To everyone else:  Due to further testing of version 3.x, although we were still receiving positive results, we have determined that the money management scheme was not as profitable as we thought it would be compared to version 2.x. It apparently cut out a lot of our winning spins which in turn did not allow us to win as much as we use to. We are now reverted back to the last promising version and made a slight modification to the limits (-5 and +15 instead of -5 and +13). I announce version 4.x! =)

I will make a new map that complies with the set of clauses found below. Please make sure to discard any maps that you have saved or printed out previously to version 4.x.

# Introduction

OK, I rewrote my introduction because I have received a lot of curiosity emails about how I came up with my system.Well, I came up with the idea for this system with one thing in mind: I wanted my bet selection to be as random as the wheel itself.

I tried the 6 sided dice approach but that wasn't very desirable due to the speculation that the casinos would not allow me to toss a dice every time I was going to make a bet (not to mention that it would distract other players). Even if I sat down and tossed a dice 100 times and recorded its sequence prior to playing, it would take too much effort. There was definitely a better and simpler way!

At one point in time, I thought about just randomly choosing bets right off the top

of my head, but then found out that over several spins, my bet selection became very biased as that's how our brains tend to work. That is, I was always thinking "well, last 3 spins I already went red, so this time I'll try black, and so on... " Not only that but I really hated the little voices in my head!! I'm sure we all have been there and done that before! So you know what I mean.

Then one night, I was in my Windows 2000 Server training class when it dawned upon me. I was reading my text book and noticed that there were generally no two sentences that were exactly the same anywhere else in the book. Thus, the sequence of words and letters were totally random and always in motion!! And that's what triggered my creation of the decryptor chart. But there was another essential part: the money management scheme.

Without the proper money management scheme, I was sure to lose more than I won. So I thought to myself, "How could I ever possibly create a scheme that'll allow me to always take two steps forward (as I won) but only one step back (if I lost)?" Well, as it turned out, I was stumped and couldn't come up with anything so I decided to use the 1,3,7,15,31,63,127,255 etc.. progression. Based on my computer generated numbers in Excel, the results were impressive. These two parts combined worked very well together as "Front End and Back End" processes (sort to speak).

Many hours were spent testing the system. Then I finally went to test the system in VEGAS! At first, I was up by $2,000 pretty quickly; but unfortunately, the longer I played, the system failed and set me back by $2,700!!! I stopped, went back to my hotel room, took a look at my system and tried to figure out why it had failed. It was frustrating!! I remember calling Mike Perkel, a guy who was selling a roulette system, and spoke to him about buying his system. Somehow, after hanging up with him, a light bulb glowed brightly!! No, it wasn't the light bulb in my hotel room silly!! I soon realized that the money management scheme I was playing before was very risky because I would lose so much more than I won per spin if a losing streak were to hit!! After some intensive thinking and re-thinking, I finally came up with a totally new money management scheme. I then tested the system for about 5 hours straight using my miniature roulette wheel and the results were amazingly positive! I went back out to try my revised system with

my last $300 bankroll at the $5 tables. It was time for a revenge!!

About an hour later, I had doubled my bankroll. Another hour passed by and I was holding nearly $1,000 in chips (including my $300 bankroll). As I continued playing, I recovered all the money I had lost and doubled it and then some! No, I wasn't playing $5 units the whole night. =P As I got up to the $1,500 mark, I started playing $25 units. Anyways, I decided to quit while I was ahead and went home with the winnings. =)

Previously, before I headed out to Vegas, I had promised everyone at the LetsTalkWinning.com forum that I would reveal my system FREE of charge if I was successful in Vegas. So here it is: "The Decryptor Roulette System!"

## Disclaimer

This system is a FREE system and should only be used for educational purposes. In consideration of this system, you agree that you are solely responsible for your own use or mis-use of this system and that I can not be held liable or accountable for any losses that may arise should you decide to put this system into practice. If you do not like taking risks or fear losing money, please do not continue pass this point.

## The Decryptor Chart

Red Black Odd Even Low High

A B C D E F

G H I J K L

M N O P Q R

S T U V W X

Y Z 0 1 2 3

4 5 6 7 8 9

# Using the Decryptor Chart

First of all, you need to grab some 3rd party reading material. I suggest getting a hold of something that you don't mind writing all over it.

Now examine the chart above. There are 26 letters and 10 numbers (A through Z and 0 through 9). There are 6 columns labeled RED, BLACK, ODD, EVEN, LOW, and HIGH. Beneath each column are 6 different letters/numbers. For example, A G M S Y 4 all fall under RED and D J P V 1 7 all fall under EVEN. See that?

Practical Usage

Let's take my favorite quote for example: "I think, therefore I am."

This is what I would bet on from order of left to right: O BBOBL BBLHLHOHL O RR

I = Odd, t = Black, h = Black, i = Odd, etc., etc...

To make things easy, I would cross out each letter as I place a bet. With my quote example above, I would cross out the letter "I" and place my bet on ODD. Next spin, I would cross out the letter "t" and place my bet on BLACK. Next spin, I would cross out the letter "h" and place my bet on BLACK. Etc., etc... Pretty easy huh? No more having to rely on historical data and be lured into betting RED after seeing a long string of 20 BLACKS. hehe. Better yet, no more headaches trying to guess where the ball will land! I call it "future data." ;-)

Go ahead and practice "decrypting" your reading material now. Here's a couple of blank lines for you to write on if you want:

Write down your sentence:

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Decrypt your sentence:

Here’s something that I do. I usually go to the brochure section of the casino and grab a pamphlet with a good amount of reading material. Using my trusty pen, I would make my mark-outs and place my bets. Nothing to it! =) OK, let’s get to the good part: handling the money!

# The Money Management Scheme

A long time ago when I was just a kid, I enjoyed watching cartoons. I remember watching a cartoon series that had a scene where the two characters found a pot of gold. One of them began dividing it up while saying, “One for me and one for you.” The funny thing was that every time he counted “one for me,” he actually grabbed two and every time he counted “one for you,” he handed the other character only one. hahaha. Well, this is sorta similar to what you will be doing when using the money management scheme that I built into my system. The idea is to increase my winnings and decrease my losses.

You will need a bankroll of 50 units (just to be safe). You may never need to use all of it but be aware that if, out of 24 consecutive spins, the ball doesn’t land on any of your 1:1 bets, you risk losing almost all of your 50 units bankroll (48 to be exact). Don’t worry though. I have never lost more than 7 consecutive spins, but if you do, please let me know about it. I designed this system to win over the long run. =)

Below is a chart split into two sections. The grey section is the betting guide and the colored sections are examples.

Spin

# Units

to Bet Example1

Win/Loss Example2

Win/Loss Example3

Win/Loss Example4

Win/Loss Example5

Win/Loss Example6

Win/Loss

1st 1 -1 +1 -1 +1 +1 +1

2nd 2 -2 (total = -3) -2 (total = -1) +2 (total = +1) -2 (total = -1) -2 (total = -1) +2 (total = +3)

3rd 3 -3 (total = -6) +3 (total = +2) -3 (total = -2) +3 (total = 2) -3 (total = -4) +3 (total = +6)

4th 4 END Session -4 (total = -2) +4 (total = +2) +4 (total = +6) +4 (total = 0) +4 (total = +10)

5th 5 +5 (total = +3) -5 (total = -3) -5 (total = +1) +5 (total = +5) +5 (total = +15)

6th 6 -6 (total = -3) +6 (total = +3) +6 (total = +7) +6 (total = +11) END Session

7th 7 END Session +7 (total = +10) +7 (total = +14) END Session

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8th 8    END Session -8 (total = +6)
END END     END Session
```

The general rule in this money management system is to limit your losses and winnings. That is, when I reach -5 units or +15 units starting from the 1st spin and ending on the 8th spin, it's considered END of Session. There is never a 9th spin in any session! Therefore, you will never place more than 8 units on the table layout at any time using this system.

# Looking Closer

The Spin# is simply to identify which spin I'm on. The Units to Bet is the amount of units I must bet when I'm at the corresponding Spin#. For example, when I step up to the table and begin playing, my very first bet would be 1 unit on the first spin. On the second spin, my bet will be 2 units. Three units on 3rd spin, four units on 4th spin, etc. Nothing complex here. Just remember that the amount to bet is based on which Spin# you're at.

As I've mentioned before, always keep in mind that the limits are -5 and +15. It's important to know that these limits are guidelines only. This means sometimes you will go outside of their range (or stay inside their range) when certain conditions are met. Have you ever been on a highway and seen those speed limit signs that say, "40 Min and 65 Max?" Well, what if rush hour hits and all the cars are going 10mph? Obviously, it would be impossible to go the minimum speed limit—unless you intend to risk driving on the shoulder and getting caught!! hehe. Sometimes, when the highway has very little traffic, I find myself driving 75mph which is over the maximum speed limit—OK, so I have a radar detector!! hehe. But from this, we must understand that the -5 and +15 limits are just guidelines.

Now then, let's look at the examples. In example #1, right off the bat, if I lose on the first three spins, it puts me at -6 which ends the session because it's outside the range of -5 and +15.

OK, remember when I said sometimes you will go outside or stay inside the -5 to +15 limits? (Of course you do unless you weren't paying attention). =P Anyway, I call each of these conditions a "clause" as outlined below. It's listed in order of priority (that is, Clause 5 having the most priority and Clause 1 having the least).

Clause 1) If I end up with exactly 0 units after the 3rd spin, I would END the Session and start over at spin #1. Otherwise, I'd continue with the next spin.

Clause 2) If I have 0 or less after the 6th spin, it's considered the End of Session. I would rather start over than risk losing 7 more units. It's better to be safe than sorry. (refer to example #2)

Clause 3) If I reach +10 units after the 7th spin, I would also End the Session. It's

better to keep the +10 units gain and start over with spin #1. (refer to example #3)

Clause 4) The only time I would go into the 8th spin is if I've gained +12 units or more within the past 7 spins. So at this point, even if I lose 8 units, I would still be ahead by at least +4 units, OR if I win 8 units, it would set me ahead by at least +20 units. In either of these cases, it's the End of Session because there is never a 9th spin. (refer to example #4)

Clause 5) If I win 3 times in a row starting at any spin after the 2nd spin, I always END the Session and keep the winnings. (refer to example #5)

These are the 5 clauses. They're not too difficult to remember once you get use to them.

OK, now here's something interesting. Look at example #6. Sometimes you'll get lucky and win 5 times in a row starting at spin 1. This obviously results in +15 units which Ends the Session. This rarely ever happens but if it ever does, then it's considered a "5 hit Combo" with a Fatality move! hehe. (ever played Mortal Kombat?)

# Keeping Track

Here's a little tip on keeping track of how many units were gained or lost for the session without writing it down on paper. During a session, I would place chips on the left side (of my main stack of chips) to indicate how many units I've lost and place chips to the right side to indicate how many units I've gained. For example, let's suppose that I lost on the first spin, I would place 1 chip on the left side. On the second spin, if I lose again, I would stack 2 more chips on the left side; otherwise, if I win, I would take away the one chip on the left side and put one chip on the right side. On the third spin, if I lose, I would take away the one chip on the right side and place two chips on the left side; otherwise if I win, I would stack 3 more chips on the right. Get it? Basically, we're just creating a sliding scale using chips.

Here is a zipped archive containing files that were contributed by Pascal De Gaillande to aid you in playing this system. If you have questions about it, please contact him. Thanks Pascal!

# Conclusion

Keep playing until you've finally reached about +50 units (or -50 units—which is very unlikely) and then take a break or call it a day! On average, you should be able to reach your goal in about 30 spins. It may take a little longer if you're running into a bunch of losing streaks. Personally, if I've lost half of my bankroll (-25 units), then I would either skip the next 3 words or change tables altogether. Here are some simple figures: 50x$5/unit = $250 or 50x$100/unit = $5,000! Might as well keep the money and enjoy it. Don't give it back to the casino. =)

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