

15 LOSING ROULETTE  
SYSTEMS' IDEAS



Do you play online roulette with **system**?

How do you know that your system idea is  
**worth to risk** every spin your money?

Did your system generate **profit** last month?



HELLO!

I am Petr

Online roulette systems' entrepreneur

In this FREE eBook I share with you which online roulette systems' ideas just lose money, base on my 15+ roulette systems experience and own statistical research.

+

But I will give you a hint, what systems' approach might work 😊



# IDEA 1: BETTING ON 1 NUMBER

**System:** Bet on 1 number if it doesn't appear 250 spins in a row. Use 90 spins progression. (my own experience)

**Why it is losing:** Statistic calculation on 500 000 random spins shows, that average maximum non-hit for one number is 416 and maximum 519.

Especially difficult is to come back from loss of 90 spins progression, as you have to long time wait for new chance to bet when one number didn't hit 250 spins and your typical average profit in 90 spins progression is approx. 13 – 18\$.

Real play example: number 12 didn't hit 250 spins, 90 spins progression wasn't successful → loss of approx. 400\$, but I was still betting and lost whole bankroll. No. 12 came on 331. spin and immediately repeated in 5 spins again ☹

Will zero hit?







## IDEA 2: BETTING ON 2 COLUMNS

**System:** Bet on 2 columns if they didn't hit two times in a row with progression. (my own experience)

**Why it is losing:** Statistic calculation on 500 000 random spins shows, that average maximum non-hit for 24 numbers, which are 2 columns, is 13 spins and maximum 16 spins.

Progression for 24 numbers increases very fast and normaly you don't have bankroll big enough to follow the progression bets. And your average profit per winning game is tiny one. To comeback from lost session (e.g. 8 spins progression) is almost impossible.

**Real play example:** I had very small bankroll 200\$, and in 12 spins 3<sup>rd</sup> column came 10 times and i was betting on 1<sup>st</sup> and 2<sup>nd</sup> column. Whole bankroll lost.

Is there a system?





## IDEA 3: FORCE ZERO SYSTEM

**System:** Open new table, bet directly on 0 and put the same bets, e.g. 1\$ on RED and BLACK because it will push number 0 to come.

**Why it is losing:** I found this “system” idea on internet and wanted to try it. It was approx. in year 2007. I even improved it that i was waiting 25 spins of non-hit for number 0 and started to bet.

Several times it was successful, but you probably already know, what a nonsense this idea is. Putting bets on RED and BLACK because it will push 0 to come? OMG. Simply we know that one number can easily non-hit 400 times therefore it is clear no go idea. BTW: every roulette number has the same probability of hit =  $1/37$  (French roulette) in every single spin 😊

**Real play example:** I was waiting 25 spins of non-hit for 0, started to bet and at that time i never used any Stop Loss or so. I was betting 126 spins, in which 0 didn't show up and lost whole bankrol. (how stupid it was) 😊

My app for Force zero system  
year 2007

The screenshot shows a software interface for a roulette betting system. The title bar reads 'Form1'. The main window is divided into several sections:

- Top Left:** A yellow header 'LMH 3 to 25' above a 25x3 grid of white squares. Below the grid are three green buttons labeled '0', '0', and '0' with labels 'L', 'M', and 'H' to their right. Further down is a yellow button 'Next Vision', followed by two input fields for 'Bet Amnt' (both showing '0') and a blue button 'Clear LMH'.
- Top Right:** A green header 'FORCE ZERO system'. Below it are two buttons: a red one labeled 'RED' and a black one labeled 'BLACK', with '1:1' between them. Below these are two input fields for 'Total bet amnt' and 'Profit', both showing '0'.
- Middle Right:** A section labeled 'Zero counter' with an input field showing '0' and a green circle to its right.
- Bottom Right:** A section with three input fields for 'FZ Spin cnt', 'Bet Amnt', and 'All spins', all showing '0'. Below these are two buttons: a green one labeled 'FORCE ZERO' and a blue one labeled 'Clear FORCE ZERO'. At the bottom of this section, it says '60 spins = 250 E'.

At the bottom left of the grid, it says 'Max 3 in 25 spins'.



## IDEA 4: BETTING ON 1 COLUMN

**System:** If one column didn't hit 10 times in a row, bet on column with progression

**Why it is losing:** Again, i found idea on internet, that you should wait 5 spins of non-hit for one column and start betting. They said it is 100% winning system and they were offering this piece of s..t for sale. (year 2007)

I wanted to improve it, therefore 10 spins of non-hit. Base on statistics from 500000 random spins, one column in average didn't hit 26 spins and maximum is 31 spins.

Obviously it is very expensive to bet on 12 numbers e.g. 10 spins. Lets imagine 20 spins of progression. It is clear no go. If you want to wait 20 spins of non-hit, how many times do you think, you will play within 1 day?

**Real play example:** I was betting on 2<sup>nd</sup> column after 10 spins of non-hit. My column didn't come 22 spins, i lost whole bankrol and last number was 0, maybe like a bonus.

Is 2<sup>nd</sup> column the right one?







# IDEA 5: ANY MARTINGALE ON RED, BLACK, ODD, EVEN, SMALL, BIG

**System:** Play martingale progression on 18 numbers which represents RED, BLACK etc.

**Why it is losing:** About martingale many pages have been written. Basically complete roulette greenhorns and beginners play it. Some scammers even want to sell system idea with martingale. OMG

It is 100% no go. You don't have bankroll big enough to pay this progression, there are table limits, and you risk e.g. 500\$ for winning of 1 \$ which you bet at the beginning.

**Real play example:** I never played that because it is totally stupid and you will always lose with any martingale on 18 numbers.







## IDEA 6: FIBONACCI NUMBERS BETTING

**System:** Bet on Fibonacci numbers (1,2,3,5,8,13,21,34) if they didn't hit 5 times in a row

**Why it is losing:** You've probably heard about Fibonacci golden ratio, retracement or numbers. It looks interesting, as the world might be described by the Fibonacci sequence. And one of the numbers simply must come 😊

You are just betting on 8 numbers, doesn't matter whether Fibo or others. Paying the progression for 8 numbers is expensive and goes up quickly. E.g. avg non-hit for 8 numbers is 40 and maximum 48 in 500K random spins. Again too many numbers to play and difficult to cover the loss.

Real play example: I played that several times, but i realized very quickly, that progression for 8 spins is expensive. I used my VRS App 1<sup>st</sup> generation for simulation of the system, but there were too big drawdowns.



## IDEA 7: ZIO NINNI ON STREETS

- System:**
1. every time a number hits start betting on the other two numbers from the same street, ex. if #1 hits start betting on #2 and #3
  2. continue adding numbers in this fashion after each spin
  3. when you get a hit, proceed as follows:
    - 3a. if profit is higher than 10 units, then reset and start again
    - 3b. if profit is below 10 units then remove the two numbers from the street that just hit and add 1 unit to all the other numbers. Continue betting until profit is higher than 10 units
    - 3c. if you get a second hit and still not in profit, remove the two numbers from the street that just hit, add another unit to all numbers and continue.

**Why it is losing:** I found system in VIP lounge for roulette players in 2007. You are betting on so many numbers, you don't use progression and if some numbers repeat, which is often, you lose very quickly.

**Real play example:** I simulated the system in VRS App, but never played live, as the results were terrible with huge drawdowns.





## IDEA 8: LAST 12 UNIQUE NUMBERS

**System:** the player waits for 12 unique numbers to appear. He begins to bet on the last unique 12 numbers as they occurs, only the last unique twelve numbers are kept. The zero is not part of the game  
The money management is simple, you bet 1 \$ by No. If your running profit goes below zero ( $<0$ ) then when you win you increase your bet using a fixed percentage (5%) of your lost:  
Ex.: -100 would give a new amount to place on each number equal to:  $100 \times 0.05 = 5\$/\text{No.}$   
When two consecutive losses occur, just wait till you find a winner again, then you resume betting on the next spin

**Why it is losing:** I found system again in VIP lounge for roulette players in 2008. The issue is that you have to bet on 12 numbers, too many, and using so aggressive progression like 5% will cost you a lot of money. In case that numbers will not repeat often, it is losing very quickly.

**Real play example:** I simulated the system in VRS App, time to time random numbers run with 2000 spins was successful but in average again big drawdowns and very difficult to come back from loss.





## IDEA 9: LEADING DOZENS

**System:** Betting on the Dozens. Use the last two dozens to show. On a loss, bet the same amount as last time. On a win, increase the next bets on the two dozens 1 unit each.

e.g.: Dozen 1, 1, 1, 2, now bet dozens 1 and 2 ----> 1 unit

3 Lost -2 units Next bet is 1 unit on Dozen 2 and 1 unit on Dozen 3

3 win +1 unit total loss -1. Next bet is 2 units on dozen 2 and Dozen 3

3 Win +1 Total win. Now reset to 1 unit on 2 and one unit on 3

**Why it is losing:** I found system again in VIP lounge for roulette players in 2008. Any idea betting on dozens, which means 12 numbers, with progression can lead only to total loss of the bankroll. Betting on too many numbers, here 24, there is no waiting period and we know from statistics that 2 dozens can easily non-hit 13 spins in a row.

**Real play example:** I already had my bad experience with 2 columns, which is the same like dozens, so i didn't play the system, but it is clear no go.



## IDEA 10: PLAYING CLUSTERS FOR 1 DOZEN

**System:** Betting on a repeat of the last fallen dozen. You are betting in clusters of 3 spins, because normally a dozen will come one time in 3 spins (0 or 00 not taken into account). You start betting 1 unit for 3 spins on the last fallen dozen. When it comes 1 time, you start over again with 1 unit for 1 cluster of 3 spins. (because no Win, no Lost) When there is no hit within a cluster we double our units. Actually we are waiting till we win 2 times within one cluster, in that case we have a positive balance and we start a new series.

cluster 1: L,L,L next cluster we bet 2U

cluster 2: L,W,L next cluster we bet again 2 U because we had one Win

cluster 3: L,L,L next cluster we bet 4 U

cluster 4: L,W,W STOP, we reached a new high balance, end of Session. (+3 units).

**Why it is losing:** It's always interesting how many people want to bet on dozens, columns, which means 12 numbers. It is really stressful if your 12 numbers are not coming already 6 spins, loss increases rapidly. We know that one dozen can easily non-hit 26 spins. Guys are also saying that they stop after 5 bet increases and there is 5,27% of bust chance. My question: How do they propose to cover the loss? I believe they have no idea. Simply no go.

**Real play example:** I wanted to try it, but statistics persuaded me not to do it 😊



# IDEA 11: MOHAN SYSTEM – PART 1

**System: Rule #1:** Find four out of five (5) numbers that have just shown and that are within nine (9) places of each other on the wheel.

**Rule #2:** Go two left and two right of the last number that showed from rule #1 sequence. Find one that has not been up for ten (10) spins but have been up from twelve (20) to twenty seven (27) spins back. Such a number we call "Original Number". This is one of the numbers you will play if you get through rule #4.

## **Rule #3**

If you successfully find an "Original Number", all four (4) of your "Neighbors"(From rule # 1) must be within four left or four right of that "Original Number". If they all are, then you have passed through rule #3.

## **Rule #4:**

Coming forward or backward eight (8) spins from the "Original Number", locate two (2) different numbers that:

- A) Have shown in the last eight (8) spins.
- B) Are within eight (8) spins of each other.
- C) Are within eight (8) spins from the "Original Number' and,
- D) Are within four (4) left and four (4) right of the "Original Number" on the wheel.





## IDEA 11: MOHAN SYSTEM – PART 2

**System:** These are called "Runners". After skipping one spin, you place on the "Original number" two (2) units, and on the two "Runners" you will place one (1) unit on each, three (3) numbers total, for seven (7) spins, bet these three (3) numbers or until one (1) of the numbers hits, whichever comes first. If one (1) of the numbers hits, you will play the same numbers for one more.

If you win, you must not initiate another play until eleven (11) spins have gone by after the hit. If you lose, you must wait until forty (40) spins before playing. The exception to this would be if, while recording spins during the forty (40) a spin "time out", you see a play and it would have won had you played it, then you may reenter on the next qualified play, whether or not it has been forty spins since your last "real" loss. But you still will not enter a play after a win for 11 spins after the winning number hit.

**Why it is losing:** Are you still with me and not lost in the system's rules? This Mohan system is exactly what you can actually buy on internet. I guess that nobody is able to apply such a rules plus there is absolutely no probability advantage to bet on numbers e.g. 9 places from currently generated number etc. Please be aware of what scammers are able to sell. OMG

Real play example: I guess, you know, i never played that.

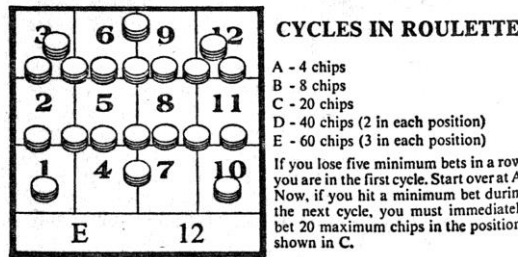
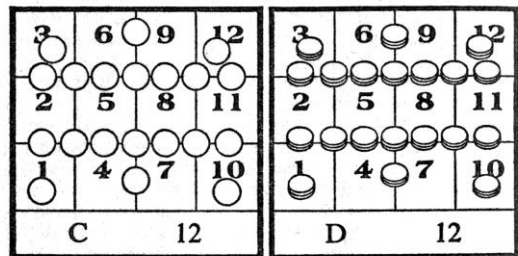
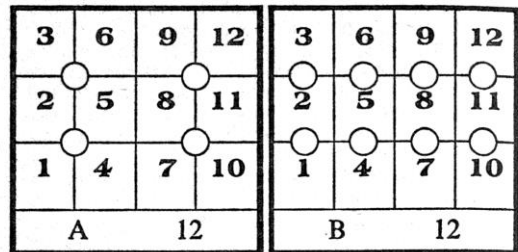


# IDEA 12: CYCLE ROULETTE – PART 1

**System:** System bets on dozens specific way. Below you can find the example from a doc written by Mike Goodman

**Example Session: Using 3rd Dozen (25-36)**

Rolls	Result	Min/Max	Bet Units	Won/ Loss	Balance Units	Diagram	Cycle	Comments
1	36	Min	4	5	5	A		
2	32	Min	4	14	19	A		
3	14	Min	4	-4	15	A		
4	23	Min	8	-8	7	B		
5	4	Min	20	-20	-13	C		
6	19	Min	40	-40	-53	D		
7	22	Min	60	-60	-113	E	Cycle 1	
8	36	Min	4	5	-108	A		
9	30	Max	20	170	62	C	Cycle 0	20 Max Chips
10	9	Min	4	-4	58	A		
11	4	Min	8	-8	50	B		
12	4	Min	20	-20	30	C		
13	35	Min	40	68	98	D		
14	9	Min	4	-4	94	A		
15	25	Min	8	10	104	B		





## IDEA 12: CYCLE ROULETTE – PART 2

**Why it is losing:** The author says, “*this is the only roulette system I’ve seen almost infallible*”. The progression looks attractive and different as normal dozen betting. But again it is 12 numbers bet and funny is that guy does not explain how to cover the big loss.

His idea is to start betting immediately on one selected dozen, use this crazy and complicated progression and on top, if you are e.g in cycle 1 (it means you lost 5 spins of progression) and your dozen comes, you should increase your next bet multiplied 5, if you bet 4 units, next spin it is 20 units and next one it is doubled to 40 units...

I can just say that how many times it is possible from statistics that 12 numbers don’t hit? 26 spins as average. Plus imagine, your dozen came, you bet 20 units, nothing, 40 units nothing, which is absolutely normal and with just 5 spins of no success you probably lose the whole bankroll. And also funny is that guy shows in his doc only example where whenever he started to bet increased units in cycle 1, he always won in 2 spins. OMG

Real play example: Idea was interesting and i developed the whole system in my VRS App. I even played that live with real money. But exactly the weakness appeared that i lost whole progression and there is no idea how to recover. Playing another new sessions and if any other unsuccessful progression appears? I only lost money with this system even when i ran thousands of test random spins it was not in profit. No go.





# IDEA 13: ULTIMATE 200\$ A DAY CASINO ROULETTE METHOD – PART 1

**System:** Bet on either: Black or Red, Odds or Even, 1-18 or 19-36

- ✗ Bet the same amount every time, Bet on the same outcome every time, Only bet one hundredth of your total pot. So if you want to bet \$2.00 each time make sure you have at least \$200 in your bank.
- ✗ PERSIST, you might be in loss for ages but if you keep going it, is certain that you will eventually come out on top, before you run out of cash.
- ✗ Walk away when you have made a few units profit. 3 units is my marker, so if I am betting \$2.00, I stop when I get to \$6.00
- ✗ Quite simply we use the fact that when starting to bet it is virtually impossible that one outcome can happen 10's of times in a row. And If we stick to one outcome using level stakes, it will put use in profit at sometime over a long period time. Let me put it this way. We bet on 1 of 2 outcomes and keep on betting with level stakes until this outcome puts use on top – Then we stop.
- ✗ In the 200 test runs we did of 100 runs of a roulette wheel (20,000 spins of the roulette wheel) – before putting this system into practice NEVER was one outcome purely ahead of the other i.e. 100% potential win rate! But what you have to remember is that it would take far, far more than 100 spins for you to lose all your money unless 100 spins in a row landed on the outcome you weren't betting on.



SWAY THE BALANCE

ROULETTE SYSTEM

"HOW TO MAKE £100 -  
£200 PER DAY PLAYING  
ROULETTE"



## IDEA 13: ULTIMATE 200\$ A DAY CASINO ROULETTE METHOD – PART 2

**Why it is losing:** This doc has been offered for sale as well on internet. Actually i don't know who might be so "clever" and buy such a piece of trash. The best sentence in guide is this one "*Quite simply we use the fact that when starting to bet it is virtually impossible that one outcome can happen 10's of times in a row*". Are these people real? It is absolutely normal from statistics and probability that RED or BLACK will not come e.g. 14 spins. It means 14 times RED will hit. We know the chances are low, but it is every day happening.

In reality you bet on 18 numbers and they can easily not hit 15 times in a row.

Plus tell me, guys are saying that for them is enough to win 3 times base bet, e.g. 2\$ base bet = profit 6\$ maybe after 5 hours? That's better to work 2 hours per day in McDonalds. Totally no go.

I mention these systems in my eBook because i wanna show you, what kind of trash you can find on inet and these scammers even want money for that and call it like "ultimate", "Sure 100% winning system" etc. Please hands off.

Real play example: Yes, of course, i would never ever play such a stupid idea. It is not any system at all.



## IDEA 14: TERCIUS – PART 1

**System:** the author of the system is Eric Y. Lee, he combined 3 systems: BasicPlay + AdvPlay1 + AdvPlay20 = TERCIUS. It is betting on 18 numbers, lets say 1-18. It uses complicated progression, Advanced play 1 and 2 and author explains that you need a lot of patience because one session can take 5 hours and you can find out to be in minus. He claims that winning ratio is 7:3.

Below is the example play:

32 – current spin, x – loss (not our numbers 1-18). w – win

1,2 – COUNT (if loss add number at the end of row (count), so 1,2. if win delete first number from the beginning of row )

1 – units bet for this spin

-1 – result of current spin (we had loss, therefore -1)

-1 – profit into bank (now nothing to send to bank)

1 – counter of spins

32	x	1,2		1	-1	-1	1
31	x	1,2,3		1	-1	-2	2
30	x	1,2,3,4		1	-1	-3	3
25	x	1,2,3,4,5		1	-1	-4	4
18	w	2,3,4,5		1	+1	-3	5
32	x	2,3,4,5,6		2	-2	-5	6
31	x	2,3,4,5,6,7	RI=5	2	-2	-7	7
32	x	2,3,4,5,6,7,8		2	-2	-9	8
20	x	2,3,4,5,6,7,8,9		2	-2	-11	9
32	x	2,3,4,5,6,7,8,9,10		2	-2	-13	10
17	w	4,5,6,7,8,9,10,		2	+2	-11	11
0	x	4,5,6,7,8,9,10,11		4	-4	-15	12



## IDEA 14: TERCIUS – PART 2

**Why it is losing:** Personally i have to say that the doc about Tercius is written the friendly way. It explains the difficulty of the system and honestly summarizing what are the expectations from system. Author says that 1 session can take 3 – 6 hours and you should win 7 sessions from 10. Also he says that you should lose maximum 75% of your capital per session.

Example: You start 1 session with 100\$, in 10 sessions you should win 7 with profit target 50\$ which is 350\$ and lose 3 with 75% from 100% which is 225\$. At the end after approx. 50 hours of play you might end up with profit 125\$.

As i said, very complicated progression, confusing, you probably have to use excel or other tool to track your numbers and betting. The profit is very low comparing to 50 hours time for 10 sessions not mentioning that you most probably don't win 7 from 10 sessions, but maybe just 5.

System is not totally useless, but maximal for learning experience about not typical progression.

Real play example: First idea was to develop it in my VRP App, but i gave it up. Because it is too complicated, very low profit ratio, betting on 18 numbers etc. I never played that and it was good decision.







# IDEA 15: FAST SYSTEM (FIBONACCI ADVANTAGE SKIPPING TECHNIQUE) – PART 1

**System:** The system is particularly complicated, doc has 52 pages and i attached table of contents. Author is Raymond Lai.

**Why it is losing:** This book or guide actually initiated my curiosity for roulette system App development. I developed complete App just for this one FAST system as the guide was so much promising. Author uses Fibo sequence and it was like magic. He explained psychology and some kind of profit target etc. The basic idea is bet on 33 numbers out of 37. Only 4 numbers are not occupied with chips. Base on Fibo seq., these 4 numbers are identified.

**Real play example:** Yes, i spent several months of development of my FAST App, than i developed it in VRS App, i played it live just to find out how big nonsense is that. Imagine that guy says you should bet 13 units per number on 33 numbers for one spin. If your 4 non-occupied numbers hit, what now? Huge loss and no way back. I have to say, i could've spent my time much better than with this useless system 😊

1. Belief System.....	2
2. Success-Perspective .....	3
3. A Different View.....	5
4. The Activity Ethic.....	7
5. Law of Cause and Effect.....	9
6. Fundamental Success.....	12
7. Failure Our Ally.....	18
8. Positive Mental Attitude.....	20
9. Winning Agreement.....	22
10. FAST Roulette System-Secret Revealed.....	25
11. Fibonacci Advantage.....	29
12. Fibonacci Grouping.....	31
13. Skipping Technique.....	32
14. Fibonacci Advantage Skipping Sequence (FASS).....	35
15. Step by Step approach of the FAST Roulette System.....	37
Step 1: Select your Bank Roll and Target profit.....	37
Step 2: Pre-Qualify Your Game.....	38
Step 3: Analyze before putting your bet.....	40
Step 4: Choose Your Fibonacci Advantage Skipping.....	40
Sequence.....	40
Step 5: Eliminate the unlikely outcome.....	42
Step 6: Start putting your bet.....	43
16. More Illustrations on real life casinos result.....	45
Final words .....	46
Roulette Tips and Strategies .....	47
Tested online casinos.....	48
APPENDIX – Examples.....	49



# IDEA 15: FAST SYSTEM (FIBONACCI ADVANTAGE SKIPPING TECHNIQUE) – PART 2

My app for FAST roulette system and also dozens betting (LMH means low, middle, high)

I included Force zero system in the same app

Plus on top i developed even Graph for bankroll growth

It was developed in 2007

BUT, you know the story, it was just in times of gaining the experience and learning phase

I wish I could've known in 2007 Agile methodology and apply the rule for development "fail fast" + inspect and adapt.



**FAST Roulette system & LMH Prediction system**

Options FORCE Zero and LMH2 FZ Graph End

Command 7

1] 4 FASS appeared, after first 13 skips seq=HIGH -> BET LOW  
2] two times the same 2 nbrs in row [e.g. 2,2,3,12,4,4 ...] -> DO NOT BET  
3] One time the same 3 nbrs in row [e.g. 3,3,3, 12, ...] -> DO NOT BET

14 Results [R] & 13 Skips [S]

12	10	7	15	5	14	4	3
1	0	33	9	18	10	HIT	
6	4	2	1	11	2	5	
23	7	1	0	10	5		

Clear FAST

Results	Skips	Sequence	FASS	Elim. nbrs	Bet	HIT	W
13	5	15	HIGH	11,3,16	30,28,26,3	13	
14							
15							
16							
17							
18							
19							
20							
21							
22							
23							
24							
25							
26							
27							
28							
29							
30							

Find: lot of HIGH nbrs in first 13 skips, up to 3 appeared FASS -> PLAY

Clear LMH Save LMH

Trend counter 8

Play game **NO 6**

Initial Bankroll 1000

MIN bet 1

MAX bet 13

CWin 0

Profit target 20 perc  
==continue==

Calculate Next BET

Pre-qualify game

L-M-H Prediction

Wait Predict

WAIT

Bet Amount 0

Bet Amnt M 0

Calc Prediction

Version 1.5.0. Copyright©2007 Petr Kulhanek

IS THERE A HOPE FOR SERIOUS  
ONLINE ROULETTE PLAYERS?

YES! 😊

In the beginning of eBook I have promised to share with you some hints and ideas about roulette systems' approach which might work.

On next pages, I share with you my experience and approach using a statistical Apps, how to compete with online roulette.



# VRS APP HISTORY AND FUTURE

## PART 1



### VRS App (1<sup>st</sup> generation)

- ✗ developed in Visual Basic 6.0
- ✗ 10+ years of development
- ✗ 40+ roulette systems
- ✗ statistical and probability analysis and evaluations
- ✗ millions of test random spins
- ✗ it was nice time, once i've got idea about new roulette system, i had to develop it immediately to VRS and test it
- ✗ many of systems failed, but that's right, we want to find the best ones

### VRSEGE App (2<sup>nd</sup> generation)

- ✗ new app in VB.NET using Visual studio 2017
- ✗ I am currently developing it
- ✗ I implement special VRS Ratio, NonHit count, Progressions with variable risk
- ✗ customizable no. of levels, progression spins, base bets ...
- ✗ I like very much this challenge to create universal App for roulette systems testing and also real playing built on my experience and knowledge





# VRS APP HISTORY AND FUTURE PART 2



## VRS App (1<sup>st</sup> generation)

- ✗ old App works properly under Windows XP and 32 bit Windows, but it doesn't work properly under 64 bit Windows
- ✗ but if you would like to have VRS App old version i can provide it to you completely for FREE
- ✗ Just send me an email and i will attach the latest version and send it to you immediately

Email: [shareschoice@gmail.com](mailto:shareschoice@gmail.com)

## VRSEGE App (2<sup>nd</sup> generation)

- ✗ new App will work properly under 64 bit Windows
- ✗ I test it on Windows 10
- ✗ I finish the development soon
- ✗ If you would like to know the news and see VRSEGE App in action, just send me an email or visit my YouTube channel called "VRSEGE"
- ✗ I recorded videos with complete guidenace How to use VRSEGE App and benefit from that
- ✗ I am happy to exchange the experience and provide advices



HGF & 12 unique numbers																									11th Sixth		14th Izaks doz		15th Shotwell		No Avg Mx		17th Waves	
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	MAX	0	1-6	0	1	0	1	0	1											
11.02	2.21	0.03	0.88	2.26	0.65	2	1.89	0.75	1.81	1.88	0.11	0.32	1.14	HGF	Timer Off	0	1-6	0	1	0	1	0	1											
21	24	21	17	21	31	34	30	19	21	19	21	24	24	Hits	7-12	0.17	0	1-6	0	1	0	1	0	1										
14	08	15	06	17	18	19	20	21	22	23	24	25	26	27	28	0.74	13-18	0	1	0	1	0	1	0	1									
2.3	0.24	0.35	0.06	1.58	1.74	0.11	0.21	0.62	0.43	0.87	0.22	0.67	1.3	HGF	19-24	0.35	0	1	0	1	0	1	0	1										
20	36	29	25	26	35	25	27	28	24	29	25	21	19	Hits	0.74	25-30	0	1	0	1	0	1	0	1										
28	29	30	30	31	32	33	34	35	36	35	1	2	3	4	5	31-36	0	0	1	0	1	0	1	0	1									
0.47	1.17	0	1.74	0.34	0.36	0.37	0.25	0.42	HGF Spin	0	1	2	3	4	5	1.37	0	0	1	0	1	0	1	0	1									
17	27	24	21	14	19	33	25	25	Hits Bbet	1	2	3	4	5	6	0	1	0	1	0	1	0	1	0	1									
2.3	2.26	2.21	2	1.89	1.88	1.81	1.74	1.74	1.58	1.3	1.17	1.14	1.1	1.0	0.9	0	1	0	1	0	1	0	1	0	1									
-14	-4	-1	-6	-7	-10	-9	-19	-31	-18	-27	-29	-13	W	552	552	0	1	0	1	0	1	0	1	0	1									
9th Bbet	wait	9th CW4	504	9th Unique nbs	23,36,35,12,34,25,21,11,20,17,2,30	23,36,35,12,34,25,21,11,20,17,2,30	23,36,35,12,34,25,21,11,20,17,2,30	23,36,35,12,34,25,21,11,20,17,2,30	23,36,35,12,34,25,21,11,20,17,2,30	23,36,35,12,34,25,21,11,20,17,2,30	23,36,35,12,34,25,21,11,20,17,2,30	23,36,35,12,34,25,21,11,20,17,2,30	23,36,35,12,34,25,21,11,20,17,2,30	23,36,35,12,34,25,21,11,20,17,2,30	23,36,35,12,34,25,21,11,20,17,2,30	0	1	0	1	0	1	0	1	0	1									

The screenshot displays the 'The Edge' software interface. The main window contains a large data table with multiple columns and rows. The columns are labeled with various identifiers and values, and the rows are numbered. A sidebar on the right side of the window shows a vertical list of items, likely representing a project hierarchy or a list of data points. The interface is designed for data management and analysis, with a clear focus on the data table and the sidebar navigation.

[illegible]

TchAll 1750 1P 0														
CwM	CwM1		Bb	BbMz	CwW	CwH		Rand		23				
0	0	6	1	1	0	0		46	70	5,15,23				
0	0	25	1	1	0	0		44	70	8,18,25				
0	0	39	1	1	0	0		48	70	9,19,29				
0	0	0	1	1	0	0		52	70	8,10,20,30				
0	0	5	1	1	0	0		65	70	11,22,33				
0	0	10	1	1	0	0		42	70	4,14,24,34				
0	0	11	1	1	0	0		32	70	5,16,26,36				
0	0	5	1	1	0	0		54	70	1,11,21,31				
0	0	1	1	1	0	0		39	70	2,12,22,32				
0	0	16	1	1	0	0		51	70	3,13,23,33				
0	0	2	1	1	0	0		48	70	7,17,27				
0	0	20	1	1			73	22,29		75	99	99		
0	0	19	1	1			61	5,10,24		9	0	Go		
0	0	1	1	1			54	2,4,21		1	1			
0	0	10	1	1			74	6,34,27		33			30,2	
0	0	4	1	1			71	1,14,20		7,18				
55	-10	9	1	1			80	11,25		-21			47	
0	0	0	1	1			0	30,8						
5-X-6      220      -84      0      1      5      18														
5-X-8      -81      -165      0      1      5      25														
5-X-5      -80      -24      0      1      1      7														
19,9,36,33,26      Fbo"aid+ 11      -4693      -6296														
9,11,35,13,22      Fbo"      40      111      5      3														
1332	-36	21	1	4	88	3	24			25 147				
188	-56	5	1	1	86	58	8			0				
-10      -62      7      1      1      8      25      6      26,14-26,14														
-14      -29      9      1      1      7      22      6      8      29      GO														
13	1-6	7-9	10-12	13-15	16-18	19-21								
53	10	37	46	51	54	46	22	4	52					
59	8	79	0	68	117	87	59	58	PrX	Prog	Nait			
245	25-27	28-30	31-33	34-36					25	30	8			
645	141	89	27	6	1	0	0	0	0	0	0	0	0	0
1	30	30	7-X-7	36	-63	0	1	2	17					
-			4-X-4	-360	-412	0	1	8	22					
80	-83	22	1	1	14	6	36	0						

# VRSEGE App (VRS App 2<sup>ND</sup> GENERATION)

VRSEGE.com

Manual Spin  1000

Bankroll  -164  500

Spins in level  3  1  3.55 %

SessionSpins  1  1  7

SessionBankroll   42 :  2

☐ 0 Hit Start ☒ 1 Hit Start

1	19	VR	1.56	0.8	0.74	0.65	0.19	1.16	1.74	0.42	1.87	0.51
3	24	NH	46	25	20	27	6	34	79	16	72	17
2	23	VR	0.31	0.23	0.32	3.14	0.31	3.96	2.7	0.1	0.39	2.91
2	17	NH	14	9	12	131	8	172	93	3	13	0
3	27	VR	1.62	0.46	0.6	0.05	0.02	1.38	0.27	0.1	0.12	0.25
1	28	NH	85	19	26	2	1	55	10	4	5	7
1	4	VR	0.32	0.84	1.98	3.12	0.48	0.7	0.97			
2	29	NH	11	31	86	130	23	29	51			
2	14											
2	11											
2	26											
3	30											
3	12											
3	18											
1	10											

☐ 1 ☐ 4 ☐ 7 ☒ 10 ☐ 13 ☐ 16 ☐ 19 ☐ 22 ☐ 25 ☐ 28 ☐ 31 ☐ 34

☒ 0 ☐ 2 ☐ 5 ☐ 8 ☐ 11 ☐ 14 ☐ 17 ☒ 20 ☐ 23 ☐ 26 ☐ 29 ☐ 32 ☐ 35

☐ 3 ☐ 6 ☐ 9 ☐ 12 ☐ 15 ☐ 18 ☐ 21 ☐ 24 ☐ 27 ☒ 30 ☐ 33 ☐ 36

Now I develop 2<sup>nd</sup> generation of VRS App, which i call "VRSEGE App".

My approach is to create universal App for roulette systems testing and also real playing built on my experience and knowledge.



Programming with  
Microsoft Visual  
Basic .NET





# QUESTIONS & ANSWERS

## PART 1

**What is your opinion about roulette systems testing SW "Roulette Xtreme 2.0"?**

I have to admit, that guys from UX software put an effort to the development of their SW called "Roulette Xtreme 2.0".

I have played a bit with SW and they offer own scripting & programming language, several systems from other players, automatic connection to online casinos via RX BOT and of course graphs, standard deviations and random spins.

Yes, as i said there is effort behind that. No doubt.

But i have to raise general question: **Do you think that by using this SW you will become profitable roulette systems' player?** ... answer is up to you 😊

or

I can ask: **What do you want to become?** Profitable player or Roulette systems developer or tester or entrepreneur or even roulette systems seller? ... again answer is yours





## QUESTIONS & ANSWERS PART 2

**What is your opinion about roulette systems testing SW "Roulette Xtreme 2.0"?**

As a summary this SW has some interesting features and i can say that everyone is free use and try it.

I will now describe to you, what is my prediction about typical roulette player seeking for any meaningful and working roulette system over the internet and also purchasing Roulette Xtreme software.

I believe that you will find yourself in my prediction ... **because i had the same path before i have started to use my own statistical and probability analyses, calculations and most importantly complex roulette system rules!**

# TYPICAL ROULETTE SYSTEM PLAYER DISCOVERY PATH



I like to play roulette, easy to win, easy rules, instant payouts



Is there any free roulette system on Inet? Can i download it immediatelly for free? Yes. What they say? Unbeatable system? Perfect, i am going to be millionaire, soon ...

Open online casino account, first deposit 50\$, lets give a free system try.. OMG it works, i have already 75\$ within 20 minutes playing dozens.



Ohh, no, i have only 35\$, what happened? and still playing progression, i will bet all 35\$ on RED., ....\$%&@ BLACK 24, ... I have to search for better system, FREE of course doesn't work, i have to buy one ...

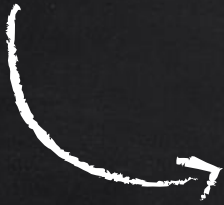
And i found one, looking quite good, lot of references, only possitive ones, and small price, this is the one, buy it, and lets play, i deposit this time 200\$ ...



It looks sophisticated, i bet on column if this one did not hit 5 times in a row, 10 spins progression plus i have read the guide about psychology, it can run on autopilot almost ...



One hour playing , from 200\$ already 270\$, all games won, it is clear, if one column didn't come 5 times, next 10 spins it is sure win and has to come, guys in the guide are saying it has 98% probability, sure, it is 100% of course



3 hours playing and i have just 50\$, i lost all 10 rounds of progression, f..k, what now, s..t, i need my money back, i will bet on small dozen 25\$, small number didn't hit 5 times ..., oh no 35, i don't care the rest 25\$ on small ...i don't believe, again 35 , it is impossible, you close casino, you are angry and go to bed

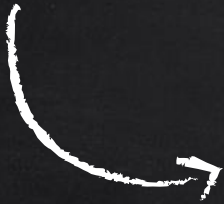
Next days, ... i have to find a system, search the Internet, and you found SW for systems testing Roulette Xtreme 2.0, wow, my own system builder, why i haven't found it before?



It has so nice features, i can build my own roulette system using their scripting language, but i am not a programmer, but they say it is easy to learn, ... yes i will build my own roulette winning system, my secret ...



You are fighting with programming language, something easy works, but there are bugs, system doesn't behave as you want, another days of testing and bugfixing ...



Yes, i have it. System works. Ohh perfect, i can connect automatically to online casinos, it is my golden mine, it can run 24/7 on autopilot, OMG this is so good , what i will buy for so much money ?

You run 5000 random spins, your system is in plus, great, proven, lets go. You open an account in supported online casinos, connect it, deposit 300\$ and press magic button play my system automatically ...

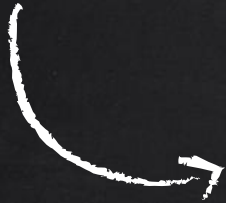




FFFirst win on autopilot, yessss, great, and another win. I open a beer. Ohh, wait, now it is losing, why the numbers are generated and not uploaded into SW? WTF connection to casino lost? ... and i am in minus, with 250\$, ohh no



I established the connection again, start system, i have to recover , i increase bets. Yes of course one win ...



What? Why is it not betting now? it is my condition, again disconnected? You end up the day with only 150\$ playing your system from Roulette Xtreme on autopilot

I have to beat it, new system, betting on streets, if one didn't show up last 30 spins, long progression, deposit of another 500\$, now it is the time ... and it goes round & round , new system, testing, frustration, losses , new deposit, break, 2 weeks no play, again deposit, new idea about system ... at the end minus 3500 \$ and no clue what to do ...



I can perfectly understand your path, i was there as well, did the same, looking years for any system which will earn and run on autopilot ... i was only losing money ... until i had WAKE UP call – started statistical analyses and used specific rules



I developed my own statistical app VRS, ran millions of spins, tried 100+ systems, different setups, conditions, Nonhit patterns, etc.



But ONLY, ONLY way to become already several years in profit was to implement complex rules, skip the idea of any system on autopilot, use money management, smart progressions, deal with “Variance from Average” and use very important – human brain decision – which i call “One degree of freedom”

Welcome to my world of VRSEGE App, VRSEGE systems!

I am ready to help you, I am ready to lead you through the whole way of online roulette system development and play. Enjoy it!



# VRSEEDGE App

The webinar

MONEY MANAGEMENT  
PART

ANALYTICAL PART

## FEATURES & FUNCTIONS

✗ VRSEEDGE App is the 2<sup>nd</sup> generation of my VRS applications

✗ Only meaningful roulette systems features and functions developed

✗ Built base on my 15+ experinece playing online roulette with systems

✗ Contains Money Management, Analytical, Custom numbers and Special parts

The screenshot displays the VRSEEDGE App (2nd generation) interface. The top bar shows the app name and website. The main area is divided into several sections:

- Manual Spin:** Includes fields for Total Spins (8000), Bankroll (858), Drawdown (-510), and Rnd Spins (2000).
- Spins in level:** Includes fields for Levels (6), Min BBet (1), and ProgAggres (3.85).
- Session Spins:** Includes fields for SessionLevel (1), SessionBBet (1), and Max BBet (8).
- Session Bankroll:** Includes fields for SessionBankroll (0), RRR (186), and NextSpins (12).
- Custom numbers:** A section with a grid of numbers (0-36) and checkboxes for selection.
- Special parts:** A section with a grid of numbers (0-36) and checkboxes for selection.
- Data Tables:** Several tables showing statistical data, including NH, Exp, SD1, SD2, SD3, and MaxNH.

Red arrows point from the text labels to their corresponding sections in the app interface.

CUSTOM NUMBERS  
PART

SPECIAL PART

**RANDOM SPINS** – APP CAN  
GENERATE THOUSANDS OF  
RANDOM SPINS, JUST LIKE  
*The web* ONLINE CASINO RNG (YOU  
CAN ENTER NUMBER OF  
RANDOM SPINS)

### SESSION MONEY MANAGEMENT

**SPINS IN LEVEL** =  
HOW MANY SPINS  
TO PLAY IN ONE  
LEVEL OF PROG.

**LEVELS** = HOW  
MANY LEVELS OF  
PROG.

**MIN. BBET** =  
MINIMUM BASE BET

**PROGAGGRESS** =  
PROGRESSION  
AGGRESSIVITY (HOW  
FAST YOU WANT TO  
INCREASE THE  
BASE BET)

Manual Spin	TotalSpins	Random Spins	
Bankroll	Drawdown	Rnd Spins	
148	-52	10000	
Spins in level	Levels	Min BBet	ProgAggress
8	3	1	3.9 %
SessionSpins	SessionLevel	SessionBBet	Max BBet
0	1	1	3
SessionBankroll	0	RRR	Succ: 10 NonSucc: 0
<input type="radio"/> 0 Hit Start		<input type="radio"/> 1 Hit Start	<input checked="" type="radio"/> Custom

**RRR** = RISK REWARD  
RATIO (HOW MANY TIMES  
YOUR PROGRESSION  
SUCCEEDED)

## FEATURES & FUNCTIONS (MONEY MANAGEMENT)

✗ I have created complete  
instruction videos how to use and  
work with **VRSEGE App**

✗ If you want to understand all  
possible functions and features,  
please watch my videos on  
YouTube channel (VRSEGE)

✗ Here i'd like to highlight the  
major and best functionalities of  
**VRSEGE App**



**VR = VRS RATIO.**  
SPECIAL RATIO  
CALCULATED BASE ON  
MY EXPERIENCE, THE  
HIGHER THE RATIO,  
THE BETTER CHANCE  
THAT NUMBR WILL  
COME

**NH** = NON-HIT COUNT  
FOR PARTICULAR  
NUMBER

AVG VR, AVG NH,  
AVG STR = AVERAGE  
VALUES FROM ALL 37  
NUMBERS FOR VRS  
RATIO, NON-HIT AND  
STREETS

## FEATURES & FUNCTIONS (ANALYTICAL PART)

	0	1	2	3	4	5	6	7	8	9		NH	Exp	(68%) SD1	(95%) SD2	(99.7%) SD3	MaxNH	
VR	0.45	1.06	1.22	2.97	0.11	1.62	0.24	4.63	0.35	1.3	7	17,27	2	0	0-0	0-1	0-1	104
NH	18	36	46	113	4	63	9	197	12	3	18	28	12	1	0-2	0-3	0-4	73
	10	11	12	13	14	15	16	17	18	1	19	29	6	0	0-1	0-1	0-2	81
	0.08	0.6	0.51	1.65	0.56	1.75	1.11	0.05	0.67	0	10	20,30	3	0	0-1	0-1	0-2	40
	3	23	21	65	22	59	42	2	24	6	11	21,31	5	1	0-2	0-2	0-3	48
	20	21	22	23	24	25	26	27	28	29	12	22,32	0	0	0-0	0-0	0-0	74
R	0.58	3.59	1.66	0.86	0.03	1.95	0.23	0.95	0.45	1.3	13	23,33	34	4	2-6	0-8	0-9	59
NH	19	138	60	34	1	72	8	39	17	4	14	24,34	1	0	0-0	0-1	0-1	47
	30	31	32	33	34	35	36		Avg Str	1	15	25,35	25	3	1-5	0-6	0-8	57
VR	2.53	0.13	0	1.1	2.17	0.65	0.26		Avg VR	1	16	26,36	8	1	0-2	0-3	0-4	74
NH	0.2	0.5	0.8	1.5	0.1	2.5	1.1		Avg NH	41								

NOTE:

IF VR RATIO IS GREEN FOR PARTICULAR  
NUMBER = RATIO IS HIGHER THEN AVG VR

IF STREET NUMBERS HAVE A COLOUR =  
STREET NON-HIT IS HIGHER THEN AVGSTR  
NON-HIT

## SPECIAL NUMBERS' PATTERNS

NH = NON-HIT COUNT

EXP = EXPECTED NUMBER OF HITS

**SD1** = 1<sup>ST</sup> STANDARD DEVIATION

**SD2** = 2<sup>ND</sup> STANDARD DEVIATION

**SD3** = 3<sup>RD</sup> STANDARD DEVIATION

**MAXNH** = MAXIMUM NON-HIT COUNT

# FEATURES & FUNCTIONS (CUSTOM NUMBERS PART)

## CUSTOM NUMBERS

YOU CAN DEFINE UP TO 6  
NUMBERS AS NEW CUSTOM  
NUMBERS' PATTERN

FOR THIS CUSTOM  
PATTERN IS CALCULATED:

**NH** = NON-HIT COUNT

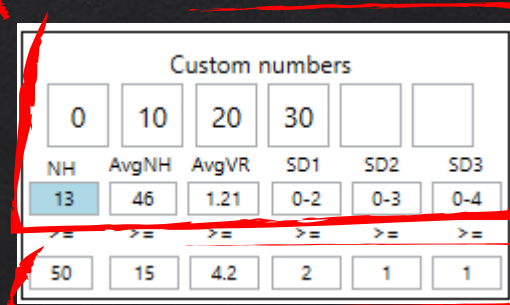
**AvgNH** = AVERAGE NON-HIT  
FROM ALL CUSTOM  
NUMBERS

**AvgVR** = AVERAGE VRS  
RATIO FROM ALL CUSTOM  
NUMBERS

**SD1** = 1<sup>ST</sup> STANDARD  
DEVIATION

**SD2** = 2<sup>ND</sup> STANDARD  
DEVIATION

**SD3** = 3<sup>RD</sup> STANDARD  
DEVIATION



The screenshot shows a 'Custom numbers' window with a table of 6 columns and 3 rows. The first row contains values 0, 10, 20, 30, and two empty boxes. The second row contains labels NH, AvgNH, AvgVR, SD1, SD2, and SD3. The third row contains values 13, 46, 1.21, 0-2, 0-3, and 0-4. The fourth row contains labels >=, >=, >=, >=, >=, and >=, and the fifth row contains values 50, 15, 4.2, 2, 1, and 1. A red box highlights the second and third rows, with red arrows pointing from the text 'YOU CAN DEFINE UP TO 6 NUMBERS AS NEW CUSTOM NUMBERS' and 'FOR THIS CUSTOM PATTERN IS CALCULATED:' to the box.

	0	10	20	30		
	NH	AvgNH	AvgVR	SD1	SD2	SD3
	13	46	1.21	0-2	0-3	0-4
	>=	>=	>=	>=	>=	>=
	50	15	4.2	2	1	1

EXAMPLE FOR NEW SYSTEM  
IDEA: IF VALUE OF NH COLUMN  
IS HIGHER THEN 40 START  
BETTING 3 LEVELS, 6 SPINS.  
RUN 10000 RANDOM SPINS  
AND EVALUATE THE  
PROFIT/LOSS, RRR ...

## DYNAMIC BETTING CONDITIONS

YOU CAN PICK ONE OF 6 CALCULATED  
VALUES FOR CUSTOM PATTERN, ENTER  
OWN LIMIT AND START BETTING ON  
CUSTOM NUMBERS' PATTERN IF CONDITION  
IS MET.

THE BETTING WILL START  
AUTOMATICALLY ONCE THE CONDITION IS  
FULFILLED.

THIS APPROACH GIVES YOU MAXIMUM  
FLEXIBILITY FOR NEW ROULETTE SYSTEM  
DEVELOPMENT 😊



## ONE DEGREE OF FREEDOM

IT HELPS YOU TO UNDERSTAND WHEN YOU MIGHT CONSIDER TO CHANGE THE ROULETTE TABLE OR SIMPLY CHANGE NUMBERS SEQUENCE.

**HIGH DANGER** = CHANGE TABLE

**LOW DANGER** = ADVICE TO BE CAREFUL

— = NO REPEAT RULE DANGER

**TWIST DANGER** = ADVICE TO BE CAREFUL AND MAYBE CHANGE THE TABLE

The screenshot shows the ODoFreedom app interface. A red arrow points from the 'ONE DEGREE OF FREEDOM' text to the 'Low danger' status bar. Another red arrow points from the 'TWIST DANGER' text to the 'ProgTwist (25)' section. The interface includes the following elements:

- ODoFreedom** (Title)
- Repeat rule (25)** (Section Header)
- Low danger** (Status Bar)
- ProgTwist (25)** (Section Header)
- (Repeat Rule Selection)
- 25** (Repeat Rule Value)
- VfA Corr (100)** (Section Header)
- Calc Corr Nbrs** (Button)
- DiffCoeff** (Section Header)
- 1.50** (DiffCoeff Value)
- SecPatt** (Section Header)
- 11 14 18** (Secondary Pattern Numbers)
- 2.75** (Secondary Pattern Value)
- 31 32 17** (Secondary Pattern Numbers)
- 1** (Secondary Pattern Value)
- 19 20 24** (Secondary Pattern Numbers)
- 0.71** (Secondary Pattern Value)
- PrimPatt** (Section Header)
- 0.17** (Primary Pattern Value)

## FEATURES & FUNCTIONS (SPECIAL PART)

### VARIANCE FROM AVERAGE RULE

(CORRELATED SECONDARY NUMBERS' PATTERNS)

AUTOMATIC CALCULATION OF SECONDARY PATTERNS FOR 3 NUMBERS. APP SUGGESTS 3 PATTERNS CONSISTING OF 3 NUMBERS. IN GENERAL IF YOUR PRIMARY PATTERN DOESN'T WORK, SECONDARY DOES.

APP EVALUATES LAST 100 SPINS AND USE UNIQUE ALGORITHMS. BLUE COLOUR HIGHLIGHTS CURRENTLY THE BEST SECONDARY PATTERN.

**DIFFCOEFF** = CUSTOMIZABLE DIFFERENCE WHEN TO CONSIDER SECONDARY PATTERNS TO BE CORRELATED TO PRIMARY ONE

**CALC CORR NBR** = AD-HOC BUTTON FOR SECONDARY PATTERNS CALCULATION



# LET'S GET MOTIVATED AND INSPIRED FROM THE INFO WHICH I PROVIDED TO YOU IN THIS FREE EBOOK



## We can't cover everything in this eBook

If you would like to know more about the serious roulette systems' development, my own experience and what systems I play, please be welcome to my web page:

[www.VRSEDGE.com](http://www.VRSEDGE.com)

## Shifting your disposable income from liabilities to assets...

Spend it on something that will bring you long term fulfillment, which means robust roulette systems development

## If you leave now, you'll slip back to your old habits

If you want change, you need repeated exposure – the full and complete roulette systems' approach

## Each month money comes back, time does not

Therefore spent your time meaningful way, if you wanna play online roulette seriously, learn how to build robust systems, forever

## 1st – settle with what you have now and keep getting what you're getting now

2nd – make a small time investment, give it a shot – if it works, awesome. If not, then you've already learnt a lot for further success

## You're either good at making money, or making excuses, but you can't do both

Focus on what is important for you if you open new roulette table. Is it emotions, joy, fun, profit, money, leisure time?

I CREATED WEBINARS

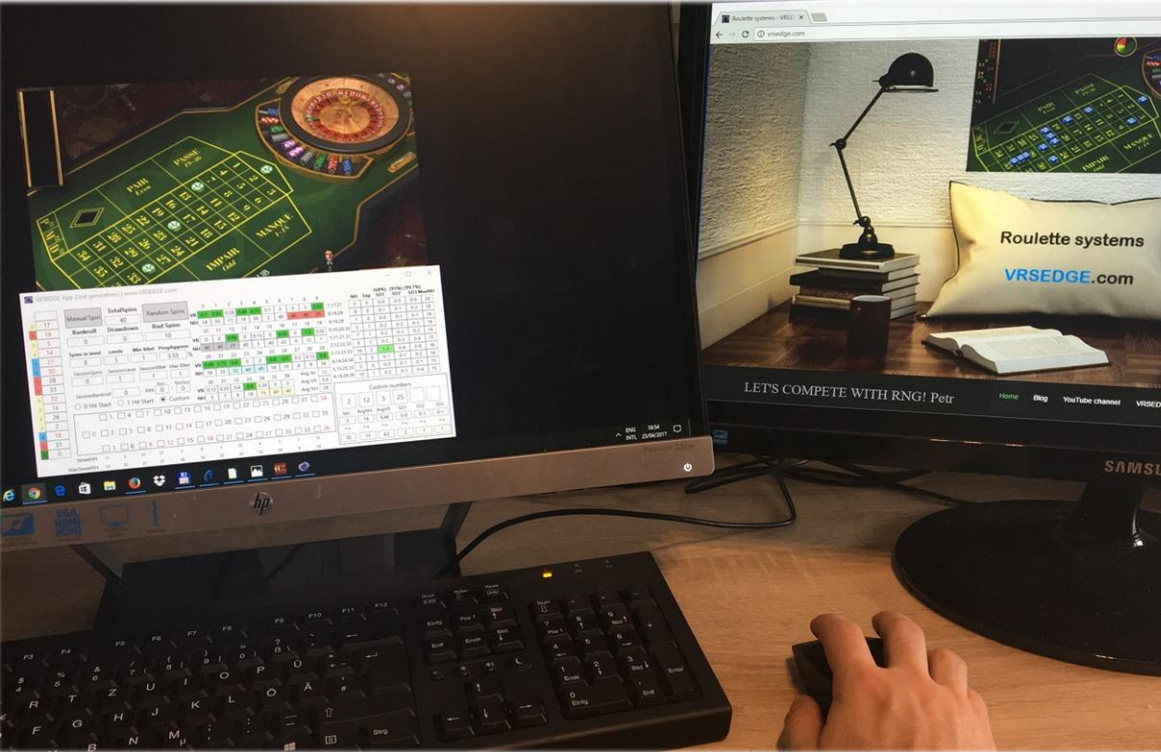
“5 STEPS HOW TO BUILD ROBUST AND  
RELIABLE ROULETTE SYSTEM, FOREVER!” AND  
“10 SECRETS HOW TO COMPETE WITH ONLINE  
ROULETTE USING A SYSTEM”

+

OWN ANALYTICAL SW VRS & VRSEGE APP

+

ROBUST AND UNIQUE ROULETTE SYSTEM  
VRSEGE



ULTIMATE  
ONLINE ROULETTE  
SYSTEMS ANALYTICAL  
App  
IS READY!

“I USE MY VRSEEDGE  
App EVERYDAY FOR  
ROULETTE SYSTEMS  
ANALYSIS AND LIVE  
PLAY TO SUCCESSFULLY  
COMPETE WITH ONLINE  
ROULETTE”

YOU can do it as well! Right now!

Please visit my web: [www.VRSEEDGE.com](http://www.VRSEEDGE.com) and start using  
VRSEEDGE App today. Be welcome, Petr.



# THANKS AND BE WELCOME!

My web page: [www.VRSEEDGE.com](http://www.VRSEEDGE.com)

Direct contact: [shareschoice@gmail.com](mailto:shareschoice@gmail.com)

YouTube channel: [VRSEEDGE](https://www.youtube.com/VRSEEDGE)

Blog: [vrseedge.wordpress.com](http://vrseedge.wordpress.com)

Udemy webinars: [10 Secrets how to compete with online roulette using a system](#)

[5 Steps how to build robust and reliable roulette system, forever!](#)