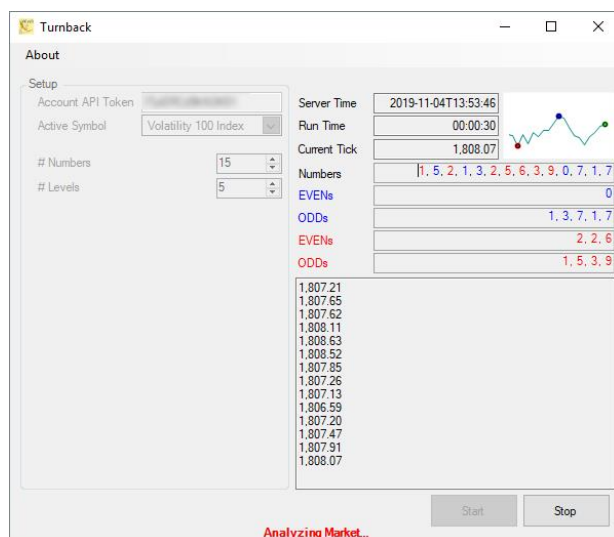
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Hello traders, in this note I will explain the algorithm on binary.com to make bet rise or fal in the market index volatility. This algorithm was discovered by my teacher, he was named **Мистер Николай** (Mr. Nikolas). He is a genius and kind person. If you want to successfully master this strategy, you must study diligently and patiently. I'm sorry, my English was bad. I hope you understand this material.

Before you start, you had to install software to help you analyze the sequence of digits that appeared. I usually use Turnback_3 or LDP Analyzer. I have enclosed it in this package.



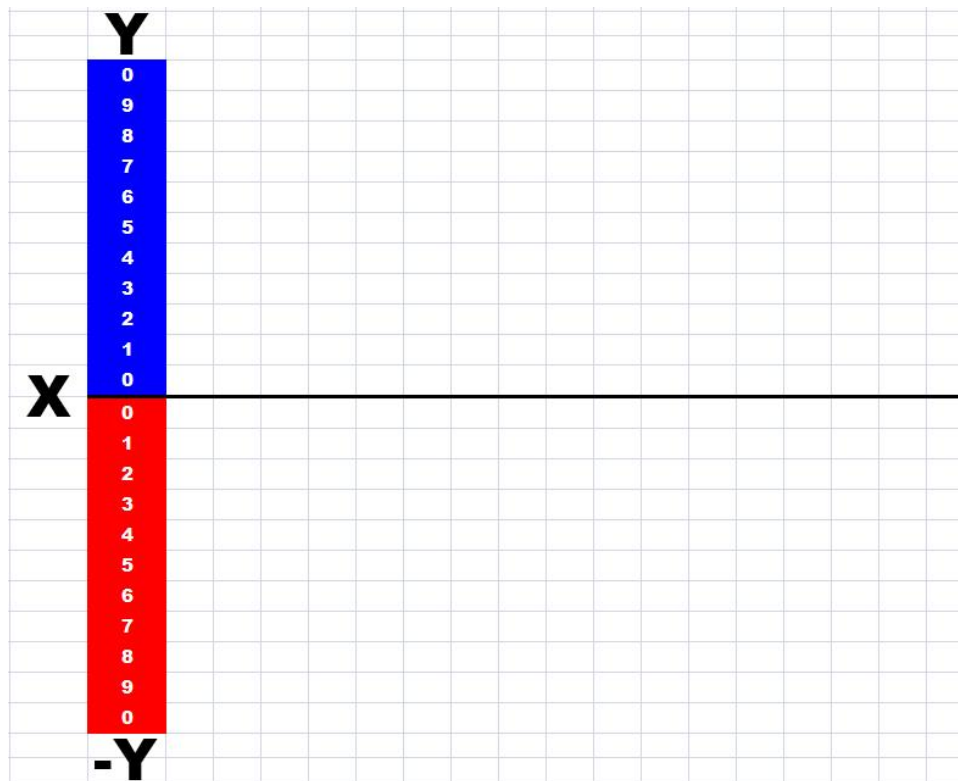
I divided the explanation of this strategy into several chapters. So pay attention and understand all the chapters that I write. In each chapter there are rules that must be obeyed, you must be disciplined in applying the rules to make deals in rise fall.

CHAPTER 1

CHARACTER OF NUMBERS AND COLORS

In the price movement in this binary market there are two CHARACTERS figures that appear, **ODD** and **EVEN** figures. And there are also red and blue colors. Here we refer to the blue number as the **Blue Zone** which means **UP**, and the red number as the **Red Zone** which means **DOWN**.

To make it easier to remember these numbers, we use the XY axis as in this picture:



So from this XY axis we can read:

Step UP

0 1 2 3 4 5 6 7 8 9 0

0 2 4 6 8 0

1 3 5 7 9

0 8 6 4 2 0

9 7 5 3 1

Step DOWN

0 1 2 3 4 5 6 7 8 9 0

0 2 8 6 4 2 0

1 3 5 7 9

0 8 6 4 2 0

9 7 5 3 1

Be aware of the number "0". It's like an Ace Card (poker card), if it meet with small digits, it becomes the smallest number but it meets a large number he becomes the biggest number.

CHAPTER 2

PRINCIPLE OF ANALYSIS

The principle of analysis is to compare even and odd steps, then from that step we compare larger or smaller. I suggest for beginners to analyze in 5 ticks.

1. Step direction of odd and even numbers

The direction of the number steps can be read by looking at the value of the numbers and colors.

Examples of One-Zone steps:

1 3 : odd step up

5 3 : odd step down

2 4 : even step up

6 4 : even step down

1 3 : odd step down

5 3 : even step up

2 4 : even step down

6 4 : even step up

Examples of Two-Zone steps:

1 3 : odd step down

3 5 : odd step up

2 4 : even step down

4 6 : even step up

1 3 : odd step up

3 5 : odd step down

2 4 : even step up

4 6 : even step down

2. Number Pressure

Pressure numbers can be seen with the XY axis, the greater the value of the blue numbers, the stronger the pressure of UP numbers. The greater the value of the red number, the stronger the pressure of the DOWN number.

3 1 : odd down but up pressure

5 3 : odd up but down pressure

4 2 : even down but up pressure

6 4 : even up but down pressure

3 1 : odd up but down pressure

5 3 : odd down but up pressure

4 2 : even up but down pressure

6 4 : even down but up pressure

This principle is very important to determine the direction of the next trend, so this algorithm does not only look at the direction of the steps but also pressure numbers. Although there are some rules which I will explain later in the next chapter that only uses the principle of odd and even steps.

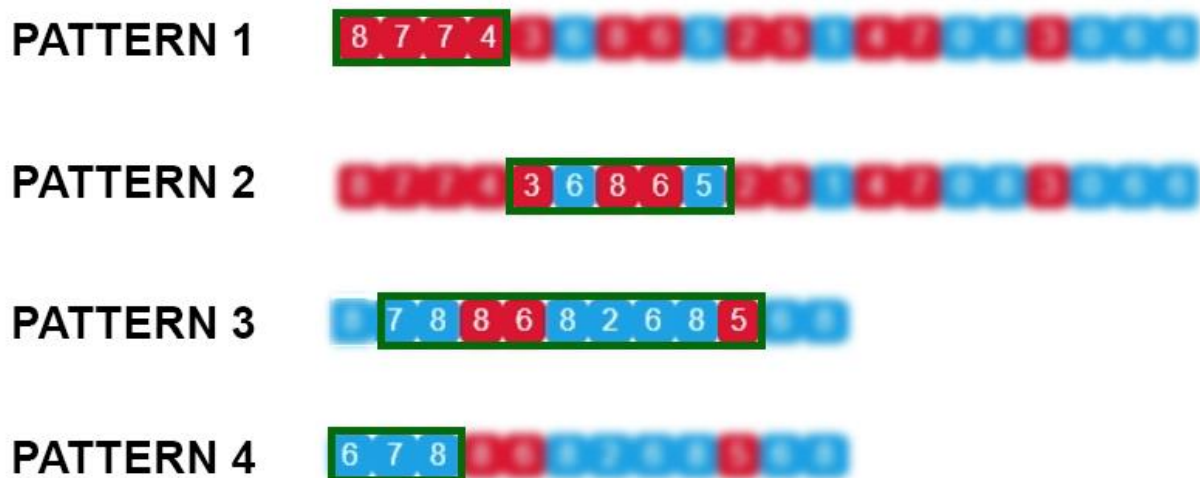
CHAPTER 3

BEGINNING OF ANALYSIS AND EXECUTION

The beginning of the analysis is when ODD numbers meet EVEN or vice versa. And the end of the analysis is at least 3 ticks after meeting the EVEN ODD / EVEN ODD numbers. And the ideal condition for executing is to see the pressure and direction of the numbers in the next 3 to 5 ticks duration. But there are some number patterns that require a long analysis (more than 5 ticks).



The best pattern for execution is that in market execution there are two odd and even numbers in a row. Although later there will be a number of patterns that just analyze 3 ticks.



Explanation:**Pattern 1** (4 ticks analysis):

Beginning of analysis is **8 7**, odd pairs **7** and **7**, even pairs **8** and **4**, after number **4** make a bet

Pattern 2 (5 ticks analysis):

Beginning of analysis **3 6** is, odd pairs **3** and **5**, even numbers appear **6 8 6**, after the number **5** make a bet

Pattern 3 (Long Analysis / more than 5 ticks):

Initial analysis is **7 8**, odd pairs **7 5**, even number **8 8 6 8 2 6 8**, after number **5** make a bet

Pattern 4 (3 ticks analysis):

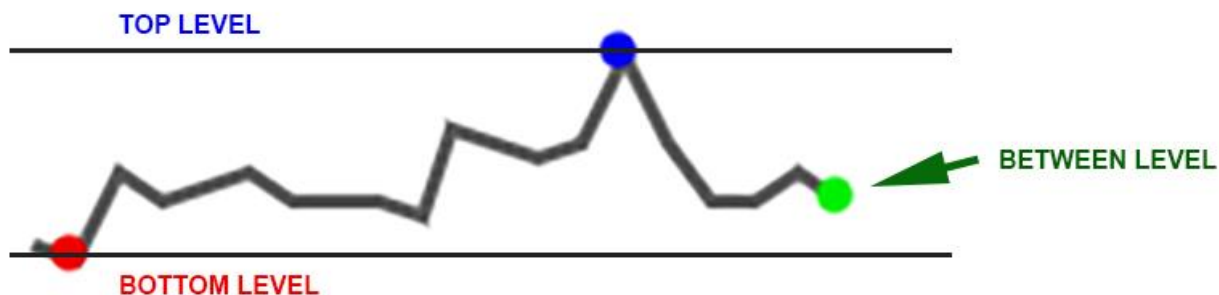
This pattern is rarely found, if you find this pattern can immediately execute even if there is only 1 odd number

"For beginners, I suggest looking for a 5 tick pattern. For those who are proficient, they can execute in 4 or even 3 ticks ".

CHAPTER 4

ANALYSIS BETWEEN LEVELS

In this algorithm, we must also pay attention to the color of the worm's head. In this chapter I will give an example of a green worm head or worm head position between the top and bottom levels.



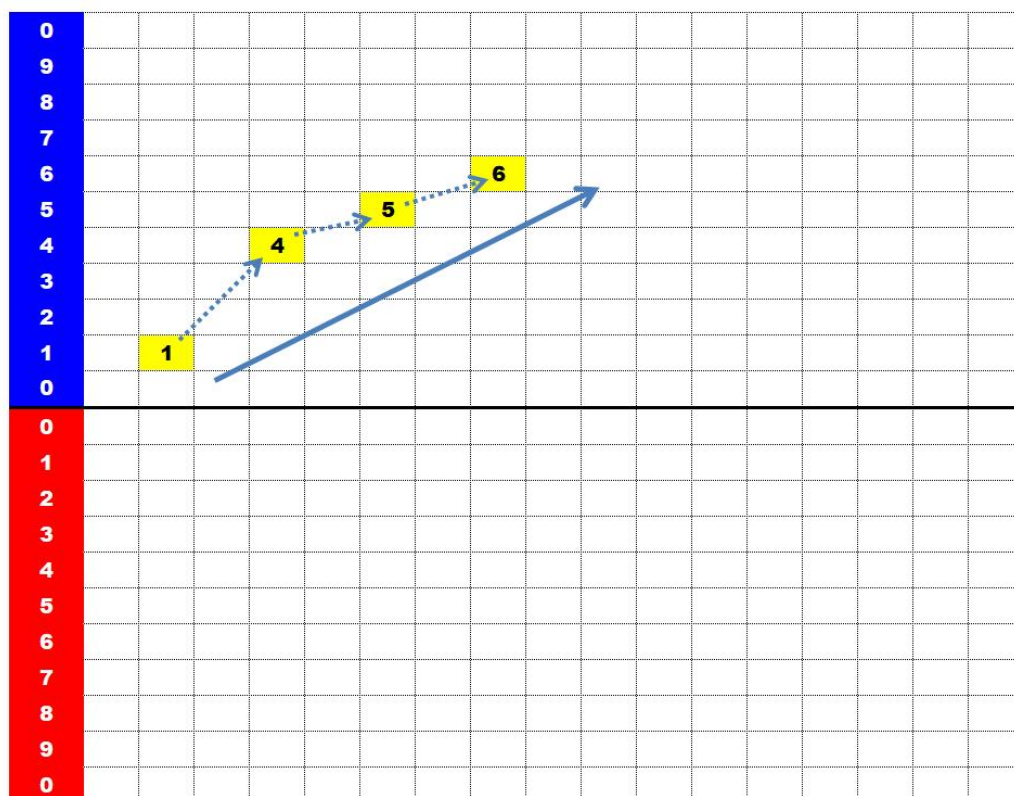
RULES OF ANALYSIS

1. Analyze steps only

This analysis is usually between odd steps and even steps if it is depicted in the XY axis the graph is ascending / descending sequentially. Can be in only one zone, can be in 2 zones.

Example 1:

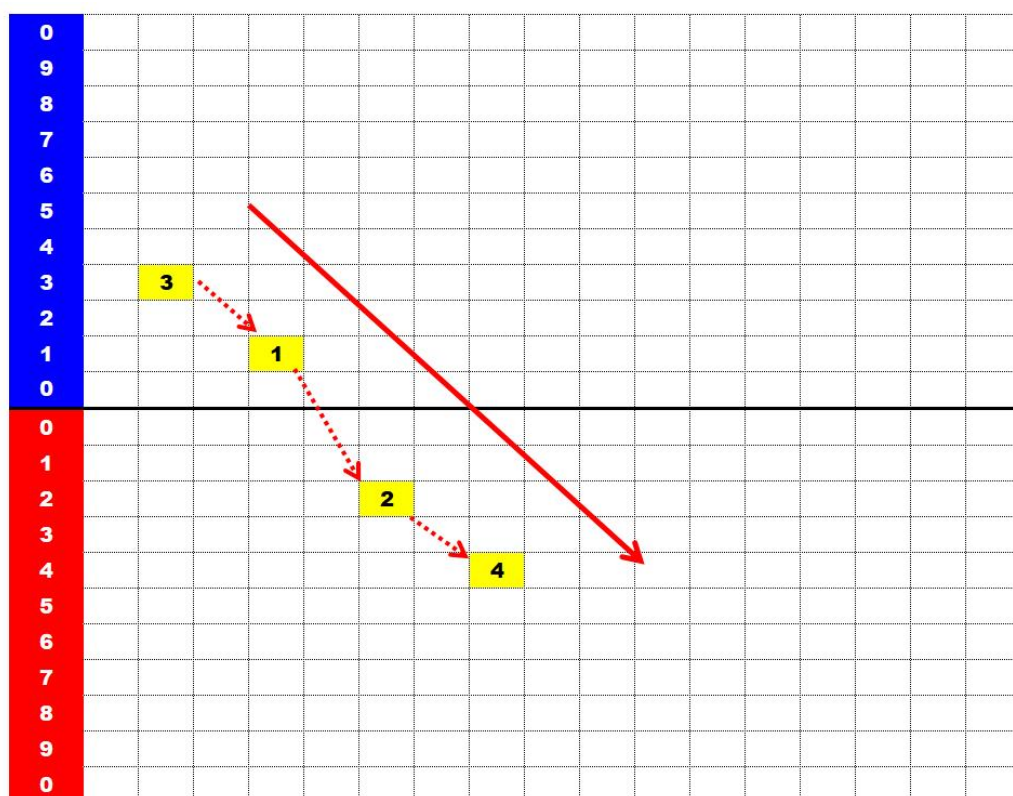
1 4 5 6



1 5 odd step up, **4 6** even step up, so bet **UP**.

Example 2:

3 1 2 4



3 1 odd step down, 2 4 even step down, so bet **DOWN**.

Note:

If you see a pattern like that (Odd Even Even Odd / Even Odd Even Odd) without needs to follow the initial rules of analysis (odd meet even), this is already able to make a bet.

Other examples:

1 4 5 6 = odd up, even up, UP

3 2 7 8 = odd up, even up, UP

5 2 1 6 = odd down, even down, DOWN

3 1 2 4 = odd down, even down, DOWN

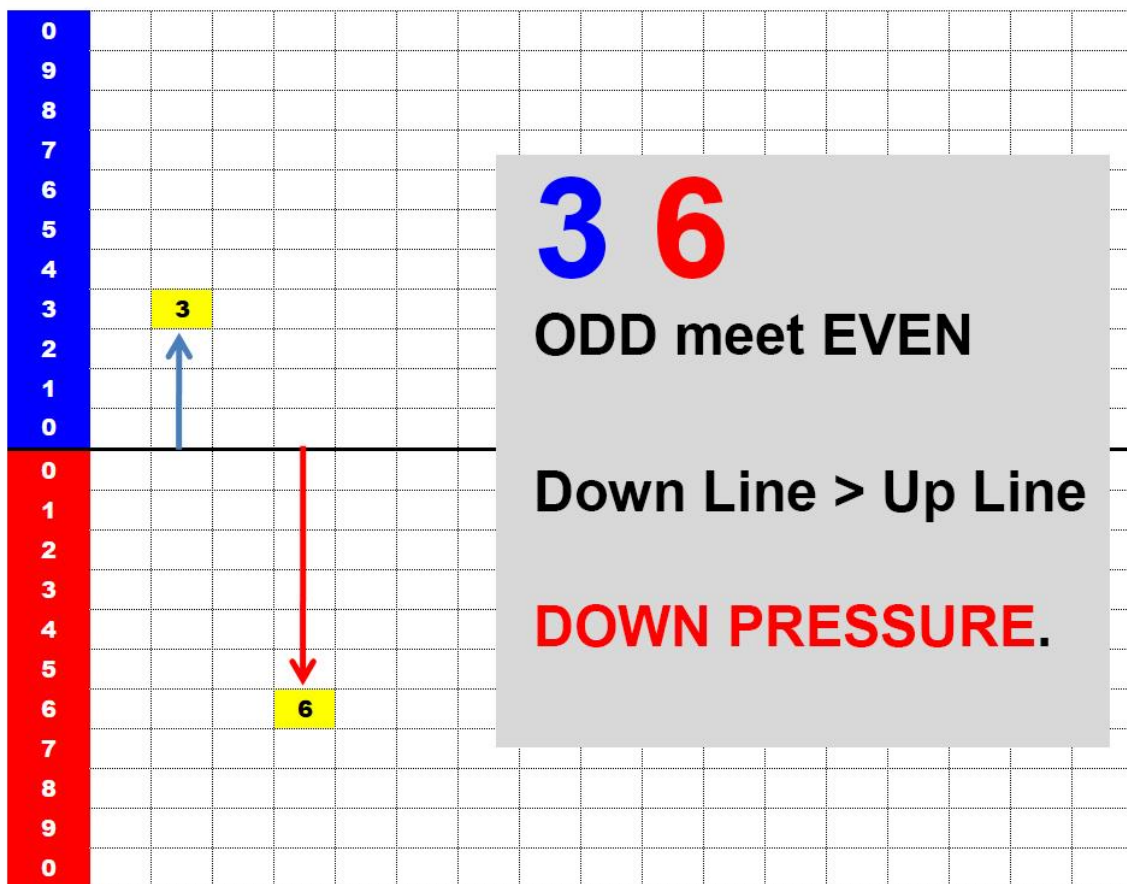
2. Interruption Numbers Analysis

This analysis compares the strength of pressure numbers up or down based on the dominant digits that are odd or even, and see the colors in the adjacent row of numbers. The rule for this analysis pattern is that there must be red and blue numbers in the analysis sequence.

Even numbers can only be defeated by odd numbers of different colors. And odd numbers can only be defeated by even numbers of different colors. Imagine on the XY axis, the length of the number can be seen from the pull of the line drawn from the X axis.

Example 1 :

1 3 6 2 = **DOWN**



In the middle of the step there are 3 meet 6. This means 6 interrupt 3 down pressure. Although, the odd step is up (1 3) and even is up (6 2), but the downward pressure is greater. Then bet **DOWN**.

If :

1 3 2 6 = **UP**, use step analysis only.

1 3 2 6 = **UP**, number 6 is higher than the all odd numbers.

Example 2 :

4 3 6 1 = **DOWN**

4 3, 4 is the winner so become down. 6 1, 6 is the winner so become down. So bet **DOWN**.

If : 4 3 6 1 = **UP**, 4 3 down pressure, 6 1 up pressure, biggest number is 6, so bet **UP**.

Contoh 3 :

6 5 9 8 = **UP**

6 interrupt 5 up pressure, 9 interrupt 8 up pressure. So Bet UP.

Jika : 6 5 9 8 = **DOWN**, 5 did not interrupt 6 down pressure, 8 did not interrupt 9 down pressure, jadi bet **DOWN**.

Example 4 :

5 3 0 6 4 = UP

Biggest number is **6** and more bigger than other odd (**5 3**), **4** did not interrupt **6**. So bet **UP**.

If : **5 3 0 6 7** - **7** interrupt **6**, So bet **DOWN**.

Example 5 :

4 0 3 7 1 = DOWN

Biggest number is **7** and has interrupt the even numbers (**4 0**), **1 < 7** cannot be up, So bet **DOWN**.

If : **4 0 3 7 8** - **8** has been interrupt **7**, So bet **UP**.

And there are many more examples of the numbers, if I mention one by one there will be millions of sequence variations.

3. Number Pressure Only (Very Important Rules!!!)

If you have ever learned this strategy, this is a forgotten point. I have to tell you, this is the most important point in the algorithm. **The Number Pressure**. In this rule we only see numerical pressures, without looking at odd or even steps. This is a continuation of the interruption numbers rule (in the previous point before).

THE RULES!!!

Determine the start of the analysis (even odd / odd even). Pay attention to the next 5 ticks analysis. Look at the highest number and color to determine the pressure.

- If the highest number is **RED ODD**, only **BLUE EVEN** that can be interrupt (or vice versa).
- If the highest number is **EVEN RED**, only **BLUE ODD** that can be interrupt (or vice versa).
- Pay attention to 0. It can be The Biggest Number.

Example 1 :

4 9 9 4 4 = UP

The biggest number is **9** at the blue zone. Until the end of the analysis, we do not see the number that interrupts **9**. In the rules of this algorithm, only the number **0** is able to interrupt to become a downward trend. Because the number **0** doesn't appear, it remains in the blue zone. So bet **UP**.

Example 2 :

6 1 9 5 0 = DOWN

The biggest number is **9** at the red zone. There was appear **0**. **0** is lower than **9**. So bet **DOWN**.

Example 3 :

0 5 9 0 0 = UP

The biggest number is **9** at the blue zone. was appear **0**. **0** is lower than **0**. So bet **UP**.

The other examples that **0** become biggest number (imagine XY axis) :

5 6 4 0 5 9 = UP, 0 > 9

9 4 6 8 1 0 = DOWN, 0 > 9

1 0 5 7 8 = DOWN, 0 > 8

4. Reversal by 9

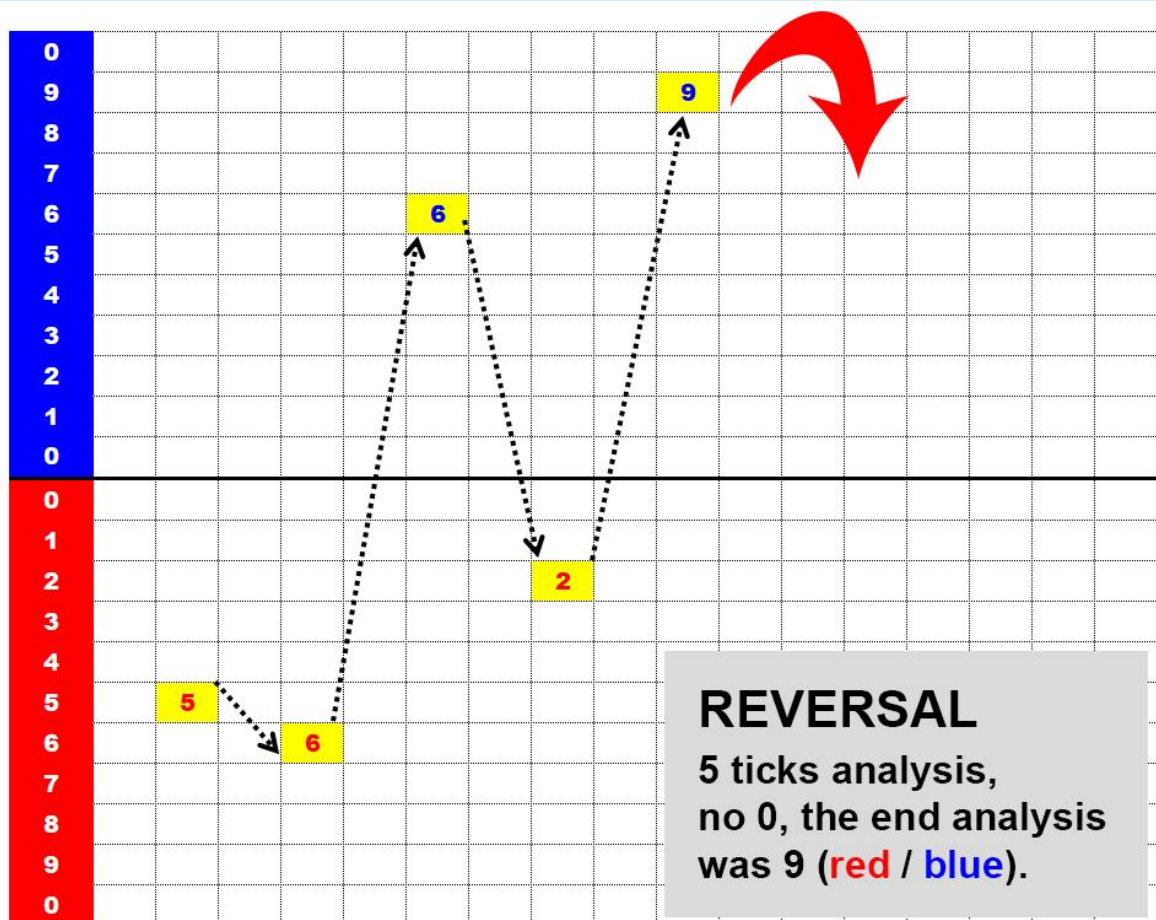
The largest number (9) at the end of the analysis can be a reversal. This is logical, because if a series of numbers that meet the saturation point will definitely turn around. Usually, the largest number is at the end of the analysis. So be careful with number 9 at the end of 5 ticks analysis.

Important point : no number 0 appear before 9

Example 1 :

5 6 6 2 9 = DOWN

If you find the number 9 at the end of the analysis, it will be a reversal.



Another examples :

5 8 2 2 9 = DOWN

5 1 6 8 9 = UP

4 1 4 2 9 = UP

Biggest number 9 and there is no 0.

CHAPTER 5

BREAKOUT LEVEL

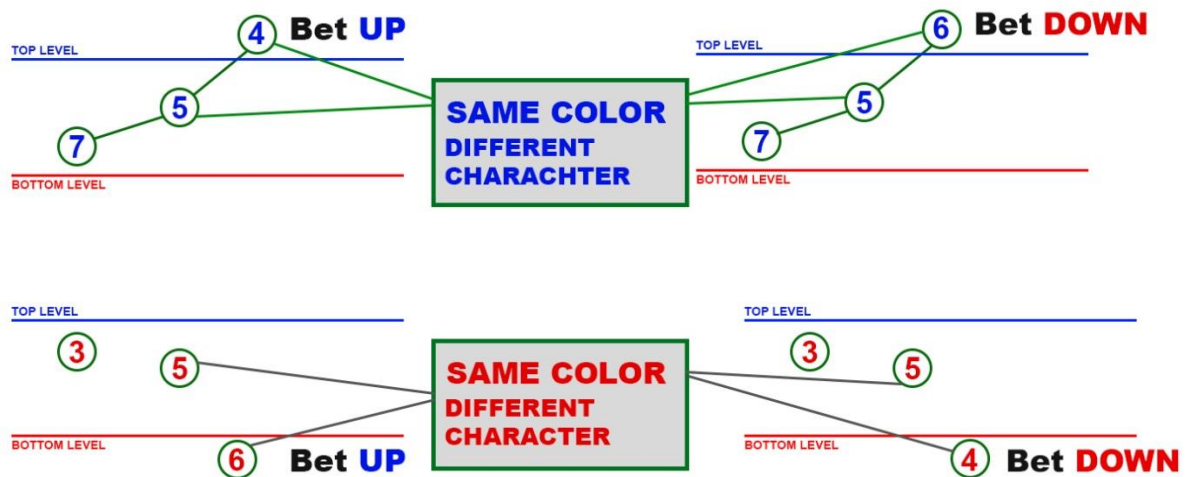
I will divide it into 2 parts:

1. Repaint worm head (from green to blue / green to red)
2. After break out

So, let's get start it.

1. Repaint worm head

The worm head before and after break out must be different character, and same color.



Another examples :

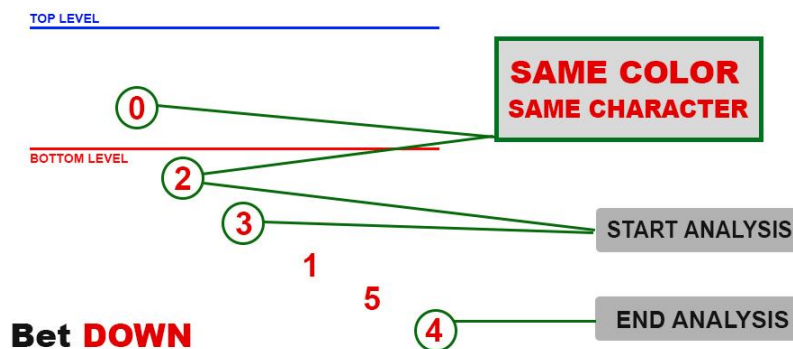
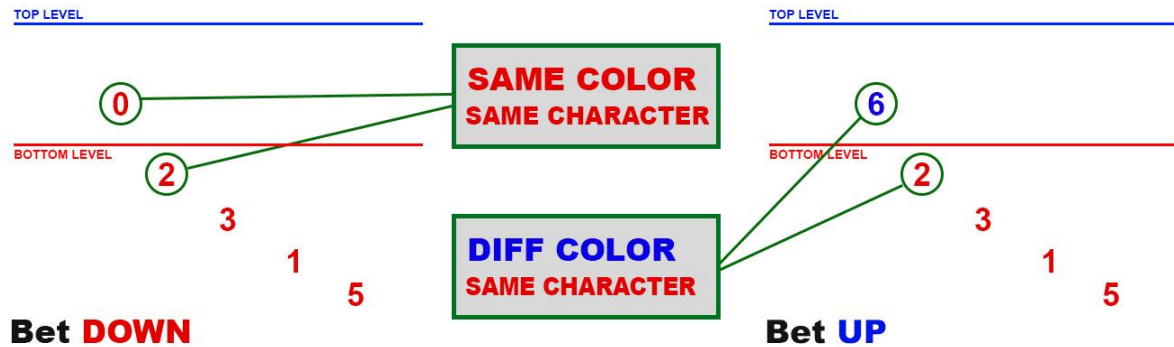
- 1 3 breakup by 2 = bet UP
- 1 3 breakdown by 4 = bet UP
- 1 2 breakup by 3 = bet DOWN
- 1 2 breakdown by 3 = bet UP

2. After breakout analysis

Pay attention :

- a. Before and after breakout there are same character
- b. Before and after breakout there are different color

If you find the two points I mentioned, do the analysis like a green worm's head.

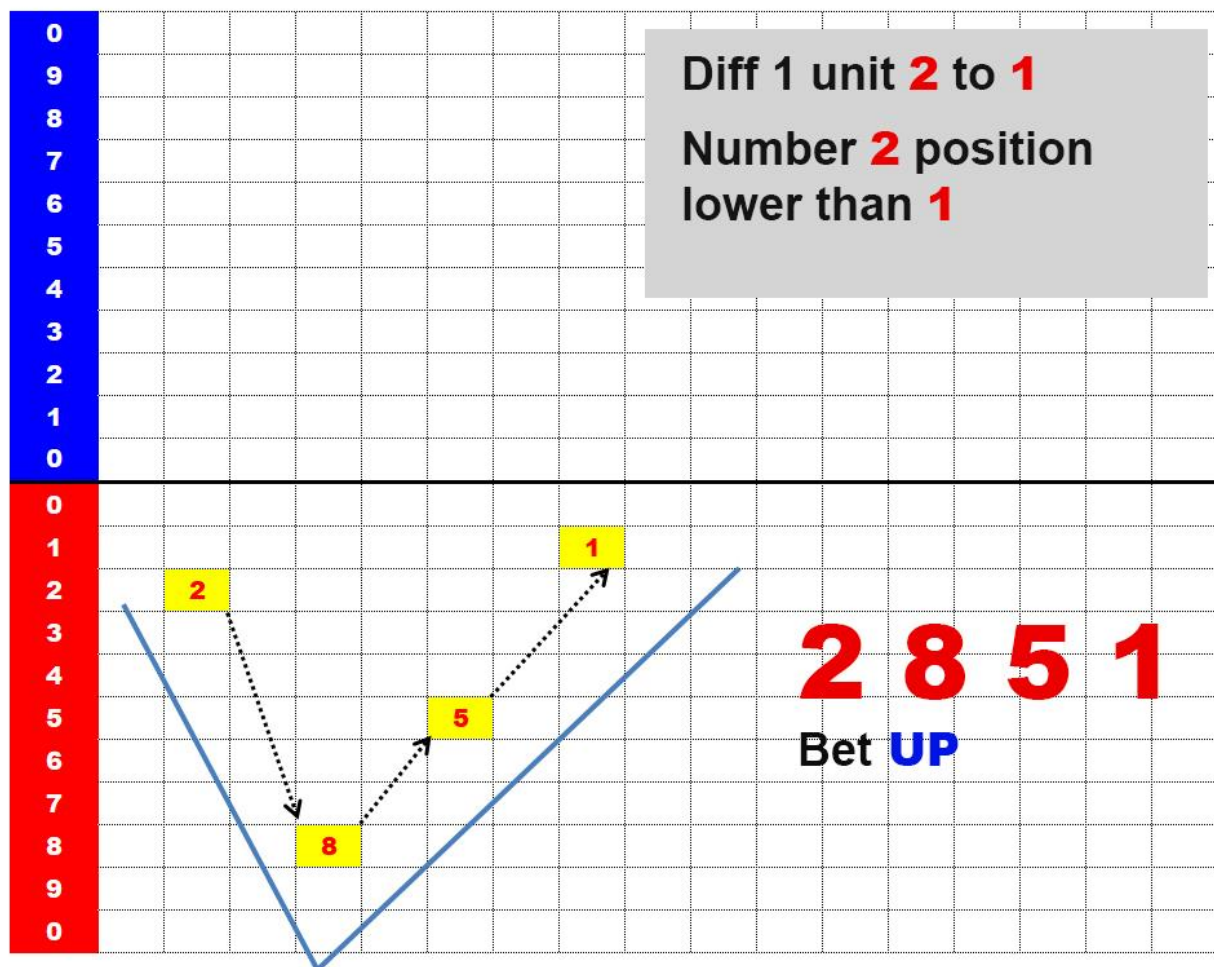


CHAPTER 6

DIFFERENT IN 1 UNIT

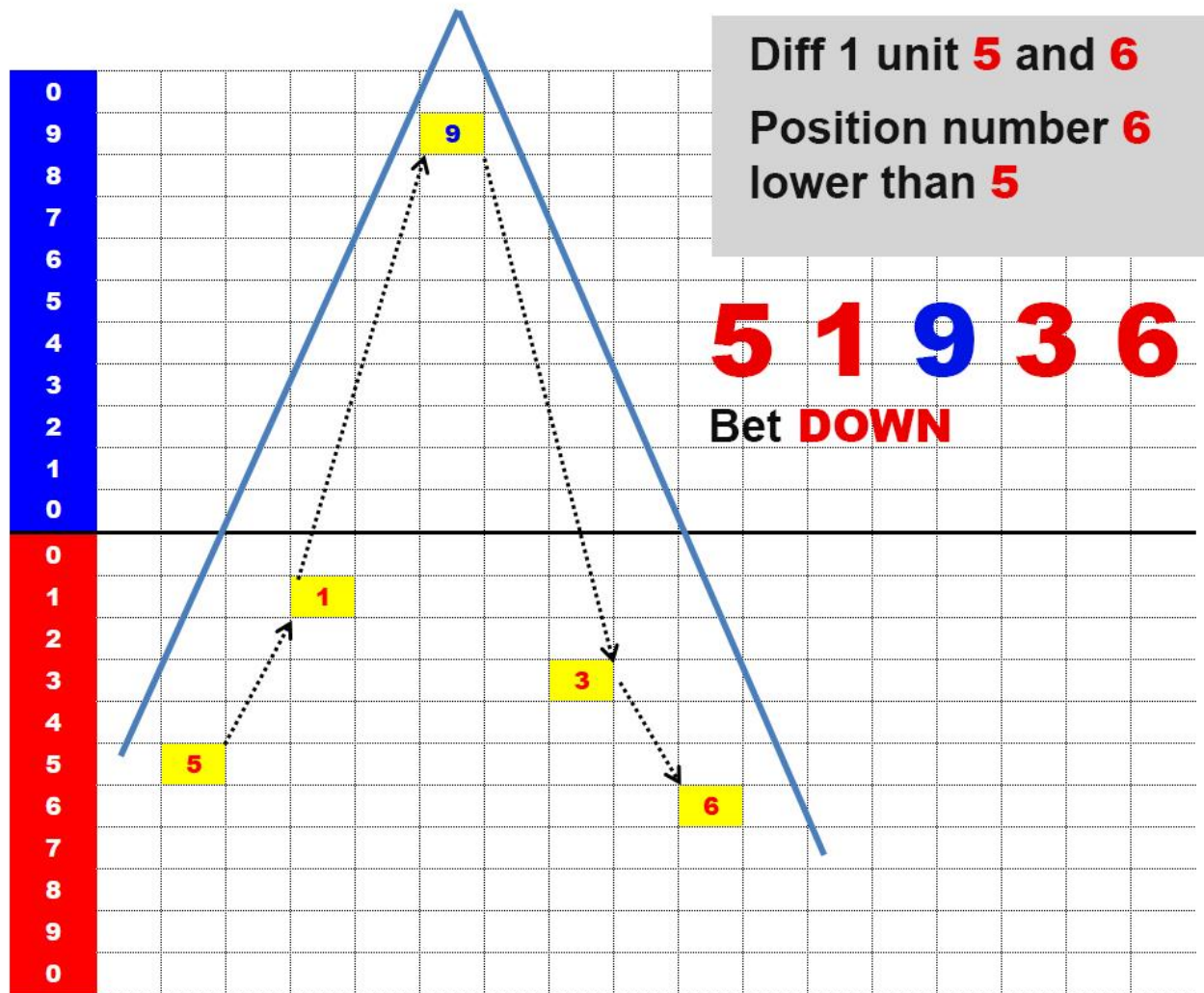
Different in 1 unit is a number with a different character and sequence value (ascending / descending order). For example, 1 2, 2 3, 4 3, 5 6, 7 8, 9 8, 0 9, 9 0, etc. In the rules of this sequence number will be very accurate if in the XY axis forming a curve shaped upward or downward taper. And the last number must be higher / lower than the initial number.

Example 1 :



The last number (**1**) is higher than (**2**)

Example 2 :



The last number (**6**) is lower than (**5**)

CHAPTER 7

CONCLUSION

1. Green worm head (between levels)

a. Step analysis

Ex :

1 5 4 6 = odd step up even step up, bet **UP**

3 1 2 4 = odd step down even step down, bet **DOWN**

b. Interrupted number

Ex :

1 3 6 2 = odd step up, but **6** interrupt **3** down pressure, bet **DOWN**

4 3 6 1 = **4 3** down stronger, **6 1** down stronger, bet **DOWN**

c. Number pressure

Ex :

6 1 9 5 6 = **9** biggest odd number, there is no interruption, bet **UP**

1 0 5 7 8 = **0** become highest because appear **8**, did not become higher, bet **DOWN**

d. Reversal By 9

Ex :

5 6 6 2 9 = **9** at the end, and will not become higher again, bet **DOWN**

4 1 4 2 9 = **9** at the end, and will not become lower again, bet **UP**

2. Repaint worm head (green to blue / red)

Ex :

2 7 5 6^ = **5** breakup to **6** (**6** > **5**) reversal, bet **DOWN**

2 7 5 4^ = **5** breakup to **4** (**4** < **5**) follow trend, bet **UP**

2 3 5 6_ = **5** breakdown to **6** (**6** > **5**) reversal, bet **UP**

2 3 5 4_ = **5** breakdown to **4** (**4** < **5**) reversal, bet **DOWN**

*Note : **X^** = breakup, **X_** = breakdown*

3. After breakout

Ex :

0 2_ 3_ 1_ 5_ = **0** breakdown to **2** (same character), odd down even down, bet **DOWN**

6 2_ 3_ 1_ 5_ = **6** breakdown to **2** (same character, different color), **6** > **5** upper win, bet **UP**

*Note : **X^** = breakup, **X_** = breakdown*

4. Different 1 unit (imagine XY axis)

Ex :

2 8 5 1 = **2** to **1** different 1 unit, **1** higher than **2**, bet **UP**

5 1 9 3 6 = **5** to **6** different 1 unit, **6** lower than **5**, bet **DOWN**

BAB 8

MORE EXAMPLES

Notes :

X^ = breakup (blue worm head)

X_ = breakdown (red worm head)

8 7 7 4_ 3_ = DOWN (Look at Chapter 7 Rules Number 2)

7 breakdown to **4**

0 5 6 1 = UP (Look at Chapter 7 Rules Number 1b)

0 5 stay at blue zone, **6** interrupt **1** blue zone winner

7_ 8_ 4_ 7_ 5_ = DOWN (Look at Chapter 7 Rules Number 3 and 1c)

Biggest number is **8**, All odd numbers cannot be interrupt. If the last digit was **9** become up.

3_ 0_ 6 2 = DOWN (Look at Chapter 7 Rules Number 3 and 1b)

0 as big number has interrupt **3, 0 6 2** downtrend

6^ 7^ 7 1 6 = UP (Look at Chapter 7 Rules Number 3 and 1c)

Biggest number is **7**, until the end analysis did not interrupted by even number

9^ 2^ 5^ = DOWN (Look at Chapter 7 Rules Number 3 and 1a)

2 < 9, odd step down (**9** to **5**).

9 8 2^ 9 5 = UP (Look at Chapter 7 Rules Number 3 and 1c)

Same character number was breakup, odd number are same strong (**9** and **9**), **even** number pressure was up (blue zone).

9 6 8 4^ 7^ = DOWN (Look at Chapter 7 Rules Number 1c and 2)

8 breakup to **4** same color and character, biggest number is **9** on red zone

I wish you all good luck and patience !