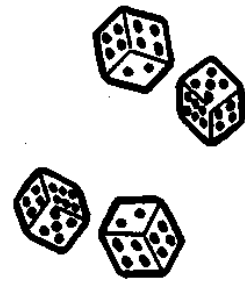


CASINOS
ARE
GOLDMINES



\$WINS\$



INTRODUCTION

This book was written for the average "gambler" that plays intelligently but usually still walks away from the table a loser. Well, you won't have to walk away loser anymore. The information contained herein is worth a "goldmine".

I am an everyday working stiff selling insurance to make a decent living. But... *I* like, to play, wager, bet, etc. Because it's exciting,... right? However, I hate losing, I play to win. Casino's though, are not in business for people to win. What do you do? I bought every gambling book and system that I could get my hands on. Then I played, I even spent two months in Las Vegas in 1984. I practiced this one and that one, betting 25¢ craps, and blackjack in a little off the strip casino. Somehow, they always managed to beat me.

After that I decided it just couldn't be done, so I stayed home but I didn't quit trying to figure it out. Then this spring, it came to me what was missing. I got out the dice and started rolling on the living room floor. "That's it!" I won so much it was unbelievable. Okay, okay, but it doesn't work when you actually get to the casino. By gosh, it did work, just like a machine.

I called my sister, Wanda, because she likes to play, too. Bless her losin' little heart, she'd like to make love to a blackjack table, but... she always gets jilted. When we went to Atlantic City and hit the first casino, she headed straight for the blackjack tables. I just walked around to get my bearings. Wanda is

a heck of a blackjack player, knows all the plays by heart and uses a money system to go with it. I wandered over towards her table. She was sitting there serious as all get out, gritting her teeth, playing hard. I was afraid to ask, but did anyway. "How are you doing?" She snapped back that she was down \$250, but the cards were going to change anytime. I suggested she take a break and play the new system on the crap table. "No way", she said. After another \$150 in losses, she finally got up.

When we reached the crap table, she balked and said she didn't know how to play craps. "Just do what I tell you", I said. An hour later, Wanda was amazed that she had doubled her bankroll. "How did I do that?" she asked.

Women... what would we ever do without 'em?

Folks, that little "goldmine" she used at the crap table is in your hands right now.

It's not "IF" it's "HOW MUCH"!

THE METHOD

You must follow these directions... EXACTLY! Some people actually gamble so they can lose... believe it or not! If you are one of these, you probably won't be able to use the information that follows. If you are a high roller... forget it! If you get drunk... forget it! If you chase women... forget it! If you are impatient... change!

It is impossible to give you a specific percentage that you will win because of the variables involved. Sometimes, you will double your stake in an hour, other times you may be only even after an hour. So be patient, you will win! On the average, you can expect to win about 25% to 30% of your total bet on every point or spin.

The method works best with the even money bets on craps, roulette, or baccarat. I think craps is best, so for the most part we will use craps in the context. For you diehard blackjack players, there is a special section later.

The reason craps is the best game to play is because pass or don't pass wins on every point. Craps also is not prone to streaks on either side... and that's what we want. ELIMINATED

As much as possible, I have eliminated certain factors that cause you to lose. When you toss out losing factors, that means more winning.

LARGE BETS - Most progressive betting systems require increasing your bet to the point that you are betting a lot to win a little... that's out!

TABLE LIMIT - Double up systems are a lock to win if you have enough money and no table limit. Well, there is a table limit but we won't even begin to approach it until you are playing on a lot of the casino's money... table limit is out! HOT OR COLD TABLES - How many times does it happen, you bet one way and the table is cold... you bet the other way and the table is hot. We don't care anymore... hot or cold is out! RULE CHANGES - You will be playing very simple pass - don't pass, red - black, bank - player, etc... So rule change is out! STREAKS - Ah, there's the rub! This is the only thing that can hurt and streaks have been minimized to where it's approximately 33-1 odds against it happening. However, you will win enough to handle the occasional streak... on either side.

HOW TO PLAY

Now, let's get to the core of winning lots of money.

Now don't panic, but it's necessary that you have a partner. This can be a friend, your wife, husband, girlfriend, or anyone you trust with your money. If you are sharp enough, you can play without a partner, but it's difficult to keep up with two players at once.

That's right, you look puzzled, we are going to place a bet on the pass line and also a bet on the don't pass line. So now we don't care which one wins, we have a winner every play. In effect, one side protects the other. The only thing that we don't want is for one side to win as many as 5 in a row. The odds are 33-1 against that. As long as the wins go back and forth from pass to don't pass, we rake in a bundle.

You must decide with your partner as to how the chips are to be split up when you finally quit playing. If you put up all the money, then all winnings are yours when you stop. If both partners go 50 - 50, then all chips are split 50 - 50 when play ceases, etc.

I recommend that each partner start with \$200 in \$5 chips. Play \$5 units only, until you are ready to increase bets. (How to increase comes later).

For example - if partners are 50 - 50 . . . and after 30 minutes of play, partner #1 has \$170 left and partner #2 has \$320, the total amount of money is \$490. This belongs \$245 to each partner. In this example both partners are \$45 winners even though one side has won more than the other. When you are playing 50 - 50, all chips are pooled together and split in half to each partner. If you put

CRAPS

If you have a mental block against playing don't pass, just get that out of your 'head! Right now, we are playing to win money!

Player #1 will play the pass line. Player #2 will play the don't pass line. We will also use a 1-2-3-5-8 negative progression money management system. It is playing both sides of the line along with the progressive money system that makes this method work to perfection.

To begin - Player #1 places a \$5 chip on the pass line. Player #2 places a \$5 chip on the don't pass line. Now what's going to happen, either pass or don't pass is going to win, right? So on the first roll you are going to come out even, big deal. The first roll is the only time that this will ever happen, so don't worry about it, you didn't lose.

Let's say that the pass player won the point and \$5, don't pass lost \$5. We are going to increase the bet according to the 1-2-3-5-8 progression for the losing player. The winner always goes back to one unit after a win. EXAMPLE;

	Player #1's Bet	Player #2's Bet	Results
	____(Pass)	(Don't Pass)	
Roll one	\$5 (1 unit)	\$5 (1 unit)	Pass Won
Roll two	\$5 (1 unit)	\$10 (2 units)	Don't Pass Won
Roll three	\$10 (2 units)	\$5 (1 unit)	Don't Pass Won
Roll four	\$15 (3 units)	\$5 (1 unit)	Pass Won
Roll five	\$5 (1- unit)	\$10 (2 units)	

Every time you win, you go back to one unit bet. When you lose, that player increases according to the 1-2-3-5-8 system. In the

previous example we are ahead 2 units or \$10 through the first four rolls.

The 1-2-3-5-8 progression gives you five point rolls of the dice to get a winner on your side whether you are pass or don't pass. The odds are about 33-1 against either player winning or losing 5 in a row. It will happen occasionally though, believe me. Should you have a streak on one side of 5 losses in a row, stop there, take your loss and start over at 1 unit. You will win enough on alternative wins that the rare streak won't make any difference.

Playing \$5 units with the 1-2-3-5-8 progression, the largest bet for either player will be \$40 (8 units). Stop your progression at 8 and return to 1 unit. This ends the streak and minimizes your short term loss.

When you begin to increase your basic betting unit, the maximum initial bet will be \$50 because \$50 times 8 units = \$400. Most table limits are \$500 so to go any farther would go over the limit. If you bet more than this, you don't need this system anyway.

Every time the line point winner changes you are ahead at least 1 unit.

Let's say we are already into play and player #1 (pass) just won and the next ten points alternate. Here's what happens:

Roll #	Player #1 Bet	Player #2 Bet	Won or Lost	Total
1.	DP(won) \$5 (1 unit)	\$10(2 units)	+\$5(1 unit)	+\$5(1 unit)
2.	P \$10	\$5	+\$5	+\$10
3.	DP \$5	\$10	+\$5	+\$15
4.	P \$10	\$5	+\$5	+\$20
5.	DP \$5	\$10	+\$5	+\$25
6.	P \$10	\$5	+\$5	+\$30
7.	DP \$5	\$10	+\$5	+\$35
8.	P \$10	\$5	+\$5	+\$40
9.	DP \$5	\$10	+\$5	+\$45
10.	P \$10	\$5	+\$5	+\$50

In this example, out of 10 point rolls each player won half. Each player won \$25 a piece and the most bet by either player was \$10. Of course, the wins won't alternate every time, but every time the line winner changes, you come out 1 unit ahead. Summary:

1. Decide how the winnings are to be split.
2. One partner plays the pass line, the other the don't pass line.
3. The winner on the point roll always goes back to one unit, the loser increases the bet per the 1-2-3-5-8 progression.
4. Never play beyond 8 units.

RESULTS FROM 200 ACTUAL ROLLS OF DICE

P = Pass Winner

DP = Don't Pass Winner

	<u>Winner</u>	<u>Pass Bet</u>	<u>Don't Pass Bet</u>	<u>+ or - Total</u>	<u>Running + or - total</u>
1.	P	1 unit	1 unit	0	0
2.	P	1	2	-1	-1
3.	DP	1	3	+2	+1
4.	DP	2	1	-1	0
5.	DP	3	1	-2	-2
6.	P	5	1	+4	+2
7.	P	1	2	-1	+1
8.	DP	1	3	+2	+3
9.	DP	2	1	-1	+2
10.	P	3	1	+2	+4
11.	DP	1	2	+1	+5
12.	P	2	1	+1	+6
13.	DP	1	2	+1	+7
14.	DP	2	1	-1	+6
15.	P	3	1	+2	+8
16.	P	1	2	-1	+7
17.	DP	1	3	+2	+8
18.	DP	2	1	-1	+7
19.	P	3	1	+2	+9
20.	DP	1	2	+1	+10
21.	P	2	1	+1	+11
22.	P	1	2	-1	+10
23.	DP	1	3	+2	+12
24.	DP	2	1	-1	+11
25.	P	3	1	+2	+13
26.	DP	1	2	+1	+14
27.	P	2	1	+1	+15
28.	P	1	2	-1	+14
29.	P	1	3	-2	+12
30.	P	1	5	-4	+8
31.	DP	1	8	+7	+15

	<u>Winner</u>	<u>Pass Bet</u>	<u>Don't Pass Bet</u>	<u>+ or - Total</u>	<u>Running + or - total</u>
32.	DP	2 (units)	1 (unit)	-1	+14
33.	P	3	1	+2	+16
34.	DP	1	2	+1	+17
35.	DP	2	1	-1	+16
36.	DP	3	1	-2	+14
37.	DP	5	1	-4	+10
38.	P	8	1	+7	+17
39.	P	1	2	-1	+16
40.	DP	1	3	+2	+18
41.	P	2	1	+1	+19
42.	P	1	2	-1	+18
43.	DP	1	3	+2	+20
44.	DP	2	1	-1	+19
45.	DP	3	1	-2	+17
46.	DP	5	1	-4	+13
47.	DP	8	1	-7	+6
48.	P	1	1	0	+6
49.	P	1	2	-1	+5
50.	P	1	3	-2	+3
51.	DP	1	5	+4	+7
52.	P	2	1	+1	+8
53.	DP	1	2	+1	+9
54.	P	2	1	+1	+10
55.	DP	1	2	+1	+11
56.	DP	2	1	-1	+10
57.	DP	3	1	-2	+8
58.	DP	5	1	-4	+4
59.	P	8	1	+7	+11
60.	DP	1	2	+1	+12
61.	P	2	1	+1	+13
62.	P	1	2	-1	+12
63.	DP	1	3	+2	+14
64.	DP	2	1	-1	+13
65.	P	3	1	+2	+15

1st STRAIGHT

	<u>Winner</u>	<u>Pass Bet</u>	<u>Don't Pass Bet</u>	<u>+ or - Total</u>	<u>Running + or - total</u>
66.	DP	1 (unit)	2 (units)	+1	+16
67.	DP	2	1	-1	+15
68.	DP	3	1	-2	+13
69.	P	5	1	+4	+17
70.	DP	1	2	+1	+18
71.	P	2	1	+1	+19
72.	P	1	2	-1	+18
73.	P	1	3	-2	+16
74.	DP	1	5	+4	+20
75.	DP	2	1	-1	+19
76.	DP	3	1	-2	+17
77.	P	5	1	+4	+21
78.	DP	1	2	+1	+22
79.	P	2	1	+1	+23
80.	DP	1	2	+1	+24
81.	P	2	1	+1	+25
82.	P	1	2	-1	+24
83.	DP	1	3	+2	+26
84.	P	2	1	+1	+27
85.	DP	1	2	+1	+28
86.	DP	2	1	-1	+27
87.	DP	3	1	-2	+25
88.	DP	5	1	-4	+21
89.	P	8	1	+7	+28
90.	P	1	2	-1	+27
91.	DP	1	3	+2	+29
92.	P	2	1	+1	+30
93.	P	1	2	-1	+29
94.	DP	1	3	+2	+31
95.	DP	2	1	-1	+30
96.	DP	3	1	-2	+28
97.	DP	5	1	-4	+24
98.	DP	8	1	-7	+17
99.	P	1	1	0	+17

2nd STREAK

	<u>Winner</u>	<u>Pass Bet</u>	<u>Don't Pass Bet</u>	<u>+ or - Total</u>	<u>Running + or - total</u>
100.	P	1 (unit)	2 (units)	-1	+16
101.	P	1	3	-2	+14
102.	DP	1	5	+4	+18
103.	P	2	1	+1	+19
104.	DP	1	2	+1	+20
105.	P	2	1	+1	+21
106.	DP	1	2	+1	+22
107.	DP	2	1	-1	+21
108.	P	3	1	+2	+23
109.	DP	1	2	+1	+24
110.	DP	2	1	-1	+23
111.	P	3	1	+2	+25
112.	DP	1	2	+1	+26
113.	P	2	1	+1	+27
114.	P	1	2	-1	+26
115.	P	1	3	-2	+24
116.	DP	1	5	+4	+28
117.	DP	2	1	-1	+27
118.	DP	3	1	-2	+25
119.	DP	5	1	-4	+21
120.	P	8	1	+7	+28
121.	DP	1	2	+1	+29
122.	DP	2	1	-1	+28
123.	P	3	1	+2	+30
124.	P	1	2	-1	+29
125.	P	1	3	-2	+27
126.	DP	1	5	+4	+31
127.	DP	2	1	-1	+30
128.	P	3	1	+2	+32
129.	DP	1	2	+1	+33
130.	P	2	1	+1	+34
131.	P	1	2	-1	+33
132.	DP	1	3	+2	+35
133.	P	2	1	+1	+36

	<u>Winner</u>	<u>Pass Bet</u>	<u>Don't Pass Bet</u>	<u>+ or - Total</u>	<u>Running + or - Total</u>
134.	P	1 (unit)	2 (units)	-1	+35
135.	DP	1	3	+2	+37
136.	P	2	1	+1	+38
137.	DP	1	2	+1	+39
138.	DP	2	1	-1	+38
139.	P	2	1	+1	+39
140.	DP	1	2	+1	+40
141.	DP	2	1	-1	+39
142.	DP	3	1	-2	+37
143.	DP	5	1	-4	+33
144.	P	8	1	+7	+40
145.	P	1	2	-1	+39
146.	DP	1	3	+2	+41
147.	P	2	1	+1	+42
148.	P	1	2	-1	+41
149.	P	1	3	-2	+39
150.	DP	1	5	+4	+43
151.	DP	2	1	-1	+42
152.	P	3	1	+2	+44
153.	P	1	2	-1	+43
154.	DP	1	3	+2	+45
155.	DP	2	1	-1	+44
156.	DP	3	1	-2	+42
157.	DP	5	1	-4	+38
158.	DP	8	1	-7	+31
159.	DP	1	1	0	+31
160.	P	2	1	+1	+32
161.	DP	1	2	+1	+33
162.	DP	2	1	-1	+32
163.	P	3	1	+2	+34
164.	P	1	2	-1	+33
165.	P	1	3	-2	+31
166.	DP	1	5	+4	+35
167.	DP	2	1	-1	+34

325 streak

	<u>Winner</u>	<u>Pass Bet</u>	<u>Don't Pass Bet</u>	<u>+ or - Total</u>	<u>Running + or - Total</u>
168.	DP	3 (units)	1 (unit)	-2	+32
169.	P	5	1	+4	+36
170.	P	1	2	-1	+35
171.	DP	1	3	+2	+37
172.	P	2	1	+1	+38
173.	P	1	2	-1	+37
174.	P	1	3	-2	+35
175.	DP	1	5	+4	+39
176.	P	2	1	+1	+40
177.	DP	1	2	+1	+41
178.	DP	2	1	-1	+40
179.	DP	3	1	-2	+38
180.	P	5	1	+4	+42
181.	DP	1	2	+1	+43
182.	DP	2	1	-1	+42
183.	DP	3	1	-2	+40
184.	P	5	1	+4	+44
185.	P	1	2	-1	+43
186.	DP	1	3	+2	+45
187.	DP	2	1	-1	+44
188.	DP	3	1	-2	+42
189.	P	5	1	+4	+46
190.	DP	1	2	+1	+47
191.	P	2	1	+1	+48
192.	P	1	2	-1	+47
193.	DP	1	3	+2	+49
194.	DP	2	1	-1	+48
195.	DP	3	1	-2	+46
196.	P	5	1	+4	+50
197.	DP	1	2	+1	+51
198.	DP	2	1	-1	+50
199.	P	3	1	+2	+52
200.	DP	1	2	+1	+53
201.	P	2	1	+1	+54

Note: Always stop play on a line change.

In the preceding 201 actual rolls of the dice, you would be ahead 54 units even though 3 streaks went against you.

You are ahead by:

54 units times \$5 = \$270

54 units times \$25 = \$1350

Patience is the key. You will win if you follow the instructions. Do not get greedy until you are ahead of the house.

If you play exactly as described, the odds are incredible that you would ever have a losing session.

WHILE YOU ARE WAITING

Sometimes a table will get hot. That means a shooter rolls the dice many times before he sevens out or makes his point. If you "need" more action, you can make a place bet on the 6 & 8 while you wait for the point to be made or missed.

You should make only a one unit place bet, and you are the only one who can judge whether the table is hot or not. You should only make this bet after you are comfortable that you already have enough of the casino's money.

Do not play the "Big 6" and "Big 8". The place bets are on the back line of the table. If you have been playing \$5 units on the pass and don't pass, then place a \$6 bet on each of the 6 and 8 on the back line. This play pays 7 - 6 odds in your favor. When you hit the 6 or 8 two times, then tell the dealer to take your bets down and wait for the next point.

If the "shooter's" point is either 6 or 8, then just place bet the one other number. For example, the shooter's point is 6, you place bet the 8 only because your pass line partner is going to win anyway if the 6 comes up.

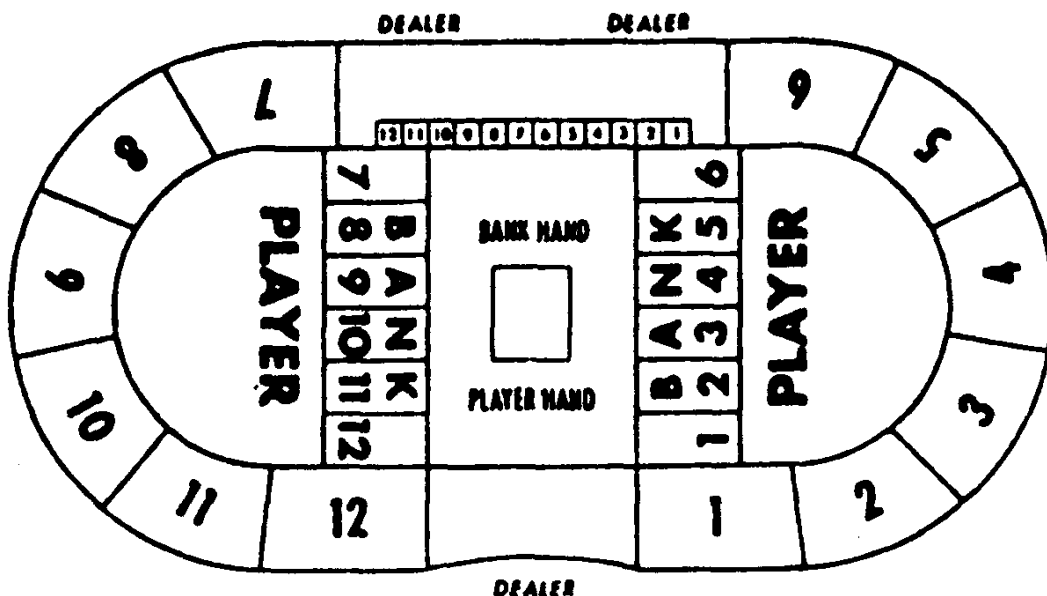
ROULETTE

Play the even money bets on roulette just as we discussed with the crap system. The even money bets are red and black, odd and even, and 1-18 and 19 - 36. However, in roulette you only have a 94.7% chance on winning every spin because of the 0 and 00. When one of these two come up both partners lose at the same time. Still, your objective is to avoid losing 5 in a row on either red or black, etc.

BACCARAT

I confess, I haven't played baccarat, but if you know the game, the same money management and partner play used in craps should be effective. In baccarat, either bank or player wins on every deal, so you win every deal. There is a 5% commission charged on bank wins. This should not affect our system very much at all, but if you find baccarat streaking a lot one way or the other, don't play. Otherwise, you should do as well as on craps or roulette.

KENO, SLOTS, WHEEL OF FORTUNE, ETC...DON'T PLAY !!!



INCREASING BETS

Let's go back to the crap table... you've been winning with our system for quite some time now and the green monster of greed is attacking you. YOU WANT TO WIN MORE!

You have been playing \$5 units up to now, if you started with a bank of \$400 (\$200 per partner), when you have doubled the bank (now you have \$800 total), then you can consider increasing your unit to \$10. Here's what you do....

The don't pass player very simply increases to \$10 units and continues with the 1-2-3-5-8 progression.

The pass player should still make his original \$5 bet and once the shooter has established a point, take the odds behind the pass line. Now the pass line player has the same unit bet as the don't pass partner. But the odds bet behind the line now pays 2 to 1 on 4's and 10's; 3 to 2 on 5's and 9's; and 6 to 5 on 6's and 8's.

Now the don't pass player has simply doubled his bet, and the pass player has doubled his too, but pass has odds in his favor on half his bet. The pass line player still uses the 1-2-3-5-8 progression but at half the don't pass player's unit and takes the free odds behind the line. '

I do not recommend laying the odds for the don't pass.

With this system, the only flaw to pass line taking odds is the come-out roll when the bet is half what don't pass is making. However, I have had success with it because the odds bet overcomes the 7 or 11 come out when pass has just half a bet up.

VARIATION

Your odds against a streak on either side increase from 33 -1 to 70 - 1 if you carry your progression for one more roll. In other words, instead of stopping at 8 units, go one step further to 13 units. You are doubling your odds against the streak but you also double your loss if you lose on the 6th roll, too. Unless you have a large bankroll, this variation is not recommended until you are comfortably ahead of the game.

BACCARAT RULES

PLAYER	BANKER		
HAVING	HAVING	DRAWS WHEN GIVING	DOES NOT DRAW WHEN GIVING
1-2-3-4-5-10 DRAWS A CARD	3	1-2-3-4-5-6-7-9-10	8
6-7 STANDS	4	2-3-4-5-6-7	1-8-9-10
8-9 NATURAL Banker cannot draw.	5	4-5-6-7	1-2-3-8-9-10
	6	6-7	1-2-3-4-5-8-9-10
	7	STANDS	
	8-9	NATURAL. Player cannot draw.	

**PICTURES AND TENS DO NOT COUNT.
IF PLAYER TAKES NO CARD, BANKER STANDS ON 6.**

BLACKJACK

If you can count cards or you are an above average player who frequently produces win streaks, then this blackjack method may not be for you. However, for the average player like myself, it has been proven very effective.

First, you must know the basic strategy. It tells you when to stand, hit, double down, or split pairs. In case you haven't seen it before, please learn it by heart and play exactly as instructed. Never take hits on whims or hunches.

BASIC BLACKJACK STRAGETY

A "soft" hand is an ace plus any other card. A

"hard" hand is with no ace. Always Hit:

Hard 11 or less (Exception: Doubling down)

Soft 13 thru 17 (Exception: Doubling down)

Never Hit:

Hard 17 or more

Soft 20

Quick Decisions;

You have

Hard 13 thru 16 - stand on dealer's 2 thru 6, otherwise hit.

Hard 12 - stand on dealer's 4 thru 6, otherwise hit.

Soft 18 - hit on dealer's 9 or 10, otherwise stand.

(Except on doubling)

Always take advantage of every double-down or split pair situation.

These rules vary far from casino to casino, so check house rules.

Splitting Pairs:You have

- 2 ' s . . . Split when dealer's upcard is 2 thru 7.
- 3 ' s . . . Split when dealer's upcard is 3 thru 7.
- 4 ' s . . . Split when dealer's upcard is 5.
- 5 ' s . . . Never split (possible double-down).
- 6 ' s . . . Split when dealer's upcard is 2 thru 7.
- 7 ' s . . . Split when dealer's upcard is 2 thru 7.
- 8 ' s . . . Always split.
- 9 ' s . . . Split when dealer's upcard is 2 thru 6 or 8-9,
- 10 ' s . . . Never split.
- A ' s . . . Always split.

Doubling Down:You have

- A 2 . . . Double when dealer's upcard is 5 or 6.
- A 3 . . . Double when dealer's upcard is 5 or 6.
- A 4 . . . Double when dealer's upcard is 5 or 6.
- A 5 . . . Double when dealer's upcard is 5 or 6.
- A 6 . . . Double when dealer's upcard is 4 thru 6.
- A 7 . . . Double when dealer's upcard is 3 thru 6.
- A 8 . . . Double when dealer's upcard is 6.
- 8 . . . Double when dealer's upcard is 6.
- 9 . . . Double when dealer's upcard is 2 thru 6.
- 10 . . . Double except on dealer's 10 or Ace.
- 11 . . . Always double.

Insurance;

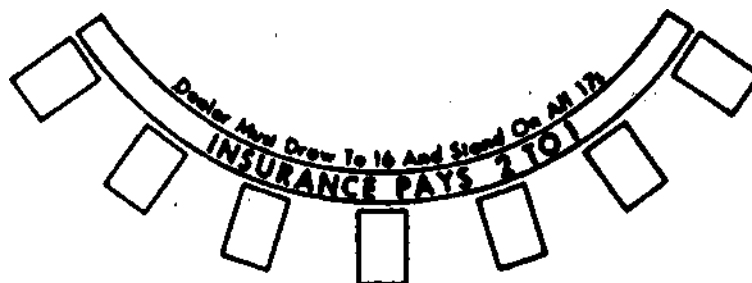
Never take it unless you are "counting".

Now that you know what plays to make, as with any casino game, you must have a money management system to have any chance of winning consistently. The best way I've found for those of us who "win a few" and "lose a few" is as follows:

Start with one unit. Each time you lose, increase your bet by 1 unit. Each time you win, decrease your bet by 1 unit. " When you have 2 winners in a row, go back to 1 unit and start over again.

Each time you have 2 winners in a row, you are ahead. Now, we all know that blackjack is streaky for both player and dealer. To stop the dealer's win streak, when you win on 6, 7, or 8 units, go back to 1 unit on any single win. You won't be ahead but you minimize your losses. If you go all the way to 8 units without a win, go back to one unit anyway. Take a break and go to the crap table. I have won several hundred dollars at a single sitting with this method on blackjack.

Important Note: This money management system is also very effective with partner play on craps. Try it, you may like it better. It seems to handle streaks better.



FINAL THOUGHTSWhen you gamble;

1. Never play when you are tired.
2. Keep your head clear. Don't overindulge in alcohol.
3. Never risk more than you can afford.
4. Keep a low profile! Don't try to draw your attention to yourself because you are winning. Play with a businesslike attitude.
5. Don't try to break the casino all at one time. Somehow they seem to thrive on your greed.
6. Play with a dependable, trustworthy partner.
7. Use the primary method described in this booklet. You will have fun and you'll be:

A WINNER EVERYTIME!

Why casino executives fight mathematical gambling systems

Casino Gambling Software: Baccarat, Blackjack, Roulette, Craps, Systems, Basic Strategy

Software for Lottery, Lotto, Pick 3 4 Lotteries, Powerball, Mega Millions, Euromillions, Keno, Horse Racing, Blackjack, Roulette, Baccarat, Sports Betting, Gambling, Probability, Odds, Statistics, Mathematics

Download the Best Software for Lottery, Gambling, Lotto, Powerball, Mega Millions, Euromillions, Horse Racing, Blackjack, Roulette, Sports Betting, Probability, Statistics

