

# **The Statistical Roulette Method**

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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 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 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 recommended 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.

#### 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.

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