

Baccrat smart betting system

nestor



Design your betting idea



# User Guide

## Program Main



NESTOR LOGIN

# NESTOR

User ID |

Password

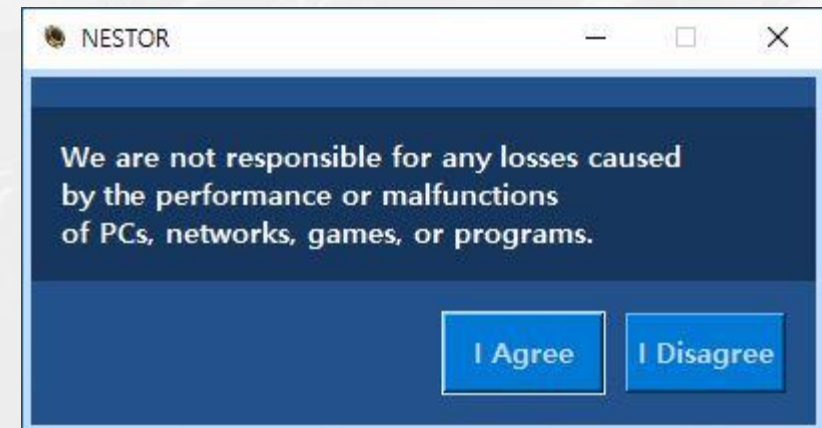
Save User ID

Login

BAGGARAT

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① Enter your User ID and Password, then click the Login button.



NESTOR

We are not responsible for any losses caused by the performance or malfunctions of PCs, networks, games, or programs.

I Agree I Disagree

② We are not responsible for any losses caused by hardware, network, or software issues.  
You must agree to these terms to use the program.



# Program Main

**Game Config & URL & Type**

Game Config: **Config 01** Game Logic: **User Logic**  
Game URL:  Bypass  Popup  IFrame  
Game Type: **Evolution** Join Count: **0**

**Game Stop Conditions**

1. If **TOTAL INCOME** >> **0** Coin, STOPS.  
 2. If **TOTAL LOSS** >> **0** Coin, STOPS.  
 If 1 or 2 is checked, the game will restart

**Other(on the Automatic Table) Conditions**

1. If disable betting **180** Seconds, Leave the Table.  
2. UnJoinable Tables: **All Joinable Tables**

**Game Table JOIN(on the Automatic Table) Conditions**

#	1	2	3	4	5	6	7	8	9	10	11

**Game Betting(by the JOIN Table) Conditions**

#	Betting	1	2	3	4	5	6	7	8	9

**Game Table Additional Join Conditions**

1. Join with **1** ~ **1** rounds.  
 2. Join with **Player** win **0** % advantage.  
 3. Join with **Player** win continuous **>=** **1** times.

**Game Table Additional Leave Conditions**

1. Continuous WIN **1** times.  2. Continuous LOSE **1** times.  
 3. Total WIN **1** times.  4. Total LOSE **1** times.

**How to Bet Coins in Games**

Starting Betting Coin: **0**  By 1,000 Dec/Inc  Joining NEW Table, Starting Betting Coin  Group Betting  
 Reverse Betting at Continuous LOSE **0** times.  Reverse Betting at Continuous WIN **0** times.

**Betting Coin PER ROUND if the user WINS the Game**

Round	Do Betting	Reverse Betting	Betting Coin
1	<input type="checkbox"/> Betting(Off) <input type="checkbox"/> Reverse(Off)		0
2	<input type="checkbox"/> Betting(Off) <input type="checkbox"/> Reverse(Off)		0
3	<input type="checkbox"/> Betting(Off) <input type="checkbox"/> Reverse(Off)		0
4	<input type="checkbox"/> Betting(Off) <input type="checkbox"/> Reverse(Off)		0
5	<input type="checkbox"/> Betting(Off) <input type="checkbox"/> Reverse(Off)		0
6	<input type="checkbox"/> Betting(Off) <input type="checkbox"/> Reverse(Off)		0
7	<input type="checkbox"/> Betting(Off) <input type="checkbox"/> Reverse(Off)		0

**Betting Coin PER ROUND if the user LOSEs the Game**

Round	Do Betting	Reverse Betting	Betting Coin
1	<input type="checkbox"/> Betting(Off) <input type="checkbox"/> Reverse(Off)		0
2	<input type="checkbox"/> Betting(Off) <input type="checkbox"/> Reverse(Off)		0
3	<input type="checkbox"/> Betting(Off) <input type="checkbox"/> Reverse(Off)		0
4	<input type="checkbox"/> Betting(Off) <input type="checkbox"/> Reverse(Off)		0
5	<input type="checkbox"/> Betting(Off) <input type="checkbox"/> Reverse(Off)		0
6	<input type="checkbox"/> Betting(Off) <input type="checkbox"/> Reverse(Off)		0
7	<input type="checkbox"/> Betting(Off) <input type="checkbox"/> Reverse(Off)		0

Open Chrome Close Chrome Expired : 2025/01/15 13:42 Open Log Simulation Start Game Start Save Game Config Game Stop

This is the main screen of the program.

## Game Config

**Game Config & URL & Type**

Game Config **Config 01** ①      ② Game Logic **User Logic**

Game URL ③   Bypass  Popup  IFrame

Game Type **Evolution**      Join Count

### 1. "Game Config"

You can save up to 10 configurations from now on.

You can pre-configure up to 10 different settings and load and use them as needed.

### 2. "Game Logic"

"User Logic" refers to the logic that users set up and use directly.

Currently, only "User Logic" is provided, but in the future, you will be able to select and use various logics provided by Nestor.

### 3. "Game URL"

Enter the access URL of the game site you are using.

## Game Config

The screenshot shows a form titled "Game Config & URL & Type" with the following fields and options:

- Game Config:** A dropdown menu with "Config 01" selected.
- Game URL:** An empty text input field.
- Game Type:** A dropdown menu with "Evolution" selected. A red circle with the number 6 is next to it.
- Game Logic:** A dropdown menu with "User Logic" selected. A red circle with the number 5 is next to it.
- Options:** Three checkboxes: "Bypass" (checked, with a red circle 4), "Popup" (unchecked), and "IFrame" (checked, with a red circle 4).
- Join Count:** A numeric input field with the value "0".

### 4. "Bypass"/"IFrame"

This option must be checked.

### 5. "Popup"

This is the most important setting. You must check this option if the final game screen operates as a popup window. A detailed explanation is provided at the bottom of the guide. (See **User Guide page 19**)

### 6. "Game Type"

You can choose between Evolution Game and Evolution Multiplayer Game. By default, Evolution Game is selected.

## Game Config



**Game Config & URL & Type**

Game Config: **Config 01** ▼

Game Logic: **User Logic** ▼

Game URL:

Game Type: **Evolution** ▼

Bypass  Popup  IFrame

**7** Join Count:  ▲ ▼

### 7. "Join Count"

By default, the game operates as a single-user experience.

However, the "Join Count" setting allows you to simulate multiple players participating together.

Entering a number in the "Join Count" field adds that number of virtual players, enabling them to join the game.

For instance, if you set "Join Count" to 2, a total of three players—including yourself—will take turns playing the game.

With this setting, if you encounter a scenario where you lose six games in a row, playing solo would mean you lose six consecutive times. In contrast, with three players participating, each player would lose twice in a row.

**This helps to diversify the defeat patterns within the game and fosters a more natural and balanced gaming environment.**



## Game Stop Conditions

### Game Stop Conditions

1. If **TOTAL INCOME** >>  Coin, STOPs. ①

2. If **TOTAL LOSS** >>  Coin, STOPs.

If 1 or 2 is checked, the game will restart ②

### 1. "Total Income / Total loss check"

This option allows the auto macro feature to stop automatically when a cumulative profit or loss amount is reached after starting the game with the auto macro. **To use this option, you must set the Total Income and Total Loss amounts, and ensure that the checkbox on the left is checked for it to be valid.**

### 2. "If 1 or 2 is checked, the game will restart"

This feature resets the amount to 0 coins once the cumulative profit or loss target is achieved.

In other words, it resets the coins to 0 without stopping the auto macro feature, allowing it to continue operating.

# Game Table Selection Conditions

## How to Choose a Table

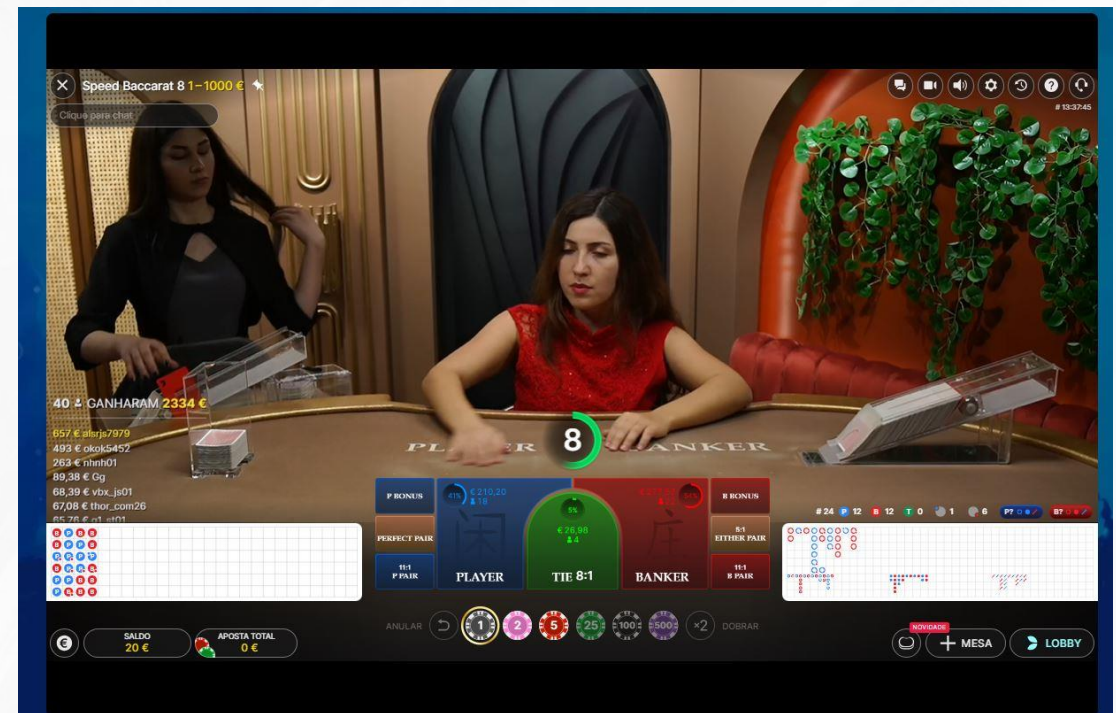
- 1. User-directed Table Choice ①
- 2. Automatic Table Choice

### 1. "User-directed Table Choice"

This method involves the user selecting the game table directly before launching the auto macro program. In this case, only the betting conditions need to be configured.

#### \* Important

Before starting the auto macro feature, you must ensure that the game table is selected.





# Game Table Selection Conditions

## How to Choose a Table

- 1. User-directed Table Choice
- 2. Automatic Table Choice 2

## 2. "Automatic Table Choice"

This method automatically selects a game table that matches the criteria set by the user.

In this case, you can configure the following three conditions.

### 1) Game Table Selection Criteria

Automatically selects a game table that meets specific criteria.

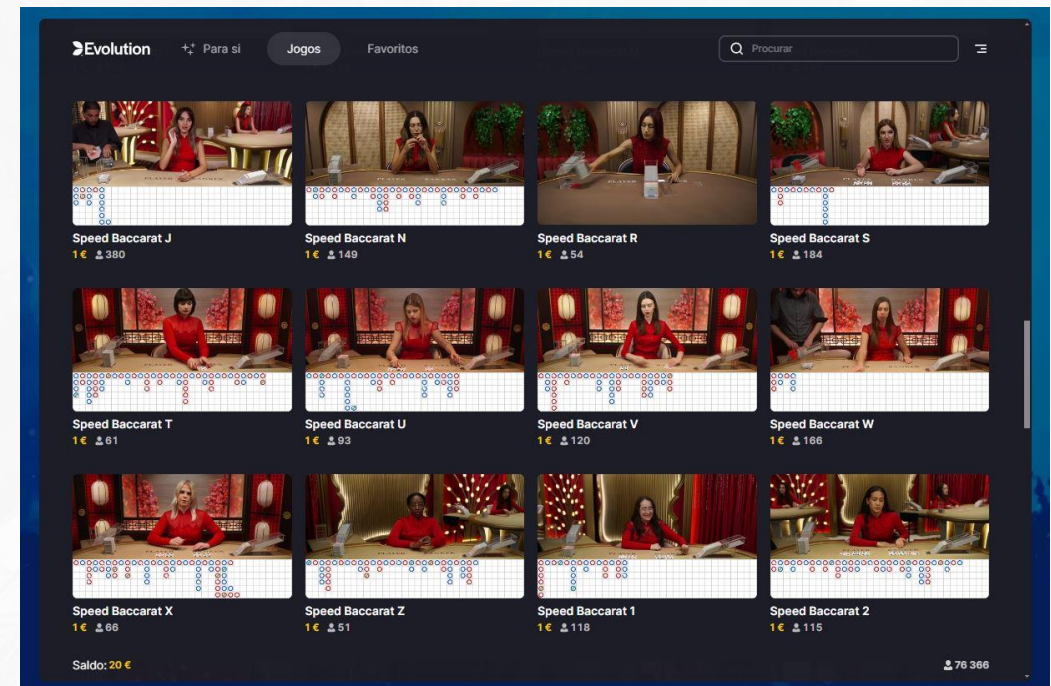
### 2) Betting Conditions

Sets the conditions for betting within the selected game table.

### 3) Game Termination Conditions

Defines the conditions for exiting the game table.

When you start the auto macro feature, the macro will automatically select an appropriate game table from the game lobby and begin operating.



## Other Settings

### Other(on the Automatic Table) Conditions

1. If disable betting  Seconds, Leave the Table. **①**

2. UnJoinable Tables   **②**

**1. "If disable betting ..."**

This setting automatically leaves the game table if the game does not proceed within the specified time (in seconds).

When this option is enabled, if the game does not start within the set time, you will be forcibly removed from the table, reducing unnecessary waiting time.

**2. "UnJoinable Tables ..."**

This feature excludes game tables with names registered here when automatically searching for game tables. With this setting, you can prevent the macro from automatically selecting specific tables.

You can register up to 10 game table names.

Press the "Add" button to enter the name of the game table you want to exclude. Tables with the entered names will not be automatically selected.

### Other(on the Automatic Table) Conditions

1. If disable betting  Seconds, Leave the Table

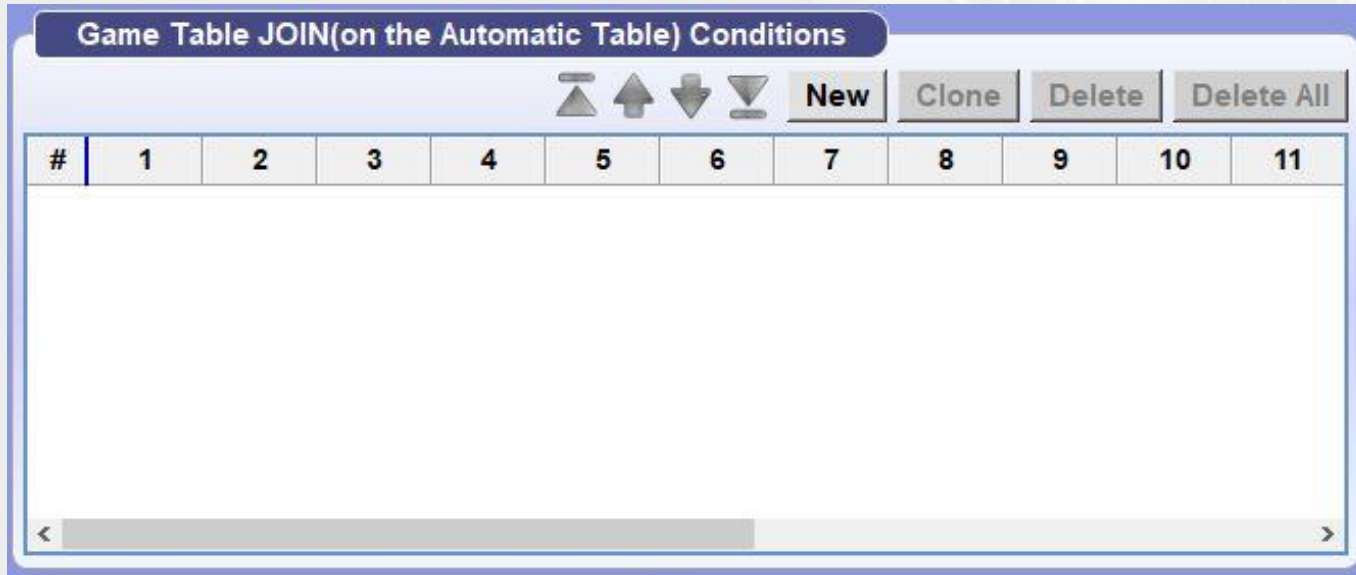
2. UnJoinable Tables

#### UnJoinable Table 04

#	Betting
1	

#	Table Name
1	

## Game Table Automatic Selection Conditions



When automatically searching for a game table, you can set specific conditions.

Multiple conditions can be configured, and the condition listed at the top has the highest priority.

**The condition-setting method is based on game result patterns.**

**For more detailed information on pattern settings, please refer to the later sections of this guide. (See User Guide pages 22–23)**

If you automatically join a game table based on the game result pattern conditions and the current ongoing game result pattern no longer matches the conditions, the program may automatically leave the game table. Detailed information is provided below.



## Additional Game Table Automatic Selection Conditions

**Game Table Additional Join Conditions**

1. Join with 1 ~ 1 rounds. ①

2. Join with Player win 0 % advantage. ②

3. Join with **Player** win continuous  $\geq$  1 times. ③

These settings pertain to additional conditions applied when searching for a game table. These additional conditions do not apply to the conditions for automatically leaving a game table. In other words, even if the game results in the current game table do not meet the set conditions, the program will not automatically leave the game table.

### 1. "Join with ... Rounds"

This condition relates to the number of game rounds. It sets a limit to prevent automatic participation in games that have progressed too far.

### 2. "Join with ... Advantage"

This setting allows you to select game tables where either the "Player" or "Banker" has an advantage by configuring the advantage condition. For example, if you want to select game tables where the "Player" has won slightly more often, you can set it to "Player win 51% advantage."

### 3. "Join with ... Continuous ..."

This condition sets the maximum number of consecutive wins for either the "Player" or "Banker" that the program will allow when selecting a game table. Here, "PlyBnk" (indicated by the red box above) refers to either "Player" or "Banker."

For instance, setting "PlyBnk win continuous  $\leq$  3" means that the program will only join game tables where the same result does not occur four or more times in a row.

## Game Table Exit Conditions

**Game Table Additional Leave Conditions**

1. Continuous WIN  times. ①

2. Continuous LOSE  times. ②

3. Total WIN  times. ③

4. Total LOSE  times. ④

These settings define the conditions for exiting a game table and returning to the lobby. You can configure the following four conditions. If multiple options are set simultaneously, the program will exit the game table if any one of the conditions is met.

**1. "Continuous WIN ..."** Set the condition for consecutive wins.

The program will automatically leave the table after winning a specified number of times in a row at this game table.

**2. "Continuous LOSE ..."** Set the condition for consecutive losses.

The program will automatically leave the table after losing a specified number of times in a row at this game table.

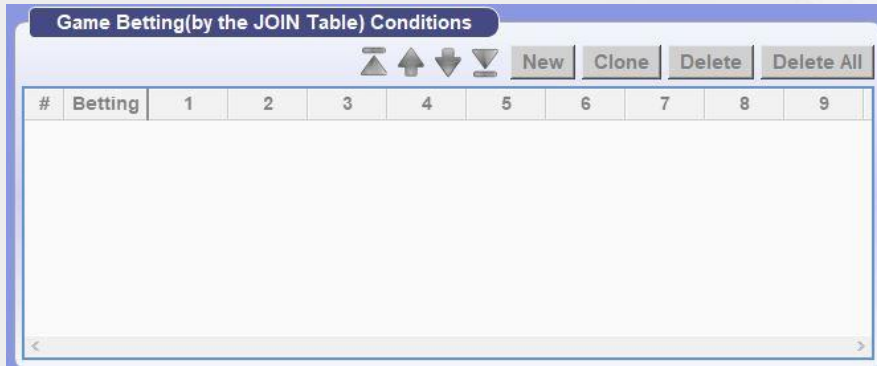
**3. "Total WIN ..."** Set the total win count condition.

The program will automatically leave the table after achieving a specified total number of wins at this game table.

**4. "Total LOSE ..."** Set the total loss count condition.

The program will automatically leave the table after achieving a specified total number of losses at this game table.

## Game Table Betting Conditions



Configure the settings related to betting.

**The initial part of the list contains the basic settings for betting, followed by items 1, 2, 3, etc., which register the result Pattern conditions required to execute the respective bets. (See User Guide pages 24–25)**

< Conditions for Automatically Leaving the Current Game Table >

This setting applies only when using the method of automatically searching for a game table.

- 1) Current Game Result Pattern Does Not Meet the Conditions for Automatically Joining a Game Table
- 2) Current Game Result Pattern Does Not Meet the Betting Conditions
- 3) Game Table Exit Conditions
  - Condition Fulfillment Methods:
    - If both Condition 1 and Condition 2 are met simultaneously: The program will leave the game table.
    - If Condition 3 is met: The program will leave the game table regardless of whether Conditions 1 and 2 are met.



## Betting Settings

### How to Bet Coins in Games

**1** Starting Betting Coin   By 1,000 Dec/Inc  **2** Joining NEW Table, Starting Betting Coin  **3** Group Betting   
 Reverse Betting at Continuous LOSE  times.  Reverse Betting at Continuous WIN  times.

#### 1. "Starting Betting Coin"

If there are no bets that meet the specified conditions, the coin amount specified here will be used as the default betting amount.

#### 2. "Joining NEW Tables, Starting Betting Coin"

When entering a new game table, all previous betting results are ignored, and the game starts from the beginning.

For example, if you have currently lost 3 consecutive times, it will reset to 0 and proceed.

**To maintain the betting results, you should not check this option.**

#### 3. "Group Betting"

As previously explained regarding the "Join Count" feature (see User Guide page 6), "Join Count" allows individual gameplay by alternating with virtual users. By selecting the "Group Betting" option, you set the program to engage in group games by alternating with virtual users.

**This means that if the majority of participants win, the game is considered a single win overall, and if the majority lose, the game is considered a single loss overall.**

[Configuration Example]

1) Join Count: 2      2) Group Betting: Checked      **A total of 3 players will participate in the game with the same betting amount.**

If the majority (2 or more players) win, the game is counted as one win, and if the majority lose, the game is counted as one loss.

**Accordingly, the betting amount is automatically adjusted.**

# Betting Settings

## How to Bet Coins in Games

Starting Betting Coin   By 1,000 Dec/Inc  Joining NEW Table, Starting Betting Coin  Group Betting  
**4**  Reverse Betting at Continuous LOSE  times.  Reverse Betting at Continuous WIN  times.

### Betting Coin PER ROUND If the user LOSEs the Game

Round	Do Betting	Reverse Betting	Betting Coin
1	<input type="checkbox"/> Betting(Off)	<input type="checkbox"/> Reverse(Off)	0
2	<input type="checkbox"/> Betting(Off)	<input type="checkbox"/> Reverse(Off)	0
3	<input type="checkbox"/> Betting(Off)	<input type="checkbox"/> Reverse(Off)	0
4	<input type="checkbox"/> Betting(Off)	<input type="checkbox"/> Reverse(Off)	0
5	<input type="checkbox"/> Betting(Off)	<input type="checkbox"/> Reverse(Off)	0
6	<input type="checkbox"/> Betting(Off)	<input type="checkbox"/> Reverse(Off)	0
7	<input type="checkbox"/> Betting(Off)	<input type="checkbox"/> Reverse(Off)	0

### 4. "Reverse Betting at Continuous LOSE ... "

When a specified number of consecutive losses occurs, the program will switch to betting in the opposite direction of the originally configured bet. Once this change is made, the program will continue to bet in the reversed state until another set number of consecutive losses happens, at which point it will revert back to the original betting configuration.

When a loss occurs in betting, you can set the amount of coins to bet next based on the number of consecutive losses. To use this feature, you must enable the checkbox next to the setting.

[How to Configure]

- \* Consecutive Loss Count: Set the number of consecutive losses that will trigger an adjustment in the betting amount.
- \* Betting Amount: Enter the next betting amount to apply when the specified number of consecutive losses is reached.

[Reverse Option ("Reverse")]

\* Description

For the current bet only, place a bet opposite to the configured bet. For example, change from betting on Banker to betting on Player.

\* Application Method

When the Reverse option is enabled, the program will switch to opposite betting upon reaching the specified number of consecutive losses.

# Betting Settings

## How to Bet Coins in Games

Starting Betting Coin   By 1,000 Dec/Inc  Joining NEW Table, Starting Betting Coin  Group Betting  
 Reverse Betting at Continuous LOSE  times. **5**  Reverse Betting at Continuous WIN  times.

### 5. "Reverse Betting at Continuous WIN ... "

When a specified number of consecutive wins is achieved, the program will switch to betting in the opposite direction of the originally configured bet. Once this change occurs, the program will continue to bet in the reversed state until the set number of consecutive wins is reached again, at which point it will revert back to the original betting configuration.

### Betting Coin PER ROUND If the user WINS the Game

Round	Do Betting	Reverse Betting	Betting Coin
1	<input type="checkbox"/> Betting(Off)	<input type="checkbox"/> Reverse(Off)	0
2	<input type="checkbox"/> Betting(Off)	<input type="checkbox"/> Reverse(Off)	0
3	<input type="checkbox"/> Betting(Off)	<input type="checkbox"/> Reverse(Off)	0
4	<input type="checkbox"/> Betting(Off)	<input type="checkbox"/> Reverse(Off)	0
5	<input type="checkbox"/> Betting(Off)	<input type="checkbox"/> Reverse(Off)	0
6	<input type="checkbox"/> Betting(Off)	<input type="checkbox"/> Reverse(Off)	0
7	<input type="checkbox"/> Betting(Off)	<input type="checkbox"/> Reverse(Off)	0

When you win in betting, you can set the amount of coins to bet next based on the number of consecutive wins.

To use this feature, you must enable the checkbox next to the setting.

[How to Configure]

- \* Number of Consecutive Wins: Set the number of consecutive wins that will trigger an adjustment in the betting amount.
- \* Betting Amount: Enter the next betting amount to apply once the specified number of consecutive wins is reached.

[Reverse Option ("Reverse")]

\* Description

For the current bet only, place a bet opposite to the configured bet. For example, change from betting on Player to betting on Banker.

\* Application Method

When the Reverse option is enabled, the program will switch to opposite betting upon achieving the specified number of consecutive wins.



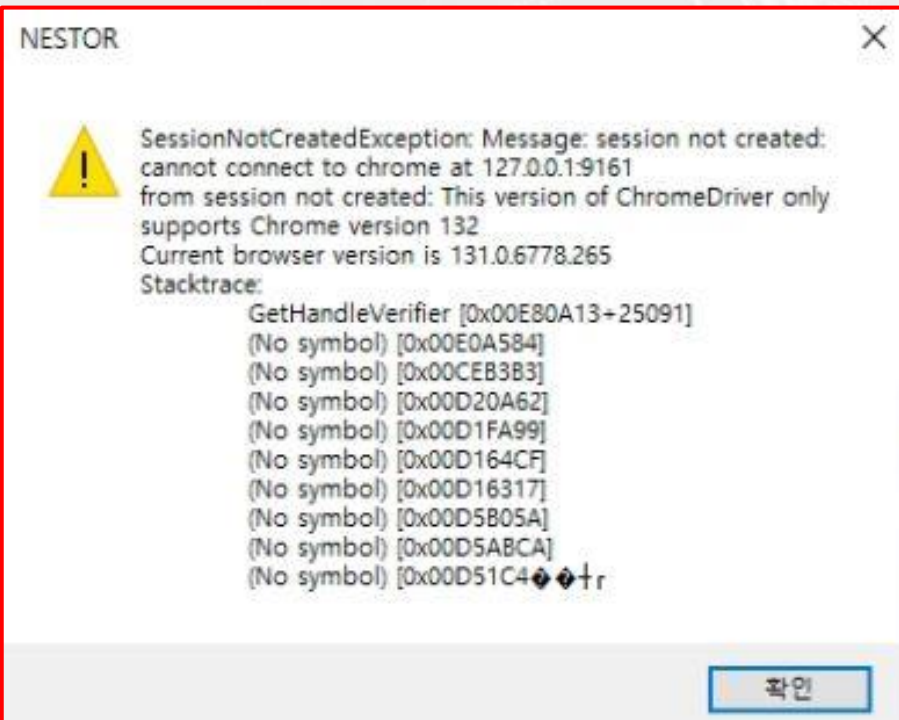
## Game Start

Open Chrome

Close Chrome

After completing all settings, click the "Open Chrome" button to activate the auto macro feature.

Once you click the button, wait briefly, and the Chrome browser will automatically launch, displaying the configured game URL.



If an error pop-up like the one shown on the left appears, please follow the steps below to resolve the issue.

[How to Resolve Errors]

- 1) Restart the Program - Close the program and then try running it again.
- 2) Update Chrome Browser
  - \* If the problem persists, close the program and manually launch the Chrome browser.
  - \* Navigate to Settings > About Chrome to update the Chrome browser to the latest version.
  - \* Once the update is complete, close the Chrome browser and restart the program.

## Game Start

**Open Chrome**

**Close Chrome**

### Procedure After Clicking the "Open Chrome" Button

#### 1) Logging In and Navigating to the Game Screen

- \* When you click the "Open Chrome" button and the Chrome browser launches, log in to the game site using your account.
- \* After logging in, navigate to the Evolution game screen.

#### 2) Handling Popup Windows (Refer to User Guide page 5)

- \* If the Evolution game opens in a separate popup window within the browser, the "Popup" option you initially set must be checked.
- \* If the "Popup" option is not checked, the auto macro feature may not function correctly within the popup window.
- \* Solution
  - If the "Popup" option is not checked, click the "Close Chrome" button to close the browser.
  - Check the "Popup" option in the settings as described in the manual, then click the "Open Chrome" button again to launch the Chrome browser.

## Game Start

**Open Chrome**

**Close Chrome**

### Procedures Based on Game Table Selection Method (See User Guide pages 8–9)

#### 1) User-directed Table Choice

\* **The user must manually select and remain in the chosen game table.**

\* Steps

- After launching the program, manually select your desired game table in the Chrome browser.
- Stay in the selected game table and then start the auto macro feature.

#### 2) Automatic Table Choice

\* **The program must stay in the game lobby to automatically select the optimal game table.**

\* Steps

- After launching the program, start the auto macro feature. The program will automatically select a game table that matches the set conditions.
- Remain in the game lobby while the program continuously monitors and selects the optimal table.



# Game Start



③

②

①

## 1. "Game Start"

Once preparations are complete, press the **"Game Start"** button to begin the auto macro functionality.

## 2. "Simulation Start"

The simulation feature currently available is not operating correctly.

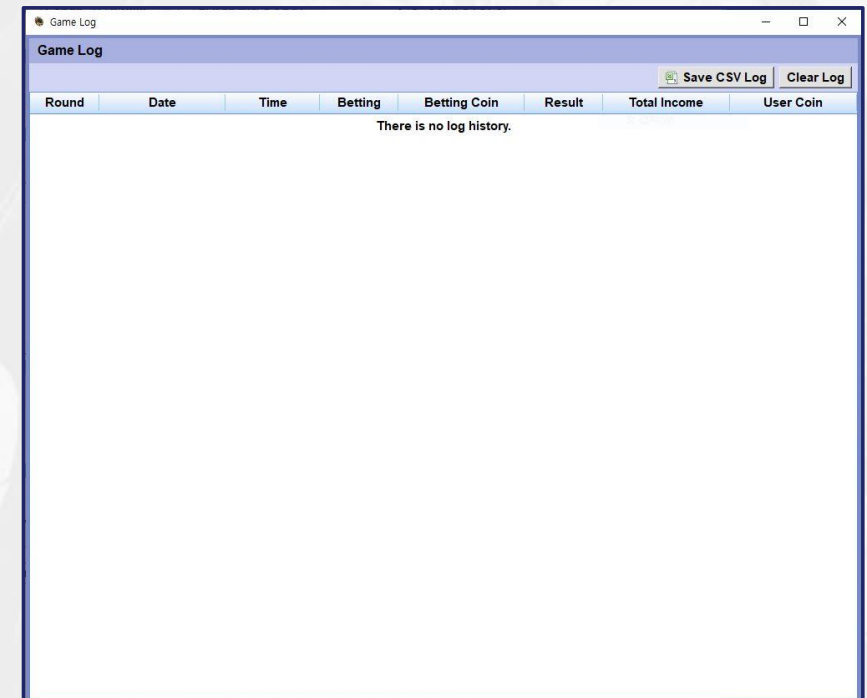
Please avoid using this feature.

## 3. "Open Log"

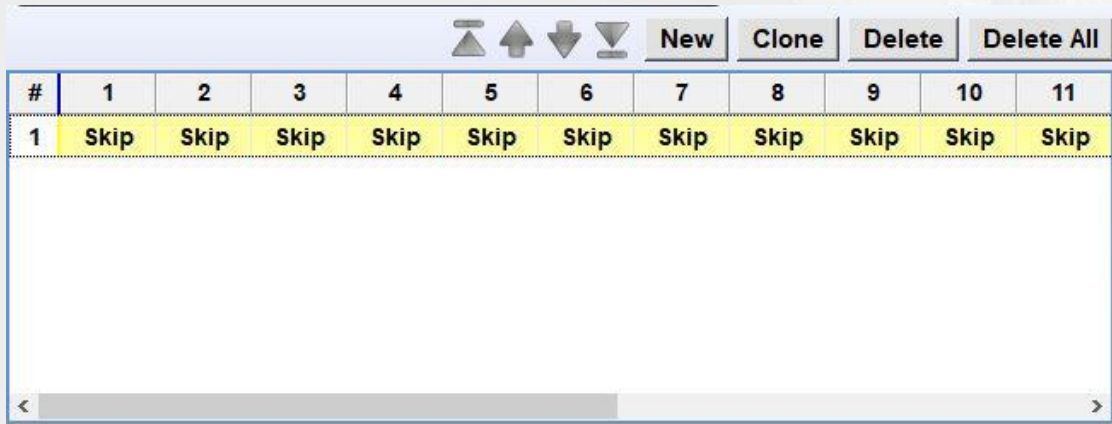
By clicking the "Open Log" button, you can view the results of your game sessions. The log file includes details such as each game's betting history, outcomes, and cumulative profit and loss amounts, helping you analyze the macro's performance and make necessary adjustments.

[Steps to Check Logs]

1. Click the "Open Log" button.
2. The generated log file will open automatically, providing a detailed overview of the game progress.
3. You can save the log file as a record if needed.



## Game Table Pattern Settings



#	1	2	3	4	5	6	7	8	9	10	11
1	Skip	Skip	Skip	Skip	Skip	Skip	Skip	Skip	Skip	Skip	Skip

Detailed Description in User Guide page 11

### 1. "Skip"

The current pattern does not meet the specified conditions.

### 2. "Any"

**"Any" satisfies the condition regardless of the result that appears in a specific position.**

For example, if "Any" is placed between two "Player" results, the condition is met as long as "Banker" appears at least once, regardless of the number of "Banker" results. Additionally, if "Any" is placed at the end of the pattern settings, the condition is satisfied regardless of how many opposite results are set before it.

## Game Table Pattern Settings

#	1	2	3	4	5	6	7	8	9	10	11	
1	Banker	Banker	Banker	Banker	Banker	Banker	Skip	Skip	Skip	Skip	Skip	Skip

### Pattern: B, B, B, B, B

This pattern represents "Banker" appearing five times consecutively. If the game result pattern is B, B, B, B, B, it meets the condition. However, because the last part of the pattern is "B, B, B, B, B", even if the actual results are B, B, B, B, B, B, B (seven consecutive "Banker" results), it still satisfies the condition. To define the pattern as exactly five "Banker" results, set it as follows:

#	1	2	3	4	5	6	7	8	9	10	11	
1	Player	Banker	Banker	Banker	Banker	Banker	Banker	Skip	Skip	Skip	Skip	Skip

### Pattern: P, B, B, B, B, B

This pattern requires at least one "Player" to appear at the end, followed by five consecutive "Banker" results.

#	1	2	3	4	5	6	7	8	9	10	11	
1	Banker	Player	Banker	Banker	Banker	Banker	Banker	Banker	Skip	Skip	Skip	Skip

### Pattern: B, P, B, B, B, B, B

This pattern sets "Player" to appear only once within the sequence.



## Betting Pattern Configuration

#	Betting	1	2	3	4	5	6	7	8	9
1	Player	Banker	Skip	Skip	Skip	Skip	Skip	Skip	Skip	Skip

Detailed Description  
in User Guide page 14

When configuring betting patterns, select the initial betting value at the top of the list, and then set the result pattern conditions starting from item 1 onwards to execute the respective bets. After automatically entering the game table and meeting the conditions, betting will occur according to the configured patterns. You can register multiple betting patterns, and the patterns listed at the top have higher priority.

### 1. "NotBet"

"NotBet" means that no bet will be placed when the specified pattern is matched.

This is used to prevent the program from forcefully leaving the game table when there are no applicable betting patterns, as previously explained. Typically, "NotBet" is placed at the bottom of the betting pattern list to assign it a lower priority.

[Examples]

#### Betting Pattern: P, B

Description: If the current result in the game table is "Banker", the program will bet on "Player".

- If the result is "Banker", it will bet on "Player" again.
- If the result is "Player", it does not match the set pattern, so the program will leave the game table.

#### Betting Pattern: N, P

Description: By adding the "NotBet" pattern to the betting pattern list, even if the pattern is satisfied, no bet will be placed.

The program will wait until the result is "Banker" before proceeding.

## Betting Pattern Configuration

#	Betting	1	2	3	4	5	6	7	8	9
1	Player	Player	Banker	Banker	Banker	Banker	Banker	Skip	Skip	Skip

To define a pattern with exactly five "Banker" results, you must configure it as "P, B, B, B, B, B" as previously explained. However, if the condition to join the game table is set to five "Banker" results and the betting condition is identical, there is a possibility that the game may terminate during the betting process. **This means that the game might end while betting is in progress, preventing the desired coin amount from being wagered.**

#	Betting	1	2	3	4	5	6	7	8	9
1	Player	Player	Banker	Banker	Banker	Banker	Banker	Banker	Skip	Skip

**Configure the system to switch to betting on "Player" when exactly six "Banker" results occur.**

If the condition to join the game table is five "Banker" results and the betting condition is six "Banker" results, the program will wait until six "Banker" results occur after joining the game table. If a "Player" result appears before reaching six "Banker" results, the program will automatically exit the game table.

# Betting Coin Configuration

Starting Betting Coin   By 1,000 Dec/Inc  Joining NEW Table, Starting Betting Coin  Group Betting

Reverse Betting at Continuous LOSE  times.  Reverse Betting at Continuous WIN  times.

**Betting Coin PER ROUND If the user WINS the Game**

Round	Do Betting	Reverse Betting	Betting Coin
1	<input type="checkbox"/> Betting(Off)	<input type="checkbox"/> Reverse(Off)	0
2	<input type="checkbox"/> Betting(Off)	<input type="checkbox"/> Reverse(Off)	0
3	<input type="checkbox"/> Betting(Off)	<input type="checkbox"/> Reverse(Off)	0
4	<input type="checkbox"/> Betting(Off)	<input type="checkbox"/> Reverse(Off)	0
5	<input type="checkbox"/> Betting(Off)	<input type="checkbox"/> Reverse(Off)	0
6	<input type="checkbox"/> Betting(Off)	<input type="checkbox"/> Reverse(Off)	0
7	<input type="checkbox"/> Betting(Off)	<input type="checkbox"/> Reverse(Off)	0

**Betting Coin PER ROUND If the user LOSEs the Game**

Round	Do Betting	Reverse Betting	Betting Coin
1	<input checked="" type="checkbox"/> Betting(On)	<input type="checkbox"/> Reverse(Off)	2
2	<input checked="" type="checkbox"/> Betting(On)	<input type="checkbox"/> Reverse(Off)	4
3	<input checked="" type="checkbox"/> Betting(On)	<input type="checkbox"/> Reverse(Off)	8
4	<input checked="" type="checkbox"/> Betting(On)	<input type="checkbox"/> Reverse(Off)	16
5	<input type="checkbox"/> Betting(Off)	<input type="checkbox"/> Reverse(Off)	0
6	<input type="checkbox"/> Betting(Off)	<input type="checkbox"/> Reverse(Off)	0
7	<input type="checkbox"/> Betting(Off)	<input type="checkbox"/> Reverse(Off)	0

This is an example of setting up a 5-step Martingale betting system when a loss occurs in the game. (Refer to the top image.) If you lose four consecutive times, the next bet is set to 16 coins. However, if you lose five times, there is no setting for the sixth loss, so the bet reverts to the starting amount of 1 coin. If you also lose the sixth time, with no setting for the seventh loss, the bet remains at 1 coin. To continuously bet in increments of 1, 2, 4, 8, and 16 coins, you must repeatedly configure each step. (Refer to the bottom image.)

Starting Betting Coin   By 1,000 Dec/Inc  Joining NEW Table, Starting Betting Coin  Group Betting

Reverse Betting at Continuous LOSE  times.  Reverse Betting at Continuous WIN  times.

**Betting Coin PER ROUND If the user WINS the Game**

Round	Do Betting	Reverse Betting	Betting Coin
1	<input type="checkbox"/> Betting(Off)	<input type="checkbox"/> Reverse(Off)	0
2	<input type="checkbox"/> Betting(Off)	<input type="checkbox"/> Reverse(Off)	0
3	<input type="checkbox"/> Betting(Off)	<input type="checkbox"/> Reverse(Off)	0
4	<input type="checkbox"/> Betting(Off)	<input type="checkbox"/> Reverse(Off)	0
5	<input type="checkbox"/> Betting(Off)	<input type="checkbox"/> Reverse(Off)	0
6	<input type="checkbox"/> Betting(Off)	<input type="checkbox"/> Reverse(Off)	0
7	<input type="checkbox"/> Betting(Off)	<input type="checkbox"/> Reverse(Off)	0

**Betting Coin PER ROUND If the user LOSEs the Game**

Round	Do Betting	Reverse Betting	Betting Coin
1	<input checked="" type="checkbox"/> Betting(On)	<input type="checkbox"/> Reverse(Off)	2
2	<input checked="" type="checkbox"/> Betting(On)	<input type="checkbox"/> Reverse(Off)	4
3	<input checked="" type="checkbox"/> Betting(On)	<input type="checkbox"/> Reverse(Off)	8
4	<input checked="" type="checkbox"/> Betting(On)	<input type="checkbox"/> Reverse(Off)	16
5	<input checked="" type="checkbox"/> Betting(On)	<input type="checkbox"/> Reverse(Off)	1
6	<input checked="" type="checkbox"/> Betting(On)	<input type="checkbox"/> Reverse(Off)	2
7	<input checked="" type="checkbox"/> Betting(On)	<input type="checkbox"/> Reverse(Off)	4