Roulette Online PRO

Roulette Strategies Wey Pipo Like

For quick check
for bets wey dey pay even money

Eight systems wey pipo sabi, no be ranking wey we measure. 1u na your base stake. Bet on red/black, odd/even or 1–18/19–36.

No strategy dey change di house edge: standard single zero **2.70%**, double zero **5.26%**.

Key **W** win **L** loss 0 and 00 na full loss; no La Partage.

> **Where Martingale dey press you.** 5 losses don cost 31u; di next stake na 32u; you need 63u from di start to fit put am. Nobody promise sey you go win.

Flat Betting

Start	Na 1u every time.
Win	Stay for 1u.
Loss	Stay for 1u.
Start again	Use di session stop wey you choose before.
Risk	E no dey try bring back loss by imself.

Example **LWL** · stakes **[1, 1, 1]u** · net **-1u**

Martingale

Start	Start with 1u.
Win	Go back to 1u.
Loss	Double di stake.
Start again	Afta every win.
Risk	Table limit and bankroll limit fit stop you before you recover.

Example **LLW** · stakes **[1, 2, 4]u** · net **+1u**

Paroli / Reverse Martingale

Start	Start with 1u.
Win	Double am: 1u, 2u, 4u.
Loss	Go back to 1u.
Start again	Afta any loss or afta di third win.
Risk	Any loss wey come early go leave di cycle for −1u.

Example **WWW** · stakes **[1, 2, 4]u** · net **+7u**

D'Alembert

Start	Start with 1u.
Win	Remove 1u; e no fit go below 1u.
Loss	Add 1u to di stake.
Start again	Notin.
Risk	When you dey lose one afta di oda, di stake dey go up small small.

Example **LLWW** · stakes **[1, 2, 3, 2]u** · net **+2u**

Fibonacci

Start	Di stakes na 1u, 1u, 2u, 3u, 5u, 8u…
Win	Go back two steps, but no pass di first 1u.
Loss	Move one step forward.
Start again	Di first number na di minimum.
Risk	One win no go always bring back di loss.

Example **LLLW** · stakes **[1, 1, 2, 3]u** · net **-1u** · di next one 1u

Labouchère

Start	Line [1, 2, 3]; bet di sum of di two ends (di only number if na one remain).
Win	Remove di two ends.
Loss	Add di stake for di end of di line.
Start again	When di line don empty.
Risk	Loss dey make di line long; di stake no get ceiling.

Example **LWW** · stakes **[4, 5, 5]u** · net **+6u**

1-3-2-6

Start	Start with 1u.
Win	Move go 3u, 2u, then 6u.
Loss	Go back to 1u.
Start again	Afta four wins.
Risk	Loss for di end fit wipe di gain; nobody promise di target.

Example **WWWW** · stakes **[1, 3, 2, 6]u** · net **+12u**
Loss for di end WWWL · net **0u**

Oscar's Grind

Start	Target for each cycle na +1u; start with 1u.
Win	Add 1u if you never reach di target; no pass di amount wey still remain.
Loss	Bet di same stake again.
Start again	When you reach +1u.
Risk	One cycle fit last long well well and finish di bankroll.

Example **LLLWWW** · stakes **[1, 1, 1, 1, 2, 1]u** · net **+1u**

Before you play, set budget wey you fit afford and time to stop; no ever chase loss.

No strategy fit promise sey you go win.