



System One:

This is a simple game of colours. Black and Red. This has also been called a suckers bet and an absolutely terrible system because it does not go with the odds. However it has consistently won for both myself and others. Because $\frac{1}{2}$ of the numbers are Red and $\frac{1}{2}$ Black (minus of course the Casino advantage of 0) a bet on Red or Black number coming up has a 50-50 chance of winning. If you were able to accurately pick the correct colour every other spin you would break even, minus 1 in every 37 spins (for 0). With this in mind, try the following:

Bet on a colour. If you win, take your winning and leave your original bet for the next spin. (A good idea is to start at \$1. If you are interested in playing for a long period of time may be winning some money. You can bet more \$3 to \$5 if you can afford it and are hoping to win some big money). If you lose double your bet. If you continue to lose you may wish to continue doubling your bet, or quit and take the loss. Then start over again, as long as you win, take your winnings and leave your original bet.

Remember you always have the same odds of your bet winning even if the other colour has come in 100 times in a row. I have had nights when I have not lost for more than 4 straight times, but I have also seen the same colour come up 16 straight times.

System Two:

Odds or evens bets. This is basically the same as the above system, but with one very different factor- you watch the game until a number of odd or even numbers have come up consecutively- such as 4 straight before placing a bet. With this in mind you may want to raise your starting bet \$3 to \$5 since you get fewer chances to bet- also, you do not leave your original bet when you win, you take it and wait for another streak of even or odd numbers.

System Three:

Betting 1-to-18 or 19-36. These bets pay 1to1 just like bets on colours or odd or even. However, this is a one time win or lose system. It has a total of either one or two bets per time. Again it is best to watch the game until the ball has not landed on either half of the numbers. Then after say 7 straight spins like this, place a larger bet on the $\frac{1}{2}$ of numbers that has not come in for the last 7 spins. (As much as you wish to bet- I usually go with \$10-\$25). If you win you have won a good sum of money; if you lose you can do one of two things: quit and wait for another chance to come up, or place the same bet again plus \$1. If you lose again take the loss and wait for another chance to try it again. If you win this time you will have got back your original amount plus \$1.

On good nights I have won four out of five or better. At this point I always quit, if I am betting \$25 I usually quit after winning two straight.

System Four:

Betting the rows. This bet is shown on the layout as 2-to-1 and pays just that. This is just like playing colours. You place on one of the three rows of numbers and if you win you leave your original bet and take the winnings. If you lose, place a bet of the same amount. If you win you will do the same thing, and you will find you have made up for the previous loss plus some extra. If you lose a third time, double your bet. You may do this as many times as you like, but remember, your bets can grow very high if you are doubling your bets each time.

SYSTEM FIVE! FORCE THE ZERO!

The Method The method is based on an electronic failure on a random computer programme installed into (internet and electronic terminals). The random programme installed into these systems which distributes the numbers is only random within its probability quota. **What Does This Mean?** The random programme installed into machines has number allocated occurrence probability. This means that every number is given a 1/37 chance of being drawn (0 & 18 Red 18 Black). Unlike real table roulette in a casino where a number is never guaranteed to be drawn, computer generated roulette has to provide a balance of numbers ensuring over a large total of spins each number would have been drawn a similar amount of times (within a few percent), this few percent is called the 'realistic waiver' which is supposed to add realism to computer generated roulette.

How Does This Help?

Well firstly it ensures a fair number allocation and obviously if your chasing a set number you know it will eventually come in. However it may not come in for 70 - 80 spins but then you will find it may come in 2-3 times within 10 spins. However this is not enough to invest money in chasing set numbers, however it compliments our FORCE THE ZERO system. Force The Zero This system is very simple, bear in mind the above explanation of number allocations. If you place equal bets on Red and Black

every spin you will never lose any money, except for when 0 is drawn. However we have discovered a unique factor. When you keep betting Red and Black you will keep winning on colour bets (even though you break even because you have bet on both Red and Black), but the computer registers a winning colour bet every time so therefore we have discovered that that the colour Green 0 starts to be drawn a lot more to combat the constant wins on Red and Black. Therefore bets on Green 0, Red and Black with a bet placement structure provide the basis of our system.

This system has Step 2: (Next 10 Spins)

Place a \$1 chip on Red. Place a \$1 chip on Black. Place 3 x \$1 chips on 0 Green. Target: If you hit 0 within these 10 spins. Your minimum profit will be \$16. Either stop playing if your on a roulette betting terminal and go to another, or Log out of the internet casino and then log back in and restart the process (alternatively go to another internet casino). However, from all the trials we completed where 0 did not get drawn in the first 30 spins, it came in at least 2 or 3 times between 30 - 60 spins. So it is well worth continuing even if you have made a small profit. If you were to hit 0 twice in Step 2 spins you would achieve a minimum profit of \$122.

Step 3: (Next 10 Spins)

Place a \$1 chip on Red. Place a \$1 chip on Black. Place 4 x \$1 chips on 0 Green. Target: If you hit 0 within these 10 spins. Your minimum profit will be \$2. This amount is basically the amount you started with, however as mentioned in Step 2 the 0 ball is highly likely to be drawn again around the 30 - 60 spins. If you were to hit 0 twice in Step 3 spins you would achieve a minimum profit of \$130.

Step 4: (Next 10 Spins)

Place a \$1 chip on Red. Place a \$1 chip on Black. Place 6 x \$1 chips on 0 Green. Target: If you hit 0 within these 10 spins. Your minimum profit will be \$42. However as mentioned in Step 2 & 3 the 0 ball is highly likely to be drawn again around the 30 - 60 spins. If you were to hit 0 twice in Step 4 spins you would achieve a minimum profit of \$172.

Step 5: (Next 10 Spins)

Place a \$1 chip on Red. Place a \$1 chip on Black. Place 8 x \$1 chips on 0 Green. Target: If you hit 0 within these 10 spins. Your minimum profit will be \$16. However as mentioned in Step 2 & 3 the 0 ball is highly likely to be drawn especially if you did not hit 0 in the first 60 spins, which only occurred 3 times during all our trials, however we managed to make a profit on 1 occasion and lost a small amount on the other 2 occasions whereby we decide to stop and consolidate after hitting 1 0 in over 75 spins. We could have carried on and eventually made a profit but decide to start another session and reduce the risk as when you reach Step 5 - 0 bets (\$8) cost 4 x the original 0 bets (\$2) . If you were to hit 0 twice in Step 5 spins you would achieve a minimum profit of \$300.

Step 6 - Onwards: (Next 10 Spins)

Place a \$1 chip on Red. Place a \$1 chip on Black. Increase 0 Green + \$2 every further 10 spins Target: It occurred only twice in our trials and tests that 0 never got drawn within the first 70 spins, so therefore we advise the bet increase every 10 spins. We also advise to stop the session if you hit a 0 at this stage and you will almost certainly make a small profit or break even or at the very worst a small loss. During the trials and tests we normally were able to end sessions within 60 spins with a profit.

That's all you need to know, now its time to go make MONEY! been tried and tested on numerous occasions on internet casino roulette and roulette betting terminals with fantastic results. The System also relies on target structure so that substantial profits

can be made and continued. Step 1: (First 30 Spins) Place a \$1 chip on Red. Place a \$1 chip on Black. Place 2 x \$1 chips on 0 Green. Target: We estimate your target per play should be approx \$30-50 dollars when playing at a \$2 Green Chip Start Bets. However this can considerably increase if you hit 0 more than once. If you hit 0 within the first 10 spins. That's your profit instantly. Either stop playing if your on a roulette betting terminal and go to another, or Log out of the internet casino and then log back in and restart the process (alternatively go to another internet casino). The minimum profit if you hit 0 within 10 spins is \$50. The minimum profit if you hit 0 within 20 spins is \$30. The minimum profit if you hit 0 within 30 spins is \$10. However we recommend that after 20 spins you continue betting/gambling on to Step 2 even if you do hit 0 between 20 - 30 spins. However if your are satisfied with a minimum profit of 10\$ finish playing or start process again.

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