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Reports & Ads – How To Win At Gaming

By MalaMaal.com

How To Win At Gaming

MAKING A KILLING AT CRAPS

The game of Craps is considered America's most popular gambling game. Because the Craps table uses unfamiliar language, it is often considered very complicated. However, after learning the terminology, it is in reality, quite easy. In the middle of the Craps table are what is known as proposition bets. This includes all one roll proposition bets. The House has an advantage on these bets of from 2.778% on the "field" to 16.667% on any 2 or 12. For this reason, we will not be going into detail on any of these bets. If you want to win consistently, you want to stay away from these bets.

You may stand at either end of the table, as both sides contain exactly the same bets. If you were the first player at the table you would stand at one end of the long table and the stickman would let you pick a pair of dice. You, being the "shooter" would have to bet on either the pass line bet or the Don't pass. The first roll of the dice is called the "come-out" roll.

PASS LINE BET

If the dice thrown on the come-out roll total 7 or 11, (a natural) you win and are paid 1 to 1. (You would then bet and roll another come-out.) If the dice thrown total 2, 2 or 12 (a crap) you lose. (The dice would then go to the next player for another come-out roll.)

If the dice thrown total 4, 5, 6, 8, 9 or 10 then the total becomes the "point". You are more likely to win, than lose on the come-out roll. However, once the point is made, the odds turn against you.

Now, if 7 comes up on the dice, you lose the bet you made at the beginning. If the point comes up, you win.

Pass Bet Rules:

Come-out roll: Natural 7 or 11 you win Crap 2, 3, or 12 you lose

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Points: 4 5 6 8 9 10

Point rolls: Point you win 7 you lose

DON'T PASS BET

If the dice thrown on the come-out roll bet total 7 or 11, you lose. 2 and 3 win, and on 12 you "push" (neither winning or losing).

If the dice come up 4, 5, 6, 8, 9 or 10 as before, this becomes the point. After this, if 7 comes up first, you win. To lose, the point must come up.

Don't Pass Rules:

Come-out roll: Natural 7 or 11 you lose Crap 2 or 3 you win
Crap 12 push

Points: 4 5 6 8 9 10

Point rolls: Point you lose 7 you win

COME BET

After a point has been made, you may place a bet in the space marked Come. This has almost the same rules as pass. 7 or 11 win, crap 2, 3 + 12 lose. When a new point is established, the bet is moved to the appropriate box above the come space. Then the bet wins if the point appears, loses if 7 appears first. Payment again is 1 to 1.

DON'T COME BET

After a point has been made, you may place a bet in the space marked Don't. This has almost the same rules as don't pass. 7 or 11 lose, crap 2 + 3 win, 12 is a push. When one of the point numbers comes up, the bet is moved to the appropriate box. Now you want 7 to come up before your don't come point number. After what you have read so far is understood, you can "lay the odds". A bet not even on the Craps table.

Let's say you have made a pass line bet and point 5 has been established. You may now bet a like amount by placing it behind your pass line bet. This means an "odds bet" on 5. If 7 turns up before 5, you lose both bets. If 5 turns up before 7, you win both bets.

On a come point the bet is the same. You identify the point to the dealer saying for example "odds on 5". He will place your bet on top of your come bet.

If the come-out roll intervenes this, the odds bet is off unless you specify to the dealer that you wages "work" on the come-out roll.

ODDS Payoff (by exact odds)

Point 4 or 10 6 to 3 5 or 9 6 to 4 6 or 8 6 to 5

To maximize the odds, you should bet 3 units of the table minimum so you may always get full odds.

Pass + Come Don't Pass + Don't Come

Point payoff Bet payoff

4 or 10 2 to 1 6 units 3 to 6 5 or 9 3 to 2 6 units 4 to 6 6 or 8
6 to 5 6 units 5 to 6

In this way, if the point is 5 or 9, you may be a full 6 units (more than the original bet) instead of the actual odds of 4 1/2 to 3.

Work on your game and begin this way: 1st bet only on the pass line. When you have learned the game well enough, bet full odds on the point rolls. Then make come bets and bet full odds on point rolls. (You can at this point bet don't pass or don't come with full odds.)

EASY TO LEARN BLACKJACK SYSTEM

In all of the games used for gambling, Blackjack remains the only one in which a participant can actually change his chances of winning during the game. Whether those running casinos wish to admit it or not, Blackjack does involve skill.

Blackjack actually refers to a specific holding (two cards totalling 21). However, this is also the most common term for the game – also known as 21.

You are playing against the dealer at all times. Many people feel that you must play differently depending on where you sit at the table. This is not true. Players sit in a semi-circle around the dealer, but no matter where you sit, you are still playing against the dealer. You owe nothing to the other players – it is your own money you are risking.

In Blackjack, the suits of the cards have no significance. Tens, jacks, queens, and kings all count 10. An ace counts 1 or 10 at the player's option. Cards from 2 to 9 have their face value. Therefore, if you hold a nine and a five, you have 14. A nine and an ace can be either 10 or 20.

The simple idea of the game is to get closer to 21 without going over than the dealer does. You are dealt two cards and the dealer is dealt two cards also – one always face up, and one face down. You are then given the option of standing with the cards you have ("stick" or "sticking") or you may be "hit" and be given another card ("hitting"). You may take as many cards as you wish to, but should you go over 21, you "bust" and the dealer wins automatically. The dealer will not take any cards until all players are through at taking cards. Thus the dealer's biggest advantage is here. Any players that bust, lose their bet – even if the dealer goes bust.

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If you stay at 21 or under and have a higher total than the dealer, you win; if both you and the dealer hold cards equalling the same total, it is a "push" and you stay even (not winning or losing). If the dealer has a higher total without busting, he wins.

The pay off if you win is even money (one to one). If you get a "21" or "Blackjack" (21 in two cards) you are paid at a rate of 3 to 2 (bet \$10 win \$15). If the dealer gets blackjack at the same time, you push – all other players lose.

You may take "Insurance" when the dealer's first card is an ace. After all players and the dealer have two cards, he will ask "Insurance?". You may bet another 1/2 of your original bet. Payment is 2 to 1 if the dealer does get blackjack.

At this point, after each player and the dealer has 2 cards, he will start at the immediate right and see if the player wants a card (a "hit"). If yes, the player scratches the table with his fingers or cards towards himself. If not, he places his cards under his bet or makes a negative movement with his hand. Dealers respond to hand gestures only. If you go over 21 "bust" you turn your cards over (face up) and

the dealer takes the cards and your bet. If you stay at 21 or under, the dealer will continue to the next player.

As we mentioned, an ace can be counted as a 1 or 11. When you have say an 8 and a 10, you have a "hard" hand. However, an 8 and an ace gives you a "soft" hand. Because you have a soft 19 or a hard 9 if you count the ace as a one.

The dealer on the other hand does not get these options. When all players are through, the dealer turns face up his hole card. He must take a card if he has 16 or less. He must stand (in most casinos) on a hard or soft 17.

Most players try and guess what the dealer has and look at the other cards on the table before deciding to hit or stand. Most players also never win at Blackjack.

At this point, you should understand how the game is played. The following is your best strategy as determined by computer testing:

Always hit when you have 11 or less.

Always stand with a hard 17 or more.

On a hard hand: When the dealer's up card is from 7 to Ace, draw if you have 12 to 16. When the dealer's card is 2 to 6, stand on 12 to 16 except if the dealer's card is a 2 or 3, in which case you would draw.

On a soft hand do the following: Always draw to a soft 12. Stand on 18 except when the dealer has a 9 or 10 value card. Stand on 19.

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In most casinos, you may double down (double your bet) after your first two cards.

On a hard hand: Always double with 11, with 10 except if the dealer has a 10 or ace, with 9 against the dealer's 2 to 6 up card.

On a soft hand: With ace 2 to ace 7 double against dealer's 4, 5, or 6. Also with ace 6 against 2 or 3 and ace 7 against 3.

Another play is the splitting of pairs. If your first two cards of the deal are the same value, you may place a bet the same as your original, and play two hands.

Always split ace–ace, and 8–8. Never split 10–10, 5–5, or 4–4. Split other pairs only when the dealer's card is 2 to 6. These rules may seem complicated and difficult. However, after playing at home, this basic strategy will require no concentration.

After you have become comfortable with the basic strategy, you may be able to shift the odds in your favor. Although counting card is illegal in some places, simple methods of advanced strategy can be easily employed.

When a number (greater than average) of 10's have been used, more 5 average cards are present and this is an advantage to the dealer. If more 5 value cards have been used, the advantage is in your

favor (a slightly larger bet may be in order). Here is a way for counting high + low cards: Whenever a 2 or 6 appears, count +1. Cards 7, 8, 9 count 0. Count –1 for 10's and aces. In this manner, there are 5 low cards (+1) and 5 high (–1) cards. If at any time the number obtained is say +5 or more, it is to your advantage to raise your bet. If very few low cards are left, it may even make sense to stand on 15 or 16 against dealer's high card.

FIVE SIMPLE ROULETTE SYSTEMS

Roulette is the oldest of all the casino games. A roulette wheel is round and has 38 separately numbered pockets in which the rotating ball may land. The numbers change back and forth between red and black; the first red number is number one. 0 and 00 are both green. If a player bets on a single number, he is paid 35 to 1. This means that the casino has the advantage of 2 out of every 38 spins. So, roulette, like any other gaming event must rely on both luck and strategy.

BETS:

You may bet on two numbers by placing your chip (or chips) on the line between two numbers such as 2 and 3. Payment is 17 to 1.

You may bet on four numbers by placing your bet between 4 numbers such as 2, 3, 5, 6 and upon winning be paid 8 to 1.

You may bet on three numbers by placing a chip on the transversal such as 1, 2, 3 by placing the chip

on the outer line of 1. Payment is 11 to 1.

You may bet on five numbers only in one set; they are 0, 00, 1, 2, 3. Since 31 is not divisible by 5 it pays only 6 to 1.

You may bet on six numbers by placing your chip on two transversals, such as the outer edge of numbers 7 and 10 to cover numbers 7, 8, 9, 10, 11, 12. This bet pays 5 to 1.

You may bet on 12 numbers by placing your bet on the 2to1 space at the end of the table and play 1, 4, 7, 10, 13, 16, 19, 22, 25, 28, 31, 34 or either of the other two rows of numbers; or by placing your chip in 1st 12, 2nd 12, or 3rd 12. Each bet pays 2 to 1.

You may bet on 18 numbers by placing your bet on either a color spot – red or black, on an even or odd spot, or on 1 to 18, or 19 to 36. Pays 1 to 1.

Seem simple enough? Well it is quite easy. Just wait till a spin has been completed and all bettors have been paid and then place your bet.

The following section shows you five simple systems you may want to use to win at roulette.

Never bet more than you can afford to lose, and always quit when you have won as much as you set out to win – such as double your stake.

There are table minimums and maximums at all casinos and most casinos have different tables with different amounts. *Each posted on the table.

A typical minimum is 25 cents per bet with a 75 cent minimum per spin of the wheel. This covers bets on numbers only *-* other bets such as 1st 12 etc. will have a \$1 minimum.

Now, read and learn each system detailed below before you try any of them at a casino – pick one or two you want to try.

SYSTEM ONE:

This is a simple game of colors. Black and red. This has also been called a suckers bet and an absolutely terrible system because it does not go with the odds. However, it has consistently won for both myself and a large number of others. Because 1/2 of the numbers are red, and 1/2 black (minus of course the casino advantage of 0 of 00) a bet on a red or black number coming up has a 50–50 chance of winning. If you were able to accurately pick the correct color every–other spin, you would break even, minus 2 in every 38 spins (for 0, 00). With this in mind, try the following:

Bet on a color. If you win, take your winning and leave your original bet for the next spin. (A good idea is to start at \$1 if you are interested in playing for a long period of time and maybe winning some money. You can bet more such as \$3 to \$5 if you can afford it and are hoping to win some big money). If you lose, double your bet. If you continue to lose you may wish to continue doubling your bet, or

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quit and take the loss. Then start over again, as long as you win, take your winnings and leave your original bet.

Remember, you ALWAYS have the same odds of your bet winning even if the other color has come up 100 times in a row. I have had nights when I never lost more than 3 straight times, but I have also seen the same color come up 12 straight times.

SYSTEM TWO:

Odd or even bets. This is basically the same as the above system, but with one very different factor – you watch the game until a number of even or odd numbers have come up consecutively – such as three straight, before making a bet. With this in mind you may want to raise your starting bet to \$3 to \$5 since you get fewer chances to bet – also, you do not leave your original bet when you win. You take it and wait for another streak of even or odd numbers.

SYSTEM THREE:

Betting 1-to-18 or 19-to-36. These bets pay 1 to 1 just like bets on color and odd and even. However, this is a one time, win or lose system. It has a total of either one or two bets, per time. Again it is best to watch the game until the ball has not landed on either half of the numbers. Then, after say 5 straight spins like this, place a larger bet on the 1/2 of the numbers that has not come up for the last 6 spins. (As much as you wish to bet – I usually go from \$10 to \$25.) If you win, you have won a good sum of money; if you lose, you can do one of two things: Quit and wait for another chance to come up, or place the same bet again plus \$1. If you lose again, take the loss and wait to try it again. If you win this time, you have gotten back your original bet plus \$1.

On good nights I have won four or five straight and four out of five or better. At this point I always quit . . . if I am betting \$25, I may even quit after winning only two or three straight.

SYSTEM FOUR:

Betting the rows. This bet is shown on the layout as 2-to-1 and pays just that. This is just like playing colors. You place a bet on one of the three rows of numbers and if you win you leave your original bet and take the winnings. If you lose, place a bet of the same amount. If you win, you will do the same thing, and will have made up for the previous loss plus some extra. If you lose a third time, double your bet. You may do this as many times as you like, but remember, your bets can grow very high if you are doubling your bets each time!

SYSTEM FIVE:

This is my favorite system. It does not make a lot of money unless you have a lot of money as a stake, but it offers one of the best ways of playing and being able to get your original bets back without a great sum of money. This system is like the last and also bets on the rows, but you wait until a row has not come up for a number of spins (I use 7). Then you place a bet on the row that has not come up. If you wish to win just a small amount of money, or stay even, start with \$1. If you wish to win

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more money, start with \$1 but make your bets like those shown below. When you win, you stop and wait for another chance to start over. If you lose, follow the next bet on the chart:

A B A B A B A B

Bet Win Total Won If you lose total lost

\$1 \$1 \$2 \$2 \$2 \$2 \$1 \$1 \$2 \$2 \$4 \$4 \$3 \$3 \$3 \$3 \$3
\$4 \$6 \$8 \$3 \$5 \$6 \$7 \$4 \$5 \$8 \$10 \$2 \$3 \$10 \$12 \$6
\$8 \$12 \$16 \$2 \$6 \$16 \$20 \$9 \$12 \$18 \$24 \$2 \$4 \$25 \$32 \$14
\$18 \$28 \$36 \$3 \$4 \$39 \$50 \$21 \$28 \$42 \$56 \$3 \$6 \$60 \$78
\$32 \$42 \$64 \$84 \$4 \$6 \$92 \$120 \$47 \$65 \$94 \$130 \$2 \$10 \$139
\$250 \$71 \$130 \$142 \$260 \$3 \$10 \$210 \$380 \$106 \$212 \$2 \$316
\$159 \$318 \$2 \$475

You of course can quit and take the loss at any time. This system does not make a lot of money unless you are lucky and your row continually comes up after just a few spins – which is quite possible. The chance of your row not coming up 20 straight times is the same as it is after just once – 2 to 1. However, I have never seen a row go more than 17 straight spins without winning.

This short look at five simple roulette systems is only a guide and cannot guarantee a person will win if he follows one or more of the systems. It is however, an account of my own personal way of betting at the roulette table and these systems have won consistently for myself.

Best wishes and good luck to you!

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Video Games Are Good – Are They?

By Gabriel Adams

If you're like most parents, you're probably confused over the number of reports that argue against the use of video games as entertainment. Some of the information in these reports is quite convincing. After all, they're written by psychology experts, child educators, and social science professors from esteemed colleges or other similar institutions. And the arguments presented within these reports make sense. They're based on years of research and they may even resonate with experiences you've had with the children in your very own social circle.

On the other hand, it's important that some of this information be taken with a grain of salt. Rarely will you see a report that argues on the side of video games, and that outlines the positive attributes that time spent with a Nintendo system or Sony Playstation generates. With all the negativity surrounding these products, one could easily think that Nintendo and Sony were evil manifestations of the devil himself! But this couldn't be further from the truth.

The Nintendo system and Sony Playstation are mere platforms for video games that range from educational lessons to downright questionable material. We can't argue against the latter. There **are** some inappropriate video games in the public, but does that mean parents have ban the entire video gaming industry altogether?

Absolutely not – and to do so, in our humble opinion, would be detrimental to childhood development. That's right – detrimental. We don't believe this claim is a leap of faith, because just as there are reports that dissuade video gaming, there is a tremendous amount of evidence that suggests why video games are an important part of growing up. This evidence points to things like hand and eye coordination, the ability to focus, perseverance, and improving problem solving skills.

This evidence should give parents a bit of comfort in knowing that the gaming industry in itself is not the issue. The issue is instead, the parents' choice of video games that are allowed in the home.

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