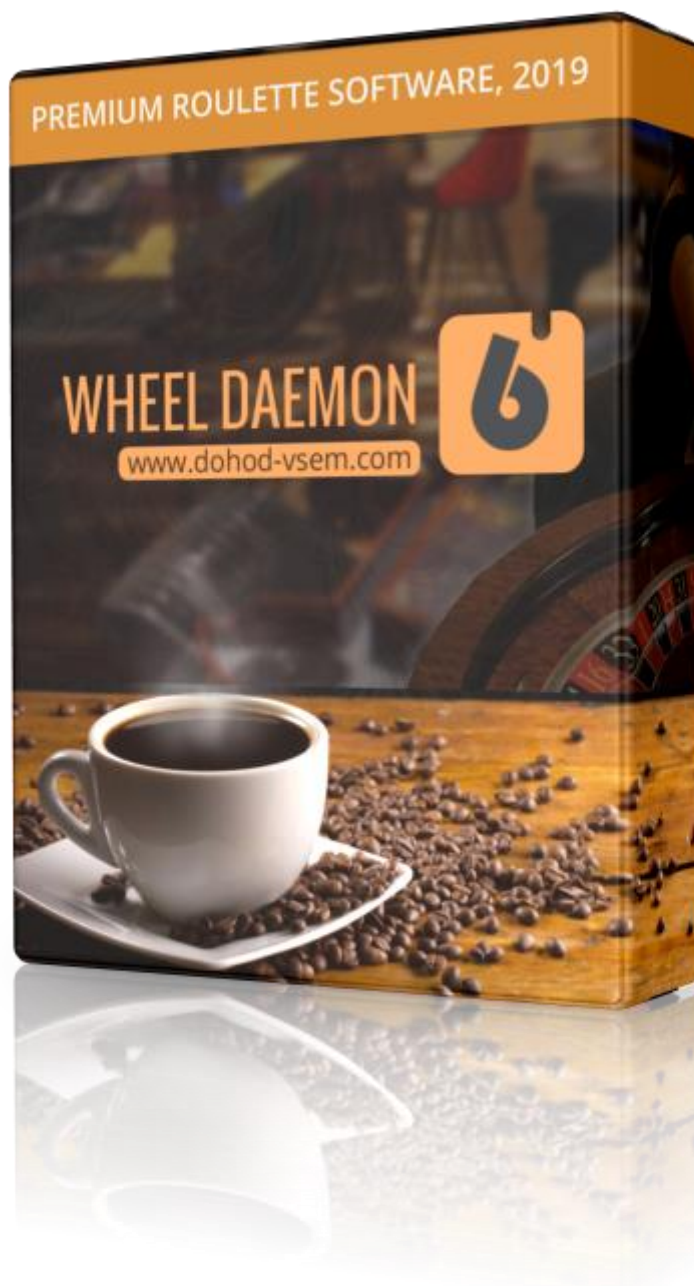


WHEEL DAEMON 6.0 MANUAL



WARNING!

I track all the pirated versions that appear on the network. Now the program has a hidden label of customer. Customers noticed in aiding pirates (providing their copy of program for hacking) is permanently deleted from the database of clients and lose all privileges.

1. The basic principles of safe use
 2. The main functions of Wheel Daemon 6.0
 3. The modes and options of Wheel Daemon 6.0
 4. The important notes for use
 5. How to play like a pro
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1. The basic principles of safe use

Before you begin the successful use of the product in the game, I want you to realize some really important points.

- Any game of chance - it is always the risk of losing money. The program, which I suggested to you - is a powerful means of increasing your chances of winning. I'm talking about the chances of it. Fear of those who promise 100% win at roulette, in fact, do not forget - even Albert Einstein gave up the question of victory over the "wheel of fortune". Even if we consider the notorious "heads-tails" - on a roll, for example, 'heads' 12 times in a row, you can not give 100%, which is next fall tails. Believe me, anticipating the results of the spin very, very difficult. And my program is as close as possible to ensure that you provide a steady growth in the balance. But for this you need to follow the rules of use and do not ignore the recommendations.

What you need to know and do:

- Your game as a whole should be composed of a number of short sessions. Once you have played a 20-30 bet, you need to take a break. Take the interval.

What does it do:

WHEEL DAEMON analyzes the vast amount of information, consisting of

- Statistics, game logs from many different casinos
- Current game circumstances
- The theory of probability
- Chaos Theory
- Different game combinations applicable to the current state of the game.

This approach makes the program virtually invulnerable, but it is impossible to define in terms of the algorithm ALL possible combinations of gaming. That is why there are such things as "the cycle of predictability" and "cycle of unpredictability."

First - this is a game state when the WHEEL DAEMON makes the correct predictions, faulting 2 - 3 times.

The second - a band at a certain time plot when the algorithm of the program can not keep track of productive chain.

These cycles follow each other alternately. And although the "cycle of unpredictability" is much shorter, however, it is very dangerous to your balance.

The task of the player when using the WHEEL DAEMON - to avoid dangerous cycles. And all that it needs to do - is to control the game, and won back the exact amount of bets per session.

To maximize your safe play session should consist of 20 - 30 won back rates. After this you should stop playing and get out of the casino for a period of not less than 30 minutes. It should also be in order for you to rest. Using the program requires a great deal of concentration. If you are a "rape" - you can start to stray and lose control of the doubling.

Also, "the cycle of unpredictability" can be caused by the directional casino if you play for long periods of time and not lose.

So remember the second time - is the management of gaming capital. If you, for example, have made a deposit of 10 dollars for the very first session increased it to \$ 50 - expect "dirty tricks". The player needs to know - to win the casino gives to those who do not grows in insolence. If you deposit \$ 10, the gain per session not to exceed \$ 2 (ie 20% of your deposit).

Remember these rules and guidelines - these guidelines are essential in the game using the WHEEL DAEMON.

2. The main functions of Wheel Daemon 6.0

Options ON/OFF
For user convenience, makes possible to Show or Hide the settings panel

UNDO button
If you make a mistake when entering the number, this button can save the situation!

Save game history
This function saves current game numbers to a text file

Numbers History
The program keeps a record of falling numbers for the convenience of the user (with the ability to save)

Bet Size
The program can show not only where to bet, but also how much to bet.

5 Game modes
The program has 5 game modes, which can be switched directly during game session.

Reset all bets
Resets the progression bets to initial values

Safe Level
The additional safety to the player. The program takes an additional amount of spins for analysis. Especially useful when playing with the Martingale system

6 betting systems
The program allows you to choose from 6 different betting systems with the ability to switch during the game.

ReCalculate
The function changes the internal scenario of program, which provides a probabilistic advantage to player.

Adaptive 2.0 setup
A separate settings panel for mode ADAPTIVE 2.0, which allows the program adapt to the RNG tables. Also applies to LIVE tables!

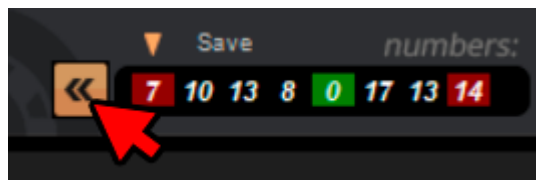
Advanced betting setup
Settings panel, which is used to form a strategy game on a specially developed system of bets "Professional 1"

Catching rows
Function is known to us by Wheel Daemon 3. allows to track the long rows of current field (ex. 9 REDS in a row...)

Bet Size ON/OFF
If the user has his own strategies, then it is possible to switch off the bet size indicator

3. The modes and options of Wheel Daemon 6.0

Here it's worth starting with a very modest function, but that's how many users so wanted it:



Button to cancel the entered number (UNDO). This is truly the most important feature in the game! If you hurry up and accidentally press the wrong number (which happens often), you press this button and the program returns to its previous state.

This function has some limitations:

- You can go back only by one spin.

- If you press this button, then the incorrectly entered number becomes inactive on the field (for 1 spin). This is done so that the user does not drive the program back and forth by entering and canceling the same number. Thus, I can protect the complex analysis algorithm in some modes from failures, which could potentially negatively affect the accuracy of the predictions. Therefore, it is worth clicking on this button if you really made a mistake when entering.

- After pressing the button becomes inactive for 2 spins. For example, if you entered 7, then canceled 7, entered 12, this spin cannot be undone already, and the button will turn on already from the next spin. This is also done to avoid possible errors when repeating numbers. It turns out that at the moment you can't be mistaken 2 times in a row when entering (but such cases, I think, practically never happen).

Perhaps in the future this function will work without any restrictions, but at the moment it is already making a major contribution to the stability of your gaming session.

As for the game modes:

Currently, in version 6.0, the user has 5 modes for calculating bets. For obvious reasons, I cannot decompose all the mechanisms of action, but nevertheless I will give a brief description.

Smart 2019 – This is a nonlinear calculation mode, which is based on internal program scenarios. It provides complete unpredictability for the casino. The mode is similar in effect to the “Mode1” mode, which was used in version 5.0, but very large corrections and modifications have been made here, corresponding to the algorithms of modern casinos. This mode is characterized by small fluctuations in the number of wins and losses in a row.

Mode2 and **Mode3** - This mode is a linear calculation, i.e. they use a static calculation formula sector and partially scenarios. I.e. In analyzing the same numbers you are more likely to see an identical prediction. For these modes are characterized by a long series of wins or losses in a row.

Classic 2.0 - is the mode that, as you have read, is the restored algorithm of the version 2.0, which some people use to this day. It is also based on scenarios and it, as well as for mode1, characterized by small periods of wins or losses in a row.

ADAPTIVE 2.0 – This is an improved version of the “ADAPTIVE” mode used in version 5.0. An innovative mechanism that was first implemented in my development Triplex 1.0 (playing on dozens and columns). In this mode, the program uses a special algorithm that analyzes a given number of numbers and makes adjustments to the RNG or LIVE table, significantly increasing the accuracy of predictions! ADAPTIVE 2.0 introduces qualitatively new elements of analysis that allow you to more accurately find adaptive triggers in dropdown numbers.

In this mode the program creates an ADAPTIVE MATRIX and has the potential to adapt to the RNG of a casino after analyzing certain amount of numbers that you can specify in the parameter **N. Count**

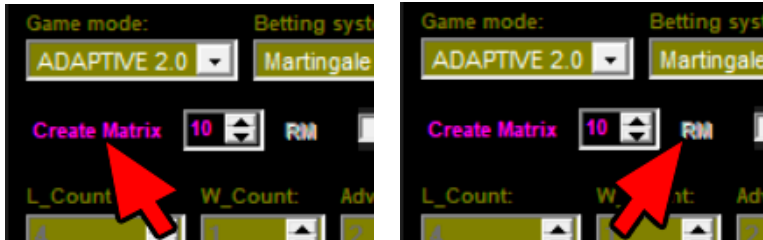


Before a program starts to "adapt", you need to set the value of **N. Count**

The default value is 10 - which means that before you can get the prediction you need to enter 10 numbers from the game into the program. After that, if the program gets the adaptive - it shows prediction, and if this amount of numbers is not enough, it will automatically add +1 to **N. Count** value, until the adaptive is not found.

So, next...

In order to start the adaptive mechanism, after setting the value of **N. Count**, you need to click on **Create Matrix** and wait until the the process of creating a new adaptive matrix is finished. The program will unlock the main panel of numbers and you can start entering the numbers from the game.



Button **RM** (next to the **Create Matrix**) means «Reset Matrix». This button accordingly resets the current matrix and allows re-start the adaptive process (again with the setting of **N. Count**).

Then move on to the least important thing - betting system (Betting system)

Martingale - does not need to explain. This mode is the usual doubling of bets after a loss. System, on which all previous versions of Wheel Daemon were based on.

Parlay – the principle of this system, if you know, is similar to Martingale, but here the bet doubles when you win, and when you lose, on the contrary it is reset to the initial one. You need to initially determine the step with which you will play - for example 6. Thus, playing on this system, you wait for a series of 5 consecutive successful predictions and get a profit of $1 + 2 + 4 + 8 + 16 + 32 = 63$. If you Having reached the desired step, the progression is reset to the initial bet and again increases by doubling (if the series of winning spins continues). For example, $1 + 2 + 4 + 8 + 16 + 32 + 1 + 2 + 4 + 8 \dots$ Etc. If a wrong prediction occurs (at any time), then the bet is always reset to the initial one. The advantage of this system is that you risk only one unit of bet, but with a long chain of correct prediction you can get significant profit. For example, if you do not limit the game by the number of steps, then a series of 9 correct predictions will bring you: $1 + 2 + 4 + 8 + 16 + 32 + 64 + 128 + 256 = 511$. And this is only 1 unit with an initial bet. In a word, there are prospects.

Donald. This system of bets is already known by some users. I made the decision to implement it in the program, as this system gives you more control over the balance of the game. Provides an opportunity to stop in time when there are a risky situations. Thus, the essence of it is that it uses no geometric progression, but arithmetic. I.e. If the initial bet is 1, then after a loss the next bet is 2, it again it is loss - 3 and so on ... and on every win the bet reduced by an arithmetic progression, ie $3 - 2 = 1$. The system was initially seems absurd to many, however, do not rush to judge it! Try it and you will see its power and potential.

Professional 1. Here we will look in details. This system is designed specifically for Wheel Daemon 4. Let us examine the principle of use, immediately focusing on the settings: the program equal non-progressive bets (value **Init_Bet**), waiting for the moment when there will be a certain number of misses in a row (value **L_Count**). After the occurrence of the set (or more) count of misses in a row (by default - 4), the program continues to make the initial bet until there will be a set number of wining bets (value **W_Count**). After the necessary count of wins there is a change (increase) of bet in accordance with the value **Prog_Bet** (default - 10). After rising the bet program continues to bet, while it don't have a certain number of winning bets (value **Adv_Count**). When reaching the value **Adv_Count** program resets to the initial bet (**Init_Bet**) and starts a new cycle of analysis.

I realize that probably are you're sitting now with the idea of "this is crazy...", but I assure you that the system is not as complicated as it may seem from the description. Just try to start the game with the default settings and follow the logic of the program (focusing on the description above).

Chernyshov –This system is as simple as an ordinary Martingale with one difference – you increase the bet not 2, but **3** times. On the one hand, it may seem that this system limits the user (I mean the table limits in the casino and the required deposit), but if you look - after each miss the possible profit significantly increased (unlike the Martingale, where even on 7-th miss you can earn only the amount of initial bet).

Blind - This system is also known as "Blind progression". It is similar to the Donald system, but increases the bet each spin, regardless of the outcome of the bet. With a good initial balance this system also provides incredibly stable results even with large drawdowns!

Now let's examine the specific features of the program:

ReCalculate - classical version of this feature - pressing after 2-3 misses in a row when playing on the Martingale system. Many already know that this function has no clear rules, and that's why it can be used in completely different situations. This will be discussed in the next chapter.

CatRows (Catching Rows) - The name speaks for itself. With the help of this function increases the probability of hitting a multiple winning numbers from one particular sector. For example, a series of nine "Reds" in a row. Whether this feature is great for mode mode1. You have to try different options and see in what cases the behavior of the program is as right for you

Safe Level - this feature is beginning to exist in version 3. The function of it is that at a certain value (greater than 0), the program takes additional numbers for analysis before making a prediction. Basically, this function is used to reduce risk in the game on the Martingale system. The optimal values of 1-3, but again, at the discretion of the user.

Reset Bets - This button resets to the bet initial value, according to Init_Bet. It's possible to use it in all modes, and betting systems. This is a very good thing, because it contributes to more flexibility in the use during the game. This we will also discuss later.

4. The important notes for use

It should be noted that under certain combinations of modes and betting systems, some functions may become unavailable (inactive). This happens in cases where the use of a function can cause internal conflict in the algorithms.

As you can see, the program allows you to change modes and betting systems as well as other settings directly in the session. This is a very big plus in terms of modeling your own schemes of the use of program. Below I will give a few important notes, in my opinion.

Betting System Donald and function ReCalculate.

As I said, this betting system gives much more control and flexibility over the balance compared with the Martingale system. One of the most effective methods of use of the system - is the designation of the original plan for the winnings, and the discharge of progression towards the designated limit. For example, we have a balance of 100 units (\$ 100). We refer to a plan to win five units (five dollars). We play as usual in Donald (eg mode Mode1), and when you reach the level of deposit + five units (ie \$ 105), we reset the progression by clicking Reset Bets (not taking into account the actual bet size), and click ReCalculate, to change the internal script before a new cycle. And then you can have a new plan to designate five units, in our case - \$ 110).

Donald and Safe level

Despite the obvious usefulness of function Safe level at some point, I find that using it with this betting system is inefficient, because violated mathematical uniformity, and as a result - falling productivity.

Professional1 system and game modes

According to my observations the most fast growth on Professional 1 is available on the Mode2 and Mode3. Because I mentioned that they are characterized by long rows of wins and losses. In the Mode1, for example, in most cases, you spend more time to hike to the index Prog_Bet

Professional1 system and configuration

As I said, there is a big chance to work (you can, of course, and use the default settings). For example, initially, the system uses a single-stage progression, that is, raises the bet only once (to the set point Prog_Bet). You can manually create a scheme based on several stages. For example, to make the initial bet (Init_Bet) to 1 and Prog_Bet to 4. Once the program achieves the conditions and raises the bet to 4, you can change the value Init_Bet at 4, and Prog_Bet, for example, to 10 and press **Reset Bets** (starting a new cycle of analysis). Moreover, if you have reached the desired profits without increasing rates of up to 10, then return the original bet on 1, and again on Prog_Bet 4. I think you get the idea. Clarify that this schematic example, the required setup for the progressive steps you have to do yourself, according to your aims and financial abilities.

It should be noted that, according to my observations Prog_Bet value should not exceed 20% of the total balance. More precisely - not recommended. How aggressively to use the system Professional 1 is up to you. For example, in the video from Va-Bank, with 500 deposit, Init_bet = 10 and Prog_bet = 100 (ie, just 20% of the deposit). This is quite a risky setting, but as you can see, and the result is more than pleasant.

A combination of modes and betting systems

Now, having so many modes, systems of bets and additional features you can configure the program for any needs and aims. For example, if you watch the demo video, you'll see that I switched modes from Mode1 (Donald-Natanson) in Mode2 and Mode3 (Professional 1).

If you have a plan of winnings in current session, it can just be divided in part for a few modes and systems of bets.

It is also worth to mention one feature of the Mode2 and Mode3 - if one of the modes is in the negative, then the other, as a rule, is a plus. They use different algorithms for linear, so the loss-cycles for them are different.

Only the practice can define right or wrong actions. So I once again highly recommend regular experiments. Even on a demo account. In any case, free modes in major casinos (for example, on a platform of Playtech) still reflect an objective picture, and obviously bad tactics can be seen clearly.

Notes for the mode *Adaptive*:

Despite the fact that this mode is designed primarily for use at the RNG tables, the mechanism of adaptive matrix is so that at live tables you also can get excellent results! Try!

If we stick to the principles that the game should be as safe as possible, you can use this approach: generate a matrix, win back ONE bet (with any system, depending on the size of the initial balance), reset the matrix (the button **RM**) and re-generate, etc

I mean, If you have applied adaptive matrix with 20 numbers (parameter **N. Count**) - it does not mean that you can safely play 1000 spins! ADAPT in practice has rather short effect! And so the more often you will generate new adaptive matrix, the more potential you get in your game session.

The optimum amount of numbers for adaptive matrix is 10 - 20. But you can set it as much as you need! As many of you know, I'm always encouraging any experiments with my programs.

It's also worth mentioning that the **Adaptive 2.0** mode in **Wheel Daemon 6.0** can be combined with all available betting systems, such as the **Professional 1**, as well as to use in this mode the Safe Level parameter, potentially increasing the chances of winning!

Notes for systems **Blind** и **Blind+**:

As I said, these systems are very effective with good initial balance and adequate limits of the table. And if again to talk about the principles of maximum safe in use, I recommend a reset the progression after you get ANY PLUS above the initial balance. I mean, in these systems every time you spin, the risk increases in direct proportion. So here it is important not to miss the moment when the bet has become too risky in relation to the balance amount.

By the way, the same trick with resetting the progression with a minimum advantage can also be used with the system **Donald**.

In general, feel free to experiment and get the results!

5. HOW TO PLAY LIKE A PRO

If you are considering a permanent income on the roulette table, you just have to know these things:

1. Once again – managing your capital. There are many articles on the Internet on the topic of money management in roulette. And most of them are grist ...

I repeat - earnings per day on any virtual roulette should be no more than 20% of your deposit. This is a standard and a sort of guarantee of security. You say, "do not earn so much," and here we move on to the 2nd paragraph.

2. Nobody forbids you to open accounts at other casinos. We professionals are usually open for at least 10 accounts at different playgrounds. So playing simultaneously (or alternately) at all, and winning a little bit of each - they get a good amount in A WHOLE. For example a person has 10 deposits of \$ 100 in various casinos. At night, he acts out in each of 20% (in this case \$ 20), and his income as a whole get \$ 200 a day.

3. Never forget about mathematical truth – the longer your game session – the more chances to loose.

4. Don't collect funds on the balance of the casino. I think It's better to do often withdrawals.

For questions and wishes concerning WORK WITH THE PROGRAM, PLEASE CONTACT:

wheeldaemon@gmail.com

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