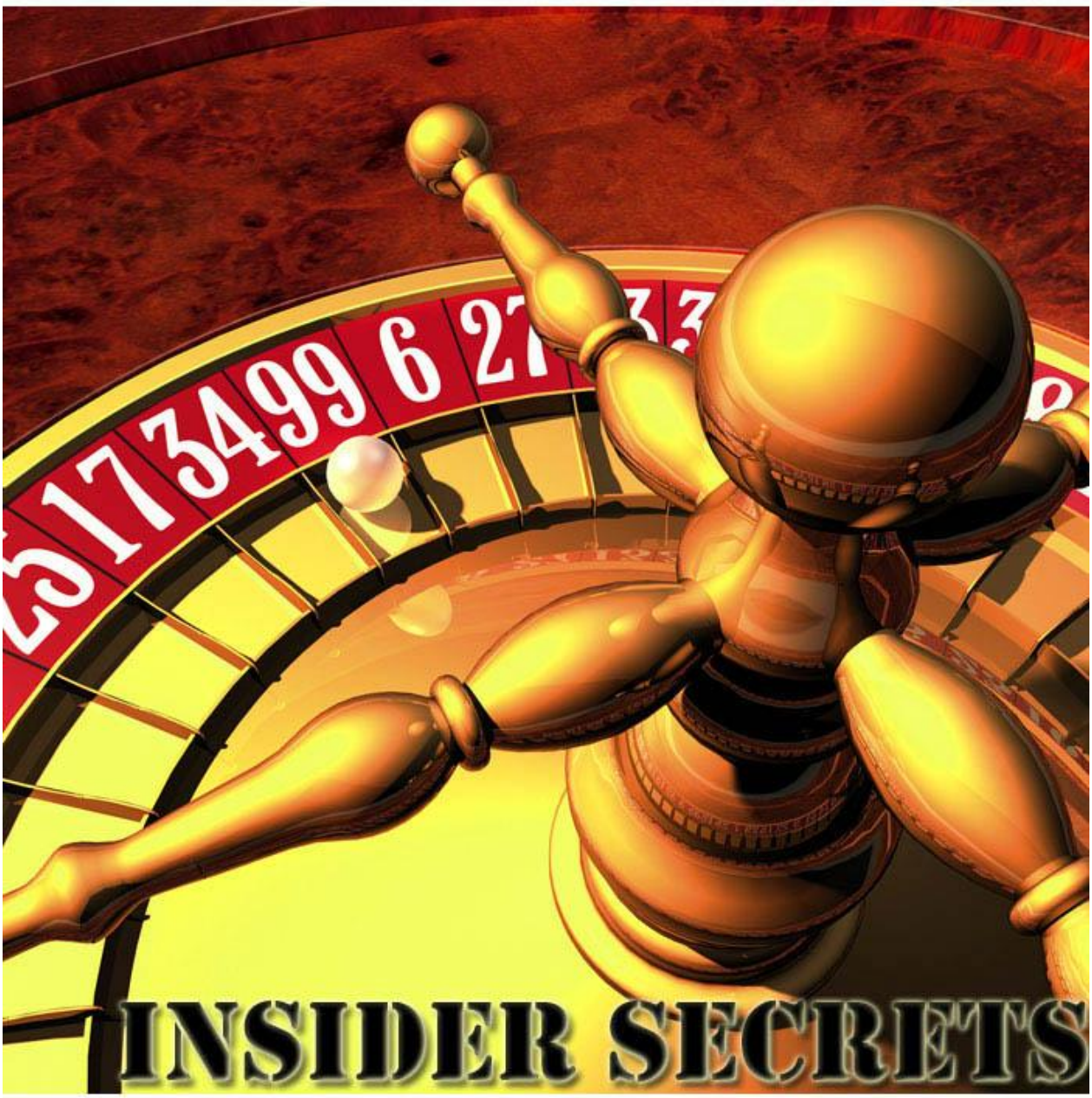
World Best Roulette System



WORLD BEST ROULETTE SYSTEM

Insider Secrets of Casino's RNG

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Introduction

Chances are pretty good that even before you started reading this e-book, you had heard of RNG- even if you didn't know exactly what it was or even what all those letters stood for. The reason for this is simple: RNG is used by each casino software provider! It is today by far the most commonly- used algorithm when we are talking about casinos. Millions of people indirectly use it by playing at the casinos without really knowing how it works. For me, however, understanding RNG is becoming more important with each passing day.

Before diving into the actual technology, however, I felt that I should provide you with some introductory material to help frame the discussions that follow. Thus, I have included this section, to serve as an introduction to this e-book to provide some information that will help you use it to its full potential.

I begin with some material that will be of interest to those who want to know what the RNG formula is. I provide a full chapter on RNG structure and function, also describing the Good and Bad RNG, and how the RandSeed is formed. I then describe the 2 methods how you can find out the 2 most important constants of the RNG and what I'm trying to accomplish by knowing them. I also discuss the goal of each of my projects, (as they are three) so you know which are their advantages and risks.

The last chapter of the e-book contains more information to help you better understand how we can win a Jackpot by knowing the RNG.

Read carefully the e-book as I'm explaining what my projects are and how they can help you win at casino. I then explain how they are structured and organized. I conclude with an offer of joining to my future projects, which would bring you the chance of winning at the casinos together with all full members of World Best Roulette System Network.

It took me about a half of year to find some formulas which are in the e-book. That's why I published it only now.

Today this e-book is worth about $460, but I'll give you it for FREE. Consider it as a gift.
Anyway I can close this offer at anytime and may require a fee paid by the new customers in order to get the e-book.

This is the first edition of this e-book. If you don't understand some sentences or examples, please let me know. I'll try to make them clearer when I write the next edition of this e-book.
Thank you in advance.

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Chapter 1

Random Number Generator (RNG)

Terms

2^32= 2^{32} – two to the power of 32
Bad RNG- This is a RNG which will not form a circle of RandSeeds.
c1- First constant of the LCG RNG formula.
c2- The second constant of the LCG RNG formula.
Casino Software Provider- A company that provides software and server support for the online casinos. Most known Casino Software Providers are Micro gamming, Playtech and RTG (Real Time Gaming).
Good RNG- This is a RNG which will form a circle of RandSeeds.
mod- Modulo operation. 5 mod 3=2; 7 mod 3=1
RandSeed- A variable which stores the number from where is obtained the outcome at the casino.
RNG- Random Number Generator.
RNG circle- The circle which is made by the LCG RNG formula.
TST- Technical Systems Testing (TST) is an internationally recognized Accredited Testing Facility (ATF) offering a full range of testing and consultation services for Terrestrial (traditional / land-based) and Interactive-based gaming, wagering, lottery, e-Commerce and Information Technology industries, to ensure that gaming operates in a manner that is fair, secure and auditable.

Random Number Generation

There are many theories on random numbers. Here I selected the most known methods of obtaining random numbers and then I will show you how the casinos have random numbers and how they generate them.

In order to understand all the terms, which I will use for explaining everything, I will tell you a little history.

Introduction

Many applications of randomness have led to many different methods for generating random data. These methods may vary as to how unpredictable or statistically random they are, and how quickly they can generate random numbers.

Before the advent of computational random number generators, generating large amount of sufficiently random numbers (important in statistics) required a lot of work. Results would sometimes be collected and distributed as random number tables.

Physical methods

The earliest methods for generating random numbers - dice, coin flipping, roulette wheels are still used today, mainly in games and gambling, as they tend to be too slow for applications in statistics and cryptography.

Some physical phenomena, such as thermal noise in zener diodes appear to be truly random and can be used as the basis for hardware random number generators. However, many mechanical phenomena feature asymmetries and biases that make their outcomes not truly random. The many successful attempts to exploit such phenomena by gamblers, especially in roulette and blackjack are testimony to these effects.

Computational methods

Hardware random number generator

In computing, a hardware random number generator is an apparatus that generates random numbers from a physical process. Such devices are typically based on microscopic phenomena such as thermal noise or the photoelectric effect or other quantum phenomena.

These processes are, in theory, completely unpredictable, and the theory's assertions of unpredictability are subject to experimental test. A quantum-based hardware random number generator typically contains an amplifier to bring the output of the physical process into the macroscopic realm, and a transducer to convert the output into a digital signal.

Problems

It is very easy to misconstruct devices that generate random numbers. Also, they break silently, often producing decreasingly random numbers as they degrade. An example might be the rapidly decreasing radioactivity of the smoke alarms mentioned earlier. As the radioactive intensity decreases, its sensor will be required to compensate, not an easily accomplished task. Failure modes in such devices are plentiful and are neither easy nor quick nor cheap to detect.

Because they are quite fragile, and fail silently, statistical tests on their output should be performed continuously. Many, but not all, such devices include some such tests into the software that reads the device.

Pseudo-random generators

Most computer "random number generators" are not hardware devices, but are software routines implementing algorithms. Often they are supplied with such system software as language compilers (e.g., as one or more library routines) or operating systems (e.g., as system calls).

Linear congruential generators (LCGs) represent one of the oldest and best-known pseudorandom number generator algorithms. The theory behind them is easy to understand, and they are easily implemented and fast.

LCGs are defined by the recurrence relation:

$$V_{j+1} = (A \times V_j + B) \mod M$$

where Vn is the sequence of random values and A, B and M are generator -specific integer constants. mod is the modulo operation.

The period of a general LCG is at most M, and in most cases less than that. The LCG will have a full period if:
1. B and M are relatively prime
2. A-1 is divisible by all prime factors of M.
3. A-1 is a multiple of 4 if M is a multiple of 4
4. M > max (A, B, V0)
5. A > 0, B > 0

This is the fastest-evaluated of all random number generators; Also they pass with sucess Diehard tests.

Diehard tests

The Diehard tests are a battery of statistical tests for measuring the q uality of a set of random numbers. They were developed by George Marsaglia over several years and first published in 1995 on a CD-ROM of random numbers. Collectively they are considered one of the most stringent such tests known.

The tests are:
Birthday Spacings: Choose random points on a large interval. The spacings between the points should be asymptotically Poisson distributed. The name is based on the birthday paradox.

Overlapping Permutations: Analyze sequences of five consecutive random numbers. The 120 possible orderings should occur with statistically equal probability.
Ranks of matrices: Select some number of bits from some number of random numbers to form a matrix over {0,1}, then determine the rank of the matrix. Count the ranks.

Monkey Tests: Treat sequences of some number of bits as "words". Count the overlapping words in a stream. The number of "words" that don't appear should follow a known distribution. The name is based on the infinite monkey theorem.
Count the 1's: Count the 1 bits in eac h of either successive or chosen bytes. Convert the counts to "letters", and count the occurrences of five -letter "words".

Parking Lot Test: Randomly place unit circles in a 100 x 100 square. If the circle overlaps an existing one, try again. After 12,000 tries, the number of successfully "parked" circles should follow a certain normal distribution.

Minimum Distance Test: Randomly place 8,000 points in a 10,000 x 10,000 square, then find the minimum distance between the pairs. The square of this distance should be exponentially distributed with a certain mean.

Random Spheres Test: Randomly choose 4,000 points in a cube of edge 1,000. Center a sphere on each point, whose radius is the minimum distance to another point. The smallest sphere's volume should be exponentially distributed with a certain mean.

The Squeeze Test: Multiply 231 by random floats on [0,1) until you reach 1. Repeat this 100,000 times. The number of floats needed to reach 1 should follow a certain distribution.
Overlapping Sums Test: Generate a long sequence of random floats on [0,1). Add sequences of 100 consecutive floats. The sums should be normally distributed with characteristic mean and sigma.

Runs Test: Generate a long sequence of random floats on [0,1). Count ascending and descending runs. The counts should follow a certain distribution.

The Craps Test: Play 200,000 games of craps, counting the wins and the number of throws per game. Each count should follow a certain distribution.

As you see Hardware random number generator present numerous problems, especially when it need a fast RandSeed calculation. That's why casinos work only with Pseudo-random generators.

Casino's RNG Formula

The **casino's RNG** (Random Number Generator) is a simple mathematical recursive function

RandSeed (n) = ((c1*RandSeed (n-1)) + c2) mod M,
where c1, c2- two constants, M-modulo factor usually 2^32 or 2^64

Seeing this formula, you may think that the RandSeed keeps increasing to infinite, as we multiply the last RandSeed by c1 and add c2. Anyway this does not happen and the reason for this is "mod M". There is always a limit to the RandSeed's value and it depends on how many bits the algorithm was made to work. If the algorithm works on 32-bits, then the range of RandSeed will be from -2147483648 to +2147483647. So if the next RandSeed will be greater than +2147483647, it starts again from -2147483648.
For example, let's choose c1=84783 and c2=4236381 (later you will find out that not any number can work for c1 and c2). Also we have RandSeed1= 53478. After we make the calculations we receive:

RandSeed2=243294359	RandSeed9=1156117926	RandSeed16=-525319097
RandSeed3=-1498047210	RandSeed10=-593272873	RandSeed17=686094950
RandSeed4=1840508263	RandSeed11=-1087751722	RandSeed18=-1844674793
RandSeed5=-935499962	RandSeed12=-1312230233	RandSeed19=-119621994
RandSeed6=672013367	RandSeed13=2021227526	RandSeed20=-1489495065
RandSeed7=-1722617994	RandSeed14=837430135	RandSeed21=1067544774
RandSeed8=1645751559	RandSeed15=-260998090	RandSeed22=1806981815

RandSeed23=-139990794	RandSeed25=698670886	RandSeed29=929383814
	RandSeed26=-770982313	RandSeed30=482126327
RandSeed24=-1840612473	RandSeed27=-1081928874	RandSeed31=916862390
	RandSeed28=-1554947289	

If we do this for 2^32 times we will get back to the RandSeed (2^32) = RandSeed1.
ALL the online casinos are based on this simple formula. It was proved by me, by a fact I saw as you will see later and by other who cracked already the casino RNG.

What does it mean that a casino software provider is approved?

Sometimes you may read that some organizations, like TST, tested the RNG and the casino software of a certain provider, and they said that its RNG is good. This means they just verified if the casino is actually using this formula (RNG) in order to get the outcome to the user without taking into consideration the winnings he made. The uncertified casinos may use the above formula together with the winnings verification process. It's a very simple algorithm added to the RNG, which can be made by everyone, in order to bring all the users to failure at last.

Here we will talk just about verified casinos, since the unverified casinos are almost impossible to be beaten. They are programmed to make you lose, though this is not a rule for all so read further.

Casinos that use not ONLY RNG. How were they beaten?

You understand very well that I can't give you names here and I will not name these casinos even if you ask me.

Though this kind of casinos seam unbeatable, they were still beaten by my friend more than one year ago. At the start I thought he was joking, but he was very serious and very committed to winning at an unverified casino.

Firstly, you should know that your balance is not monitored by a human being, but by a program. It "takes care" of everything and makes in such way that you lose all your bankroll. Also it does not make you to lose straight way, they are also programmed to make you win. Anyway if the user does not match to a certain condition (which represent the games the user plays, the bets he makes and the way he plays), the algorithm won't know what to do with him and it will make him to lose. So, it depends on **MANY factors**. Knowing these factors, you can trick this algorithm and win. It's a kind of game, but well, this was made by a friend of mine more than one year ago.

At the beginning he made a gambling website and registered as affiliate of each of these casinos. He didn't make much money as affiliate, since he was having a very low number of users and the casinos were not very well converting. Anyway he analyzed the betting process of those players, who signed up under his affiliate code, and the way the algorithm was making them to win and finally to lose. So the algorithm verifies if a player deposited a lot then it let him increase the bankroll with 40% and after that it makes him lose all his money. This gives you an impression that it is possible to win at this casino, that's why after you lose everything, you just think this wasn't your lucky day, but this casino is good. Usually this makes people to deposit even more money in the same or next day. If a player deposited a low sum of money then the algorithm makes him stay with the same bankroll for a while and

after some time the player loses. He starts thinking that he didn't have the necessary balance for winning, so he deposits more in the casino.

After detecting all these aspects (here were not told all of them) of that algorithm he deposited $3,000 at the casino and he made about $5,000 with the tricks, which he discovered. He was surprised about the big number of unverified casinos, which were using this algorithm, that's why he was satisfied when finally he mocked at their algorithm of beating us.

The casinos, where he was playing, have already been closed. As you see these casinos are opened only for cheating us and they don't care about their reputation. Also they are intended to a small number of players.

WARNING: DO NOT TRY THIS AT HOME. :)) In fact I advise you not to play at all these casinos. This was just a story to show you that in fact **everything is beatable**. Anyway DO NOT THINK that if you will deposit a lot of money in such a casino, you will be a winner for a while, since this is not a rule.

Note: The RNG doesn't give advantages neither for the casino, nor for the player. If you play against RNG without any system you may be in loss or a winner in equal periods of time.

Here comes a question:

What gives an advantage to the casino? Why the payouts always are < 100%?
The advantage depends, particularly, on each game. The roulette's advantage is the single "0" (for European Roulette) or "0 and 00" (for American Roulette). It is also called the house edge.

So, to say that the outcome of the RNG can't be beaten it's not correct. The idea is that the "RNG + house edge" can't be beaten.

Now let's discuss here how we are going to bet the RNG. At the end of e-book you will see how the "RNG + house edge" will be beaten 100% by beating the RNG. I say this, because you will know the outcome (like the number that will land on the next spin) which you will receive from the casino.

Let's get back to the main formula of the RNG

$$RandSeed(n) = ((c1 * RandSeed(n-1)) + c2) \bmod M$$

What do we need in order to beat the RNG?

To beat the RNG we need just two constants c1 and c2. But knowing these 2 constants, we will also need at least one RandSeed and so we will be able to find out the next RandSeeds, in such way the RNG is beaten.

Now let's say we DO have the 2 constants and we know that the RandSeed for a particular spin is for instance 53478.

So c1=84783, c2=4236381 and RandSeed1=53478. Making the calculations we will know that RandSeed2=243294359.

And what do we have with THIS? So we have the RandSeed, and what of it? We need the number that will land (for the roulette game).
That's why here comes the next question.

How is the number formed from the RandSeed?

There were some people who were stating that the outcome (the number for the roulette game) results from "RandSeed mod 37" (since there are 37 possible outcomes as the roulette has 0...36 numbers). This method of obtaining the outcome is very primitive and those , who made it, are really stupid.

At the start I was happy, since I thought that I found a way to beat the RNG. However I didn't succeed. So I knew that the formula is more than just RandSeed mod to 37 or to 53 (for the blackjack game). It took me some time to find it.

So I'll show you exactly how the number is formed from the RandSeed. L et's say we have currently a RandSeed= 1732545654. Now we'll make some calculations. Run the Calculator program from **Start-> Programs-> Accessories-> Calculator**. Then select **"Scientific"** from **"View"** menu. Enter the RandSeed number and check the **"Bin"** radio box.
So we convert this RandSeed in binary code:
11001110100010010001100011110110
We remove the last 16 digits and so we obtain the following binary number:
110011101000100
If the above number has 16 digits, then you should remove the FIRST digit of this binary number.
Now we convert this binary number in decimal code (check the **"Dec"** radio box): 26436.
And 26436 mod 37 = 18

What advantages does this formula give?

This formula involves only binary operations, which are easily executed by the computer. Also this formula removes the weakness given by RandSeed mod 37.

You should notify that the RandSeeds 1732545654 and 1732545655 give the same outcome, because we remove the last 16 binary digits. And not only the next RandSeed but also a group of 65536 (2^16) RandSeeds would give the same outcomes in the casino. This means that a new outcome comes at every group of 65536 RandSeeds. So if the first group of 65536 RandSeeds gives one outcome (let's say number "23" for the roulette game) then the next group will give an outcome (this is the next number of the first outcome for the roulette game. For our example, it is the number "24").

So the question is how the RandSeed passes from one group to another. Knowing this it will result in beating again the RNG, as we will know which group of RandSeeds is the next one and thus the outcome in roulette.

So we already know the formula used to transform the RandSeed in the outcome given to you by the casino's server. So all we need is to have those RandSeeds and we can safely predict the outcome. This is where we will make the research now.

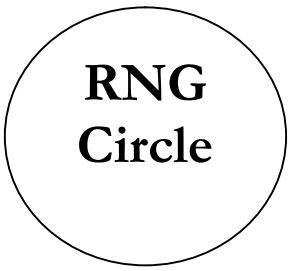
As we see, this simple formula is good enough to give random numbers. But what does it mean good enough?

What properties should have this formula? Why it has to be exactly this one?

We are going to answer at these questions referring again to the formula:
RandSeed (n) = ((c1*RandSeed (n-1)) + c2) mod M.

There were many proposals before this formula appeared. The main idea was to find out the formula which would get each RandSeed once and after the last RandSeed it would start with the initial startup RandSeed.

This is what I named a Good RNG. Suppose we have 10 RandSeeds: 0 1 2 3 4 5 6 7 8 9.
A good RNG is 2 4 8 0 1 3 5 7 9 2 4...



A good RNG will make a circle where each RandSeed has its own place in it. Consider the RNG circle like a roulette wheel.

Does it matter what values we take for the constants?

Well, for example, if c1 is a divisor of 5 or an even number then this formula will not make a circle. The second constant should not be "0" or "1". The c2 constant generally is a big number. The other properties of c1 and c2 are mentioned on the first chapter. So, as you see here is a bit of work before making the RNG.

ALL the online casinos are based on this RNG formula. The difference between them is these 2 constants. Now let me tell you one thing. Knowing these 2 constants, it results in having the outcome for any game of the online casino. Anyway the transformation of the Randseed in the outcome also depends on the game played. For example, we use the same formula both for the blackjack and for the roulette game, but for the blackjack we have "RandSeed mod to the number of cards".

Knowing the RNG and some outcomes, we can find all the next outcomes in a few minutes.

Chapter 2

Beating the Casinos

There are many methods of beating the casinos. In this edition, I present two of them.

First Method

First method is to go directly to the casino servers and take those 2 constants from there. Actually we don't take the algorithm or something like this. You should know that there is an algorithm for generating the RandSeeds and sending them to the other algorithm, where the outcomes are obtained. The second algorithm is making the outcomes depending on the game played. So actually, what we need is to intercept the RandSeed while it is sent from the first algorithm to the second one. We need just 3 or 4 RandSeeds in order to find out the constants.

This seems impossible, but it was already done by some guys from www.intelligent-roulette-system.com. I played with their system too and it brought me to failure. What everyone doesn't know is that they actually had the solution for real money too, but they didn't give it. Don't know why. Probably if they were given it, people would spread this information and break all their business. Beside this they made some tests with the results they had from us.

Now you may ask me: How the hell do I know so much about them? They scammed me too. This happened more than one year before I started the World Best Roulette System project. After playing with their system I understood that this was a scam. But instead of sending them to hell or posting threats like "I'll report you to the FBI" (many people did this on the forums), I knew that it won't happen, I decided to take as much information as I can from them. I wanted to know how they found out the RNG. So I wrote them what I think about RNG and what I've managed to do till then. Later I got closely in touch with the tech guys. I started to talk to them about an algorithm based on mathematics and informatics, which could bring them this result and then I understood that they were having no idea about it. Finally, after many emails they told me that they were having the code directly from the server and there was no algorithm implemented. They confirmed my suppositions and the formula is actually presented here.

Now you may think, if they had a gold mine in their hands, why they didn't make money for themselves. The whole intelligent-roulette-system project seems that it was implemented to maintain the win- loss balance in a casino, where all of us were losing and they were winning. In this way they were drawing no attention at all (to the casino or their affiliate program) and they could withdraw the money without any problems.

In the forums everyone keeps telling that they made money from affiliate programs, when they actually made money by winning at the casino. Just think for yourself, the casino affiliate programs pay generally 25%-35% of our losses. Do you think they were having so much trouble just for those 25%-35%? More, maybe some of their users were winning and so their winnings were decreased.

Their business was actually broken, when few months ago the software provider (Playtech) changed the constants and they still cannot get the new ones. Actually, now every casino from Playtech has different constants, thus my current system also cannot be universalized to any Playtech casino.

Second Method

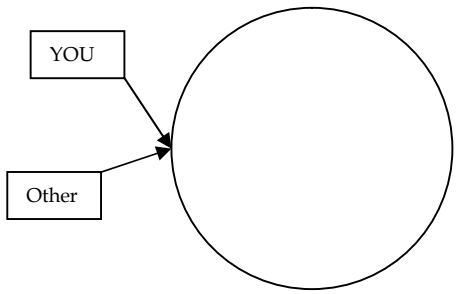
The second method needs a bit more time because the execution of the algorithm, but it is more stable by comparison with the previous one. It cannot be stopped, if the constants are changed. As soon as the constants are changed the new ones are found very quickly. Also an advantage can be considered that this method cannot be limited just to a software provider, but it can be extended to all online casinos.

Finally, another advantage is that it does not involve hacking process, so there is no illegal action involved and all the work is done on our computers. It seems that here we have such advantages then what can stop us from starting right now. It's not so simple.

That's why I separated it in 3 projects.

First Project

The first one is based more on luck, but it is very possible to work. Firstly, let me remind you that the RNG algorithm doesn't do anything else than circulates on the circle (the circle of RandSeeds). Now, let's assume that two users are playing on the same part of the circle or near one to the other (on the circle).



What does this mean?

It means that while you are playing right now and trying to guess the next outcome, and making bets, someone else has already received this outcome. In short he is playing the same numbers as you do. It seems a joke at first sight, but let me explain more. Firstly, you should know that when you open the casino there is a formula that determines on which part of the circle you are positioned. The formula includes some factors of the server in order to not be able to find it. Anyway the formula doesn't matter. This is because everyone is

positioned by the SAME formula. Think for yourself, what it matters if all the people are positioned on a part of circle or another, when all of them may be closely from one to another (on the circle).

So what does it mean that you play and another player receives the same numbers as you? Let me explain what it happens if you find each other and if not, also the difference between these two cases.

First case: You play but don't know that you have the same numbers as other player.
Let's say that both of you will have the number "34" on the next spin. You both bet on the number "33" thus both lose. The next bet again and this brings you to failure.

Second case: You find each other. What does it happen?
He bet on "33", but you don't and in fact you don't even spin. Then he tells you that the next number will be "34". Do you understand what this means? You know the next outcome. Now all you have to do is to bet $25 or more on the number "34" and you win. And this is not only for one number, you ask him the next number and he tells you the next one. You again bet and win. Now you understand how important is if we find 2 users who play on the same numbers.

What advantage does this project have?

You don't lose anything. You will make just free spins (anyway it depends on the casino, since there are some casinos which don't allow free spins) without betting on the table.

You will not even make clicks. The system will play automatically (as now world best roulette system plays live roulette instead of you) and it will take care when the co-user is found. Here all the bets made will be the winning ones, assuring a 100% winning rate per game.

Concerning the technical part, the advantage is that we don't need to know how the initial RandSeed is calculated when you open the casino, also it doesn't matter if the formula used to calculate the RandSeed is the one specified here (even though it was proved). So, as you see, regarding the technical part this is completely possible no matter which is the server's RNG.

So what exactly will happen when the system finds 2 users?

The first user's system will make 1,000 spins forward. At the same time the second user's system will start betting on these 1,000 spins (received one by one from the first user) and will win approximately $6,000-$12,000. I even thought in order to not be caught to use different bets with a very high payout, but also to be very intuitive for the human being (it should look like this: Today is the lucky day of the user). After the second user's system wins his share, then it makes another 1,000 spins (sometimes bets in order to not be suspicious) and this time it will give the numbers to the first user's system which will win about $6,000-$12,000. This is just an idea to make them both win. You do understand that we can make 10 or 20 methods of betting and winning. And in such a way the casino won't be suspicious and even won't make a connection between these 2 winners. What's important is that we found those 2 users. Are we limited only to 2 users? No. In fact there may be 3, 4 or even more users who play the same group of numbers.

This means that we are going to build up a peer to peer network, which will have also a server and in fact we will help each other to win.

What risk does this involve?

It involves the risk that you can let this program work day and night (even if it will be programmed to quit the casino and open it again for changing your position on the circle) and could not find any the same sequences. That's why the idea doesn't end here. In order to understand the next idea you should know that the order of RandSeeds on the circle does not change. This may occur only if the constants are changed, but this happens VERY rarely, usually once in 2- 3 years or never.

Our processing server will record all the spins. So let's say the program of a user opened the casino, collected 1,000 (this is an example) numbers, but didn't find anything and it exited from the casino then it entered again and so on. All those 1,000 numbers will be sent to the server.

You should understand that the probability is very small that 2 users are on the same segment of the circle at the same time. Later you will see a strategy which I found to increase to a very high level of this probability.

So those 1,000 numbers are recorded. Now let's say another user open the casino and the program starts collecting the numbers. No user is found to be on the same segment of circle as you, BUT the server finds that his numbers are on the same segment of the circle as those 1,000 numbers recorded. This means he can still get the next outcomes in order to have a 100% winning rate, even if no one is on the same segment at that time .

How will the system determine if I am on a position on the circle with the recorded numbers or with someone who is playing right now?
Very simple, we need to verify just 12 numbers if they are the same, in order to affirm with 100% certainty that the next outcomes will be the same. This looks very easy, but dealing with millions of numbers it may take a bit of time. That's why I consulted all my friends specialized in Information Technology. With their help, I implemented a quick algorithm that decreased the duration of checking by 10,000 times. So now we should not worry regarding this problem. There are also some strictly technical problems, but I think soon they will be solved too.

Will you be able to find out who helped you to win 100%?

I hit upon this idea in order to make a win- win situation. If there are 2 users on the same position on the circle, then you already know that you win. Both of you. But if you receive numbers (which were recorded at the processing server), then the person, who collected those numbers, will not be able to win since he already quit the casino. In this case I decided that the user, who wins using the recorded numbers, should send 50% of his winnings to the other user (who collected the numbers) as soon as he withdraws the money from the casino. This was made in order to motivate the users to let the program work more. This is a win-win situation.

Another advantage is that you can participate in the network, even if you have a "0" balance (you didn't deposited anything) by playing free spins. You will set the system that you have "0"

for a specific casino. So if a user is on the same part of the circle as you are, then you also get 50% of his winnings, since he receives the numbers from you. This is very important as you will read later you will play at 20- 30 casinos AT THE SAME TIME!!!!!!
So if you didn't win anything, then tomorrow you may expect to receive an e-mail telling that "x@y.com" has won $8,000 using your collected numbers and as soon as he makes the withdrawal you will receive $4,000.

What else have I implemented to increase the probability of making money?

Everything doesn't stop here. The program will play at 20- 30 casinos (it depends on the user's computer performance) at the same time, in order to reach more circles thus bigger probability to win. Why to use your computer performance just for playing at one casino, when you can play at 20- 30 casinos at the same time? As you have read above it is no necessary to have money on all your accounts (of the casino). This is the best advantage in this network.

What else will I do to increase the probability of entering on the same part of the circle?

Another idea to increase the probability of entering on the same part of the circle is that all of us should open the casino at the same time. Yes. A very important factor, for deciding on which part of the circle you will be, is the time on the server. It hasn't been proved by me yet, but I have this information from a guy who I trust. So every day the programs of all the users will open the casino at a particular hour, at a fixed time. This will help us increase the probability.

What does it make me believe, as it will be a hard work to implement the whole system?

Sincerely, I thought about this long time ago when I was searching the truth of RNG. Anyway I was shocked 1 month ago when I saw 100 numbers from 2 different users (one played in January and the other in February). The numbers were THE SAME. Now imagine that I would have told the numbers to the user from February. Think how much money he would have won. And now imagine if you are the player from January and receive an e-mail in February that you have won over $5,000 (because the player from February used the numbers recorded by you and won $10,000) and this WIHTOUT PLAYING.
Why only 100 numbers? Because the second player stopped playing, I wish the user from February had played a little more. Anyway this was enough for me to understand that it's possible, no matter what BS "the experts" will write about my ideas on the forums, chats, etc.

How much money can I make in this project?

Well, if we consider the best and worst cases, then you can make on average $10,000*the number of casinos played. Let me explain. The best cases are when you will win at each casino. The worst cases are if your bets will not be accepted anymore at that casino, just giving you the winnings. Anyway I keep implementing more strategies to increase the best cases and decrease the worst cases.

Why I don't implement the project right away?

Firstly, it is not so simple. Secondly, it needs a big number of users. In general, I think that I can start as soon as I gather at least 2000 users. Thirdly, I waste a lot of my time explaining to people that my ideas will work and the proof of this are my winnings, which I have already had. I think the first beta version will be a semi-automatic system.

What is the fee for participating in my project?

If you bought World Best Roulette System then there is no fee (there is no guarantee that this will be for future customers). When the project goes live the fee will be $1,000 for the people who will join to it. This is will be like a fine for thinking that my ideas are nothing else but BS. I love people who have observation and tell me what I should improve, basing on facts. But I don't like the people who spread the word "This is BS" on the forums chats, etc, basing on no facts. Then when they find out that it works they send me many e-mails and ask me very nice to let them join to the network.

What disadvantages does this project have?

This project needs many users who will play and probably at the same time. Also it needs free computers from my users and I think usually these computers will be left per night, but not all the day. And with the first semi-automatic system, I will have even less players who will play.

Another disadvantage is that this project can be applied only to the roulette game and no for the other games. Also, even if I told you, that you can participate without having any money in your account, you should think from the other side. What if everyone will have no money in his account and what if 2 users are found on the same part of the circle, but none of them have money in their account? This means that a very high amount of money will be lost (in other words not won). That's why, as you see, you have to have at least something in your account.

What is my interest?

My interest is to have fun and to prove myself that I Can Do It. This is what motivates me more. Of course I need money too. I think I will take 10% off (if the player wins with the recorded numbers, then he will pay 45% from his winnings to the other player, who collected them) all the winnings made by the program and this is less than you'll win.

Second Project

If you have notified in the first project we didn't find the 2 RNG constants. We were just searching the users on the same position on the circle and then we were winning money. Well, the second project is the finishing stroke, since we will beat the RNG. This means that we'll find exactly which those 2 constants are. Yes you heard right. So let's get started.

What advantages does this project have?

An advantage is that when we find the constants, they can be applied for any game, including winning the JACKPOT at slot machine.

What are the disadvantages of this project?

Firstly, you should know that they are related to each casino, since the constants are not universally for all the casinos. In fact this disadvantage is available to the first project too. The idea is that this project requires the same information as the first one, that's why it will be implemented at the same time, but, of course, on separate servers. Till now the only algorithm, which I found for this project, just simply seeks the constants from all the numbers received from the users. That's why this idea needs more research.

Actually, this project does not require the users' involvement, but it needs a very long time for calculations. The first algorithm, implemented by me, needed about 276 years (quite a long time). Ok. Now I reduced the time for calculation (of the algorithm) till 2 years, but it is quite a long time too. By **"Two Years"** I mean a very powerful server that will make all the calculations day and night, without closing it. By **"Reduced the time"** I mean that I found out that if a constant is not working, there is no reason to check the other 30 or 100, as I'm sure that they will not work. Right now I'm working on decreasing the work of the search algorithm.

Which of these projects are you going to start?

All these projects will be started at the same time.

Third Project

It's enough to say that when the third project will succeed, there will be a revolution in the casino's RNG. You may think that it's impossible or it's too early. Well there are 10 years, since the online casinos are here. What about possible or impossible, if you had the information, which I have, you would immediately excluded the impossible variant. The Anti-RNG project will make possible finding the RNG no matter what constants the RNG casino has. This project needs the results of the previous two ones.

Now you may think that you haven't received enough information on this project. I know this. Anyway I'm going to add here more information on the second edition of this e-book, which will be for FREE too.

As you see the RNG can be beaten and I intend to do this. If anyone tells you that it can't be beaten just ask him what RNG means. Be sure you will laugh at what BS he will say.

Chapter 3

Winning Jackpots

After having the second project I was thinking what I will do when I will know the RNG. Having some outcomes for a game I could easily predict the next ones. Anyway, it is impossible to withdraw sums like 20,000 or more per month. It becomes possible only if you win jackpots. Sometimes the total of all the jackpots (at all the progressive games) of a casino is more than $2,000,000. Also there are slots games where you can win $2,000,000 or even $5,000,000 (for example the 5reelslots game at Playtech casinos).

The difference between these kind of games and roulette is that here we cannot influence the process of winning. If we win for SURE (knowing the RNG) at the Roulette game, here we won't be able to win as we cannot change the next outcome in a slot game. What we can know is Will we are going to win a jackpot in the next few spins or not? The answer to this question is very important. Each time you play a slot game at the casino, you hope that this is your lucky day and you'll win the jackpot. In fact every slot player is looking for the answer to the above question, thus it is very important. Think for yourself: What if you play a slot game with a $500,000 jackpot and I tell you that you will win the Jackpot after 150 spins. Would you close the casino software????? On the contrary, you will make the lowest bets for the next 149 spins to have the necessary bet for the 150th spin for winning the jackpot.

That's why many of us play slots games. If you guess the answer (whatever you will win the jackpot or not) led by your intuition, then you will lose for sure.

To help you understand better I will tell you more about how the outcome of the slot game is obtained. I will show you an example and it will clarify everything:
Let's say we have a slot machine with 3 lines and 3 columns. Also we have 9 different signs. The outcome for each cell of the slot machine is calculated separately. So we are going to have 9 RandSeeds turnaround for this slot game (with 3 lines and 3 columns).

So we calculate the Randseed for each sign starting from the top -left (position 1 x 1), then the next sign (position 1 x 2) and so on till the sign from bottom -right (position 3 x 3). For example, to obtain the sign (which you'll see in the outcome for that particular spin) we use the same formula as for the roulette, but the RandSeed mod 9 (since here are 9 different signs). It doesn't matter the order of the cells, since all the cells should usually contain the same sign when you win the jackpot. So all we have to do is to check (following the RNG which we have already found) whatever if we have all those 9 signs for a jackpot in the next 100, 200 spins. When the answer is that this is your lucky day, then you will make an auto-spin configuration till you win the jackpot. The probability of winning the jackpot for this slot game is 1/(9^9).

How everything will work?

The automatic systems will keep opening your casino software and checking if you are the potential winner in the next spins. According to my calculations, having 1,000 openings made by the automatic program for each user and 1,000 users online, it will take just 2 days to win the jackpot at any slot game. More to this. We will play at many casinos at the same time thus we increase the probability of winning the jackpot.

When someone is on the way to win a jackpot everyone will be notified together with his nickname. When he will win the jackpot you will probably see this by yourself as the jackpot will be turned to "0".

All the jackpots won will be shared among all the members. Finally, the end seems so simple, but it is hard to believe. Think for yourself. You won a jackpot of more than $1,000,000. There are **SO** many zeros; would you want to share it with the others? If your answer is Yes (and I hope it is) you will get just 10% from this jackpot (a bonus that the jackpot was won by you). That's why I want to have only sincere people in the network and ban the jerks. Also it is not ABSOLUTELY correct, if we share equally the jackpot. The sum of each member will depend on his rating like how many tests (openings of the casino) were made by his program (this because in slot machine there are no free spins notion, so there may be some loss firstly). But we'll talk about this later. What you may also want to know is that we'll know the RNG of the casinos and we'll be able to win all the jackpots at the casinos.

Which are the advantages of winning the jackpot?

It doesn't even bring the idea of knowing the RNG. If there we should think how to win at Roulette in order not to be caught (as you'll know the potential outcomes), here we have NO problems on withdrawing and catching.

I will tell you more. After the second project, when we find the constants of the RNG for one casino, it is more than probable to find them for more casinos. In this way, we again will play at all the casinos at the same time, so we will win the jackpots.

Chapter 4

The Costs of the Projects

All the costs will be completely supported by me. As I said every member of World Best Roulette System network will join for free. Anyway what are the expenses to be expected at the start? I think that it is enough to say that just the technique, the servers and other computers (which we'll need), will cost me about $200,000. Also when I'll have a network of 1,000- 2,000 or even more members and all of them with their own questions, I'll be forced to hire a support team, thus there will be more expenses. Even though I invest by myself a big amount of money in the new casinos, but I return them as I'm winning. All the money, which I have won and I will win, will be invested in all these projects. That's why it is so important for me to make this working and to believe in this. If I wasn't sure that this will work I wouldn't even start writing this e-book.