

# Re: Programming to Beat the Odds in Gaming

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*Source:* <http://coding.derkeiler.com/Archive/General/comp.programming/2008-05/msg00015.html>

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- *From:* "Malcolm McLean" <[regnizar@xxxxxxxxxxxxxx](mailto:regnizar@xxxxxxxxxxxxxx)>
  - *Date:* Thu, 1 May 2008 21:39:23 +0100
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"Rickey" <[rickey.brooks@xxxxxxxxxx](mailto:rickey.brooks@xxxxxxxxxx)> wrote in message

I play one game only. It is roulette.

The game of roulette is based on statistical probability which gives the house a slim enough margin that the player would not be able to win consistently over the long run. The closest strategy method which gives the player any chance of breaking even at roulette is what is called the Martingale. But even the Martingale cannot guarantee winning each time the player plays.

We can split all profits made. Anyone who is interested but wary of being taken down a path leading nowhere should know that models built by engineers and programmers are difficult to maintain should the partnership every break down.

Reverse Labouchere is your method of choice. One advantage is that losses are set, unlike in Martingale, where you can stake all your money in an attempt to win back your first dollar.

Though I haven't done a statistical analysis, Reverse Lasbouchere works if you cover all six even odds possibilities, and there is some slight bias in the wheel. I don't think it is possible to beat a fair roulette wheel. Computer random number generators also have biases built into them, so we ought to be able to demonstrate the system coming up trumps.

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Free games and programming goodies.  
<http://www.personal.leeds.ac.uk/~bgy1mm>