

# THE ROULETTE KILLER



## FOREWORD

Year after year, millions of people flock to Las Vegas in order to strike it rich. Even though the casinos maintain a solid house advantage in all games, gamblers still flock to these edifices, convinced that they are one tiny step away from hitting gold and having a big lucky day. Why do people do this? Why do hundreds of millions of dollars end up in the wallets of casino fat-cats and bosses when people know that they are likely to lose?

When you think about it, it really shouldn't be that surprising. We toil for hours and hours each week to make enough to get by and enjoy our lives. It could be called a "collective fantasy" of ours, as a race, to become wealthy and never have to work a day in our lives again because of the spin of a wheel. We have the possibility of leaving our troubles behind us with every tantalizing flip of the cards or clink of the chips.

This fantasy, combined with the fact that a select few people actually do strike it rich, make up what I call the Myth of Vegas.

No matter how tough life may be outside of a casino, the tantalizing possibility of becoming very fortunate keeps many people glued to gambling. A single lucky moment could give an individual the chance they've always wanted to tell off their boss and move to a cushy home in the suburbs and drink fruity drinks from long straws all day.

But here's the sad truth and the reality of the situation: you have far more chance of losing your hard-earned money than you have of hitting the jackpot. That's why the casino system exists! The casino owners know that their institutions can prey off of fantasies and long-shot hopes and make millions of dollars in the process.

You don't need to look any further than their advertising. If you walk into any random casino, you will be greeted with images of people winning, flashy signs that suggest riches, and messages that tell you that the easy life is only a few dollars and a few spins away.

Roulette is one of the most popular games at these gambling centers for a good reason: there's so many ways to win! You could win by betting all over the board, or on a lucky number, or on black or red, or in a combination of all of these bets. The amount of possible bets has led people to keep trying their luck at this game, to no avail. Many strategy books have been written and re-written, and there are countless claims per year that "experts" have discovered the miracle system that is bound to make you thousands of dollars per day.

Here's the truth: there is no such system. If such a strategy existed, the casinos would have no way to maintain their house advantage and would soon discontinue the game. There are no insider secrets, no fool-proof get-rich-quick strategies, and no way to become an overnight millionaire.

Then why buy this book? Simple! Over the last three years, I've spent a good deal of time and money trying to figure out a way to "crack the wheel." I tried to come up with a system that uses statistical reasons, physics, or probability. I would have some success for a while, until the system failed me and I lost all of my profits. Still, I was determined to find a way to develop a system that guaranteed long-term profits and took the house edge away from the casino.

Then, finally, I found it. My system won't make you a millionaire overnight. It won't help you rake in the big money and start living on Easy Street. Any system that guarantees such results is lying, and trying to steal your money. If you bought such a book, I would get a refund now.

Instead, my system combines probability with chaos theory and other elements to create a system that's designed to eliminate the house advantage and become profitable over time. In the long run, if you master my system, then you will find that it's more than possible to make consistent money at the roulette table.

Included in this text are all you'll need to change the odds and start raking in sustainable winnings both online and in a physical casino. I also included an introduction to the game, as well as a section that de-bunks popular theories and myths so that you understand why things work the way they do



once you take a spin.

After you read my book and master my system, you'll see that winning at a roulette table is not "impossible" after all. You won't multiply your money by 50 like some other methods claim, but you sure won't be losing. If you ask anyone who knows roulette, they'll tell you that this is the best you can do.

## CHAPTER ONE - ROULETTE 101

Roulette is simultaneously one of the simplest and one of the most complex games in the casino. On one hand, the game is made up of simply spinning a light-weight ball into a wheel and seeing where it lands. Very simple, right?

On the other hand, the game is set up so that you can place a wager on every possible aspect of the result. It's not just picking a number and hoping to get lucky (that wouldn't be a very good game.) Instead, you can bet on individual numbers, whether they are even or odd, red or black, in the top, middle, or bottom third, or even on the corners between four different numbers. This means that there are literally millions of possible bet combinations, which can make things quite complicated. Many first-time roulette players simply have no idea what to do, and will often fill the board with as many bets as possible.

This also means that there are thousands of betting strategies that people claim are "winning."

### A Brief History of Roulette

The game of roulette was first developed in France, and it strongly resembled the game that many people play to this day. It involved a large wheel ("roulette" literally means a form of the word "wheel" in French) in which players would throw a ball around the edge and then bet on where it lands. Two spaces on the wheel were reserved for the bank, which enabled the house to gain its advantage over the bettors. Different variations of the game were quickly spread around Europe, with Francois and Loius Blanc first developing the "single 0" system (in which only one space was reserved for the house) in Germany in 1843, in order to compete with other establishments.

After gambling was banned in mainland Europe, the Blanca family moved its last casino to Monte Carlo, where it quickly became infamous as a party location for Europe's wealthy and elite. It was in Monte Carlo that it became known as the "King of Casino Games" due to its immense popularity. Legend has it that Francois Blanc sold his soul to the devil in order to gain the secrets of this game, and used the fact that all of the numbers on the wheel add up to "666" in order to propagate his tale.

American roulette has a very different history. Because of the Puritan moral code that was in place in most of the country, gambling took place in dens and hidden back-rooms, and the equipment was usually shoddy. Cheating was so rampant that the wheel was glued to the top of the table to prevent devices from being attached, and they kept the "0-00" standard (leaving two slots for the bank.) This is the version that eventually became popular in Las Vegas and in casinos all over the world.

### How Does It Work?

The roulette wheel consists of 38 numbers, marked from 1 to 36, with every number alternating between red and black space coloring. The 0 and 00 spaces are colored green (in order to set them apart from the other spaces and to grant the house advantage.)

The casino employee who spins the wheel (known as the croupier) gives the wheel a tug in one direction and then places a small ball in between his thumb and index finger and spins it in the direction opposite to the wheel. The ball eventually lands in a number slot, which then determines who gets paid.

### How Do People Bet?

As I mentioned earlier, there are many different ways to bet on roulette. Roulette wheels always accompany a betting table or "board" that lays out all of the numbers in a chart-like format. Gamblers physically place their chips on the corresponding numbers or spaces and then the croupier delivers payment based on their position. Each gambler at the table has a different set of colored chips, so that the croupier will know where to send the money.

In order to prevent cheating and insider betting, the casino gives gamblers a certain amount of time to place bets before the betting is void. After that time has passed, bettors are no longer allowed to alter the table in any way. All of their bets are final.

However, before this time limit expires, bettors are allowed to change their bets. Roulette tables are usually chaotic, fast-paced, and hectic places as a result.

Below is a comprehensive list of the type of bets that one can make at a roulette table, along with an explanation of the odds that result from each one.

- **INSIDE BETS:** The simplest and most common form of betting is the inside bet, which means that you place a chip (or chips, there's no limit to how much you can bet) on a number and hope that the number comes up on the wheel. The payout is 35-to-one (that is, if you place one chip down on the board, you will receive thirty-five chips if you win.) The chances of hitting this are one in thirty eight (because there are thirty-eight spaces on the board.) Because the house maintains an advantage with the 0 and 00 spaces, the payouts are not exactly fair (they should be 37-to-one). This is the crux of roulette: over a long time of play, the house will always have an advantage, and my system helps you undo that advantage. I will explain this house advantage a little later in this chapter.
- **INSIDE MULTI-BETS:** In order to increase the odds and make the game more exciting, casinos allow you to place a chip either in between two numbers or on the corner of four different numbers. The box of each number is separated by a line. If you place a chip on the line, you are essentially betting on both numbers. Because you are doubling your chances of winning, you will also halve your payout ratio. The payout of successfully hitting one of these spots is seventeen-to-one, and the chances of hitting one of these spots are eighteen to one. If you opt to place a bet in the corner of four different squares, you are quadrupling your chances of success. As a result, the payout of hitting one of these is eight-to-one, with a nine-to-one chance of success. Remember, you can place as many bets on the board as you like, so it's possible to bet on the corner of every number (though this is stupid, as you will easily lose money in the long run. More on that later.)
- **OUTSIDE BETS:** You can also make more likely bets on which group of numbers will come up on the spin. There are three different ways to do this:
- **ODD and EVEN:** A player can place a bet on whether or not they think an odd or an even number will turn up from any given spin. Because 18/38 of the numbers are odd and 18/38 of the numbers are even, the chances of this hitting are relatively close to 50% (but not quite 50% due to 0 and 00.) They payout ratio of a successful bet is two-to-one.
- **BLACK or RED:** Similar to odd and even, the numbers are alternately colored black or red. You can bet on a number coming up red or black, and the payouts and odds of success are identical to betting on odd or even. These two are the "safest" bets on the board because they offer the highest chance of success. However, because of the "house advantage" spaces, the odds of hitting this are actually around 47%, so they aren't that safe in the long run.
- **LOW, MID, and HIGH:** These spaces allow a gambler to bet on whether or not the number spun will be from 1-12, 13 to 24, or 25 to 36. This results in a payout of three-to-one because you are betting on a third of the possible numbers (again, not including the "house advantage" pockets.) These are some of the most popular spaces on the board, as they represent a sort of middle ground in between low-chance betting (inside bets) or high-chance betting (red or black, even or odd.)

## What are 0 and 00?

Roulette would be a completely fair game for both the house and the gamer if not for the presence of these two green spaces.

Casinos need to take a profit in order to maintain their operations, repair their equipment, and expand their facilities and services. In order to do this, they need to have a slight edge over the gambler. This is why long-term gaming makes no sense. Inevitably, the casino will win out due to statistical, mathematical advantages. Your only hope is to hit a hot streak and then leave the table while you're still ahead.



0 and 00 are the casino's way of tilting the game in their favor. These two squares do this by altering the success ratio of outside betting. For example, without these two, the chances of hitting red or black would be an even 50/50. However, with these two spaces added in, the chances of hitting red are around 47.5%, the same for black, and the chances of hitting a green space are around 5%.

This same principle applies to all of the other outside bets, and can also affect inside betting. Because they aren't attached to any other number, you can't bet on the corner of a regular number and a 0 square. They don't count as even or odd, so they affect those odds as well. They also do not belong to the low, middle, or high thirds. Finally, these spaces are not added to payouts. Even though the chance of hitting a single space is 37 to one, the payout acts as if these two spaces do not exist and pays 35 to 1.

This is how the house gets its advantage, and this is what you will be cracking when you use my system correctly.

## Raising your Odds

Because of the house advantage, there's just no way to develop a system that is guaranteed to work over time. After so long, statistics will catch up with every gambler, and they will lose money. What my system does is integrate concepts of chaos theory, "hot number" probability, and smart betting strategy to eliminate the presence of 0 and 00. This will allow you to hang on to your winnings and will enable you to play roulette in such a fashion that you will note positive trends instead of negative ones.

For example, let's imagine that John the Gambler records his monthly trends at the roulette table without using my system. Sure, he'll win some days and he'll lose some days, but at the end of the month, let's say that he's down about two thousand dollars.

My system simply flips that on its head. John the Gambler will still have losing days and winning days, but, when all is said and done at the end of the month, he will have won two thousand dollars instead of lost it.

Due to the chaotic nature of this game, there's just no way to develop a short-term winning solution outside of pure luck or cheating. However, my system allows you to change the game in your favor by impacting the long run.

## American or European

One more note: it's important to notice if you're playing at an American table or at a European table. The key difference is that American tables use 0 and 00 while European tables only utilize a single 0 space. If you have the choice to play either, always pick the European table. The house advantage is reduced by 50 percent on these tables, from 5% to 2.5%, which always helps you become more profitable in the short and long term equations.

## CHAPTER TWO - COMMON ROULETTE MYTHS DEBUNKED

There are few games in Vegas that spawn as many myths about proper winning strategies and tall tales about how to properly play than roulette. I'm here to tell you that you need to forget everything you know about the game if you want to succeed.

Roulette is a very difficult game to create winning strategies to because the ball is such a random physical element. It is one of the few games in the casino that can be called a game of almost pure chance.

That doesn't mean that you can't play it poorly, however. There are many misconceptions, based on poor science, rumor, or some guy's lucky past experiences.

My system uses proven probabilities and chaos theory elements, along with some physics, to enable you to adjust the odds in your favor. It does not guarantee huge wins or allow you to break the bank all at once.

Some of these common systems below are a great way to lose all of your money in the pursuit of quick riches. Keep this in mind at all times: if there was a consistent way to make a fortune off of roulette, the game would not be offered by casinos. If there was a way to magically make millions off of gambling, then everyone in the world would be rich.

Here are some popular strategies and the reasons why they definitely do NOT work.

### Law-Of-Averages Betting

This strategy is the most commonly-used misconception in the roulette universe. In fact, in many ways, this system is the opposite of my system.

I'm sure that the first couple of times YOU play roulette, you will think that system works, too. This is because the system is intuitive to our numerical reason.

It's based around the Law of Averages. If you look up at the board and you see that the number sixteen hasn't occurred in many, many spins, you may be inclined to bet on it. After all, the law of averages states that it must be chosen eventually and therefore is probably ripe to come up.

The truth about the roulette wheel is that every spin is independent of other spins. That is to say, every number has an equal chance of occurring, during every independent spin. If a red hasn't occurred for six turns, it's still only 47% likely to hit.

While it's entirely true that the law of averages states that every number will occur an equal amount of times over a long period of time, this "long period of time" often involves millions of spins. You CANNOT use the law of averages in short-term situations, as every spin is independent of every other spin.

The wheel is not a sentient being that recognizes when the number six hasn't hit. It's just a random system. Remember that just because a result hasn't happened in some time doesn't mean that the odds of it happening on the next couple spins are any greater (in fact, my system suggests just the opposite!) The casinos display the recent spin history to get you to think just that, and the casinos want you to lose money. Why would you listen to them and play into your hands? Do yourself a favor and ignore the law of averages when you're at the table. It won't do you any good.

### Fibonacci Sequences, etc.

Many people believe that mathematical patterns that are common within the world of numbers apply and can be used to predict patterns in the roulette wheel. Unfortunately, these people are misguided. The Fibonacci sequence (0,1, 1, 2, 3, 5, 8, 13 et al) and other common mathematical patterns

unfortunately have no relation to roulette because physics (and not mathematics) decide where the ball falls. While it is true that these numbers do appear and seem to influence a number of mathematical matters, they cannot have any impact on where physics guides the ball.

This is true for all systems of roulette that use probability, algorithms, or any other type of equation to try and predict ball spins. The only patterns that apply to roulette are patterns of "heat" (when a number comes up often, it is considered "hot") and commonality that suggest that a number that falls often is likely to fall again (within a short-term time scale.)

Although it may seem intellectually tempting to try and build a mathematical model, it's just not the way to go. After all, if it did work, some genius from MIT would have made himself very rich and the game would have shut down by now.

## Martingale Betting Strategy

One of the more popular strategies in gambling is the Martingale Betting Strategy, which attempts to eliminate long-term losses by attempting to recoup losses immediately.

This system uses the following line of reasoning: the chances of repeated loss are low in a game of pure chance like roulette. In turn, the only thing that causes a losing session is a losing streak, or repeated losses without immediate recovery.

This system states that, in order to avoid a losing streak, you must double your bet right after a loss. If you continue to lose, you must continue to double your bets until you cover all of your losses.

This system almost inevitably results in massive financial loss because the users of systems such as these do not have the resources to continue to double their bets once they hit an inevitable run of bad guesses. It will work for a period of time, but statistics indicate that people who use the system will inevitably reach a string of bad luck and will not be able to double their last bet, therefore going completely broke and losing their entire bankroll before being able to compensate for their losing streak.

While this system seems logically sound, it doesn't actually work unless you have an endless supply of funds, and doesn't do anything to actually increase your profits. It simply helps you put off the losing streak until you go totally broke, and involves a potential level of financial loss that most people are uncomfortable with (thereby robbing it of entertainment value and putting a lot of stress on the user.)

## Board-Covering Bets

Amateurs and people who have very little understanding of the statistics of roulette think that they can decrease their chances of losing money by betting a small amount on as many squares as possible. They will try to place bets in a lot of corners, over two-thirds of the numbers, on black, zero, and the first third. They will try to eliminate the possibility that a spin comes up empty for them.

This system just needs some thought and you will see the problems. Let's say you place nineteen chips on the board during one spin (which isn't uncommon at all in this strategy.) You have a fifty percent chance of hitting one of your targets, but most of those will only pay eight-to-one or lower.

That means that, while you will easily win most of the time, you will still be losing money because your wins do not make up for your expenditures. Do not be frustrated by your lack of wins and be tempted to bet all over the board. While it may be fun, it certainly isn't a winning strategy.

**These are just some of the popular strategies that send people running back to the ATM when they play roulette.** If you actually want to win money, then you'll have to recognize that these systems are based on flawed logic and simply do not work. If you want to read about a system that really works, read on to the next chapter.



## CHAPTER THREE - WHY DO THESE SYSTEMS WORK?

In this book, I have included two different systems, one that works for online roulette and one that works with physical roulette in a casino. I have written two different systems because each system takes advantage of a specific facet in their respective types of play in order to even the odds in your favor and create long-term winnings.

That means that each system works for a different reason. I'm taking the time to explain to you how these systems work in order to show you that these are real. No gimmicks, no cheap tricks, and no systems that will "probably" work. I'm telling you that my systems work for good reasons, and they'll lead you to certain winnings over time.

I'll also review under which conditions you should learn and execute these systems. Again, roulette is a bit of a demon that you can't quite fully control, so if you abuse the systems or use them under the wrong conditions, you are bound not to get the results you deserve.

### The Physical System

There exist several facts that casinos don't want you to know about their roulette tables. One such important one is that roulette wheels, even when perfectly made, still tend to favor one side of the board over the other, and will fall on certain numbers more often. This is very hard to spot, and isn't exact (the ball will still fall on the opposite side sometimes), but wheels do tend to have favorite numbers.

Casinos often compensate for this fact by constantly switching the position of the roulette tables so that no one can really catch on. Casinos will also monitor their tables to ensure that no single player seems to be getting an unfair advantage over the house.

Still, if you are able to spot and notice the tendencies of the wheel, you will be able to reduce the house advantage and nudge the system in your favor.

Why does this exist? Why would casinos not invest in wheels that have no preference?

The answer is simple; it's almost impossible to do so. The slightest defect or warp in the wood, even those not visible to the human eye, can make a large impact on where the balls will tend to fall. As I said earlier, it won't influence the game enough for casinos to consider it a problem, and most people simply just don't know what to look for, but the answer to the roulette question lies within the wheel. The physical flaws of the wheel aren't the only thing that affects a wheel's tendency. The speed that the dealer casts the ball, the shape of the ball, and the material of the ball can also influence where the ball will eventually land.

How do I know that this is the secret?

Two reasons. One, the casinos themselves recognize that this is how to beat their wheels. That's why they constantly rotate between dealers, change the size of the ball, and rotate the wheels from table to table. They know that these patterns can be observed, so they take the proper precautions.

The other reason is that it's been done before. In the 1990s, a man named Gonzalo Garcia-Pelayo used a computer to model the tendencies of the roulette wheels at the Casino de Madrid in Madrid, Spain. Betting the most likely numbers, he was able to win over one million dollars over a period of a couple years. He did not do this through the use of a mathematical model, but rather a model that showed the tendencies of each wheel.

Because the casinos take such stringent steps to prevent this type of systemic exploitation, it's impossible to take a reading that will lead to a scientific study of a wheel's bias. However, a quick study of the wheel's short-term tendencies will give you all you need to know in order to eliminate the influence of 0 and 00.

Because the casinos try so hard to prevent these facts from being a factor in your game, I also used

different theories and incorporated them into one mega-system.

Chaos theory is a legitimate scientific theory that states that microscopically minor changes can have large-scale effects when applied over time. How does this apply to the roulette wheel?

Minor adjustments in the positioning of the wheel when it is placed on the table, minor errors in the balancing of the wheel, and minor flaws in the center of gravity won't make any noticeable difference in five or ten spins. However, over time, these microscopic variations can lead to a table revealing its bias to the gamer.

All tables, no matter how perfectly placed, have certain biases. My system just teaches you how to pay attention to them and how to use them to your own benefit.

I'll review my step-by-step instructions on how to execute this system within the next chapter.

## Online System

Because there's just no way for a non-mechanical, virtual e-wheel to have any biases based on physics, this system will obviously not suffice during online play. You may be surprised to learn that my system functions in the opposite way for online play because it sees and exploits a flaw in their system.

Unlike the physical system, which relies on seeing the biases and tendencies of each individual table, the online version responds to the fact that the programmers of roulette wheels (and all gambling systems online) go out of their way to make sure their system appears to be random.

While there's no way to confuse the randomness of a roulette wheel in front of you, people have different opinions of exactly how "random" a wheel may be when they're staring at it for hours in front of a computer screen.

These online gaming sites are rated by independent verifiers that determine whether or not a site's technology is truly random. If they don't pass these tests, then no one will play on their sites.

The problem with truly random things is that they don't always appear to be random. Because they don't trust what they can't see and feel with their eyes and hands, people will quickly accuse these sites of being rigged and take their business elsewhere.

For example, if a truly random system just so happens to roll twenty-three red spins in a row, it may agitate some players and cause them to think that the site is cheating them.

To prevent losing customers this way, sites will often tell their programmers to nudge the system away from repeating a certain number or color too many times.

In this way, the "random" programming language of these sites actually discourages their software from making repeat spins. They do it very subtly, so that they still pass the random tests from the third-party verifiers, but they do it in a way that allows you to neutralize the house advantage and start playing winning roulette.

For a full explanation of my online roulette system, consult the next chapter.

## Conditions of Successful Roulette

No matter how well you master the system, if you don't pay under the correct conditions then it won't particularly matter. Below is a list of rules that you absolutely must follow in order to increase your chances of success.

- **Don't Drink and Bet:** Ever wonder why casinos are willing to part with all of their alcohol, free of charge, to those that are playing at their tables? Alcohol makes you more reckless and causes you to make poorer decisions. It may be fun (and free), but you need to avoid getting inebriated while

you're trying to win money. This system requires you to pay very careful attention to everything that's going on, even when you aren't playing a spin. Getting goofy-drunk is a great way to miss out on some important details and make some terrible decisions that can shut you down pretty quickly. Plus, drinking makes it harder to quit and makes you more likely to chase down winnings during a losing session. This system requires discipline, and nothing robs you of your internal police force quite like alcohol.

- **Quit While You're Ahead:** This is the oldest (and truest) rule in the book. The chances of you building on your already substantial stack are slim, and the odds of you losing a good deal of it are high. Set a target amount before you sit down (and make sure it's reasonable) and stand up immediately when you make that amount. Winning tends to want to make us play longer, and when we lose our winnings, we tend to get desperate and want to chase down those lost chips. If you do this, you will lose your bankroll, and quickly.
- **Set Limits:** Even through use of my system, you may still have a bad day; that's just the nature of the gambling beast. Determine how much money you are willing to lose on a certain day and do not exceed that amount. If you do, you will find yourself losing more and more money as you rationalize it by telling yourself that you're just trying to get back to your original number. If you don't set a limit and keep it, you can lose a dangerous amount of money on gambling. If you feel like you have a problem, call one of the many help hotlines or see a therapist, but please stop gambling.

As long as you're willing to follow these rules, read on to the next chapter to learn my system, and start breaking the bank!



## CHAPTER FOUR - HOW TO PLAY WINNING ROULETTE

As I've mentioned earlier in this book, I have developed two entirely independent systems for online play and for physical play. This chapter gives you step-by-step instructions on how to execute both systems flawlessly.

I know both of these systems work because I've personally won well over ten thousand dollars using them. I lost a lot during the process of developing them, and I had quite an up-and-down ride when ironing out the fine details, but I've finally landed on a system that will greatly impact your winning ratio over time.

While I understand the need for the house advantage in casinos, I also don't see the harm in finding a way around the system that doesn't break the rules. Casinos are notoriously good at improving their cash flow, and make a ludicrous sum of money in the first place. They'll never notice if you start to slowly siphon funds from their roulette wheels.

While we're on the topic of casinos, note that my system is totally legal and will not attract the attention of the house security. Even if it somehow did, I designed a plan that does not constitute cheating (by their definition) or break the law in any way, so you won't need to hide what you're doing from anyone.

All you need in order to start coming out in the green is at least fifty units of betting. By "units", I mean the minimum individual bet at each table. This is often \$1 but it can be \$5 or even \$10 at higher-rolling establishments. This applies to online play as well.

### The CASINO SYSTEM

#### STEP ONE

You will need to bring a few things along in order for this system to work. First, grab a notebook (you're allowed to have these at the tables) and make a chart that you have divided into eight columns. Leave plenty of room under each subsection. Mark the horizontal rows via numbering them from one to all the way down to the end of the page. Make several sheets exactly like this.

Label the columns LO, LE, LR, LB, HO, HE, HR, and HB. I'll explain what these things stand for in just a minute.

#### STEP TWO

Walk up to your target table. On the ticker or screen, there should be a record of the most recent spins. Pick a table that shows a bias for either red or black (though the system works just fine if there are no such tables available.)

Basically, you will be tracking the bias of this wheel through the use of your handheld notes, which you will be taking in your notebook.

The abbreviations I just mentioned stand for **LOW ODD (LO), LOW EVEN (LE), LOW RED (LR) LOW BLACK (LB), HIGH ODD (HO), HIGH EVEN (HE), HIGH RED (HR), and HIGH BLACK (HB.)** You will be sorting the spin results from this table and making marks for each spin under these categories.

#### STEP THREE

Take your seat at the table and order at least fifty units of chips, but do not begin betting yet. You will need to take a few rounds and wait for what I call a Green Light to begin betting.

Observe the first spin. After you see the result, note it on your sheet under the number "1" (for the

first spin that you see.) For example, if the result comes RED 3, then you will mark an X in the LR box (because the number is less than 18 and red) and the LO box (because the number is less than 18 and odd) and assign it what I call a **MAGIC NUMBER in each**. Each spin will place an entry in two categories.

The formula for the magic number is  $\text{SPIN NUMBER} - \text{MOST RECENT SPIN NUMBER}$ . In this case, the Magic Number for Red Three is 1, because the Spin Number (one) minus the most recent occurrence in that category (it hasn't occurred yet, so this number is zero) equals one. I'll take you through a few more spins so that you're comfortable.

Say the next spin lands on BLACK 26. You will mark an X under HB (because it's over 18 and black) and under HE (because it's over 18 and even.) The magic number for both boxes will be 2, because the SPIN NUMBER (2) minus the LAST OCCURANCE (0) equals the MAGIC NUMBER.

You will need to watch a few more spins until you get the green light.

Say that you're on SPIN TWELVE and it comes as BLACK 22. You will fill an X in the HB and HE boxes. Let's assume that the most recent occurrence of an HB was two turns ago (Spin Ten) and the most recent occurrence of HE was five turns ago (Spin Seven.) The Magic Number for the HB column for that spin should be 2, and the magic number for the HE column should be 5. Keep recording this data as you play, and pay careful attention to the MAGIC NUMBERS.

## STEP FOUR

You will have the GREEN LIGHT when three Magic Numbers in any column show three values in a row that are 3 or less. Let's say that the LR column's last three Magic Numbers show 1, 2, 1. You now have the GREEN LIGHT to bet on every low red number on the board. Make inside bets, as these have the highest payout. In other words, if you got the Green Light for the LR column, then you would place a chip on 1,3,5,7,9,12,14,16, and 18 for the next spin.

In the case that you don't quite hit on the next spin, you may try it ONE more time per set of numbers. If you don't win on the second spin (which is rare), then you need to stop right there and wait for another Green Light to occur.

If you get the Green Light on multiple columns at once, simply choose one of them and use the next one in the next turn.

If you act on a Green Light and you win, you will have spent 9 chips to win 35. If you lose, you will have spent 18 to gain nothing. The chances of losing four times in a row using this system are very low, so you are altering the odds in your favor.

Let's go over another example. Say the last three Magic Numbers for HB are 3, 1, and 2. This is a Green Light to bet on 20,22,24,26,28,29,31,33, and 35. If you hit, then take in your winnings and draw a line in that column (as you will need an entirely fresh Green Light to bet there again with confidence.) If you lose, try it one more time. You will most likely win. If you do not, stop there and wait for the next Green Light to occur on your sheet.

## STEP FIVE

**After you have played for three hours** or made your target earnings, stop for the day. If they change dealers, balls, or tabletops, then you will need to start on a fresh graph.

## EXPLANATION

This system allows you to track which types of numbers are the "hottest" and are landing the most frequently. This will give you a grasp on the wheel's bias, and allow you to make bets that go in line with the most probable outcomes.

## The ONLINE SYSTEM

### STEP ONE

Buy into an online casino that gives a first-time deposit bonus. The best sites usually double your money the first time you make a deposit, so try and find one of these.

### STEP TWO

Find a table and sit down. In this system, you will be using the ticker (which shows the results of the last thirteen spins) as your guide.

### STEP THREE

This system focuses on the LOW, MID, and HIGH thirds of the board. Every time five turns pass without seeing a number from that group emerge, immediately place a bet on that third. For example, you notice that the bottom twelve numbers have not been called for over four turns. Place a bet on the bottom twelve.

### STEP FOUR

**If your bet wins, then take your winnings and wait for the trigger circumstances to happen again.** If you lose, double your bet and place it on that third again. If you continue to lose, keep doubling your bet until you win or until you try four times.

**If for some reason you lose four times in a row, stop betting and wait for it to happen again.** This is extremely rare, but it does happen on bad days or during losing streaks.

If this happens four times within the same session, leave the table and go do something else for a while. It's just not worth it, as you're having statistically abnormal luck.

### EXPLANATION

This system takes advantage of the fact that internet sites tend to subtly discourage repeat numbers or colors from occurring too many times in a row. By making a safe, high-percentage bet on a large area of the board that hasn't received any love in some time (and by betting on it the next three rounds), you will ensure that you are cutting a profit.

Even if you lose one chip on the first bet, you are likely to hit the next one, netting you six chips. If you miss that one, you can hit the next one, netting you nine to make up for your lost three, and so on.

**Don't forget to have fun!** The best part of gambling is the fun you're having. It's supposed to be a recreational activity, not a stressful one. Even if you follow the system perfectly, recognize all of the best moments to bet, and pay full attention, you will still have losing days. Understand that these losing days are still part of the system.

**Keep track of how much you win or lose each day.** You should start to see positive monthly figures immediately. Enjoy your time at the tables, and use your winnings to bet on larger-stakes tables so that you increase your overall take.

**You'll be flush with extra spending cash in no time!**



## AFTERWORD

Like all forms of chance-based gambling, roulette is a random and unpredictable game. Such games are designed in such a way that the house takes in considerable cash due to the house advantages, and will almost always cause players to lose their money in the long run. This is how casinos all over the world make gambling the billion-dollar industry that it is.

For the savvy, empirically-based player, my system, which I designed after months and months of toggling and tweaking, can eliminate the presence of the house advantage and level the playing field, making a game that is truly fair.

If you feel that the house advantage is ripping you off and taking you and your wallet for the proverbial ride, then my system has shown you how to reclaim those funds and start making a profit off of your casino visits.

Usually, when people plan trips to Vegas, they give themselves a certain allowance that they feel comfortable losing. If you take my advice, you'll be planning on making those down payments on your new boat, car, or luxury from your winnings instead.

Have fun, and **good luck at the tables!**