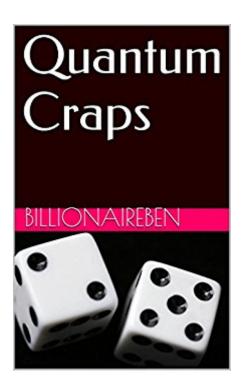
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## **Quantum Craps**





## **Synopsis**

When you walk into a casino, you are there for one reason; to win money! Not to have fun, not entertainment; not showing your date that you don't mind if you spend a few bucks. Making money, plain and simple. There are bright lights, pretty waitresses, so many games; but you know what you have to do to make money here. You need to develop a skill that yields and edge, and bet optimally into that edge. For the last 50+ years, people have made a killing with card counting; but the best games are long gone. However, there is a silver lining. Playing craps with the betting system I unveil in this book will yield a house edge of less than 1% which is good on it's own, but with the dice control and teamplay tactics listed you can yield a nice expected win rate. To beat this game, you need a verifiable level of skill. In this book, I suggest a clever new method of verifying whether you can demonstrate a significant edge within a few minutes of testing! That's right, no 5000 rolls to see if you have less seven's than expected (though this is an acceptable method as long as you try for 7/11 during the come out roll and don't use those statistics for SRR purposes.) Within a short test, less than an hour you can find out whether you demonstate an edge. Of course, if you are performing poorly one day; you can always pass to your teammates. The benefits of teamplay are outlined whether it's simply a group of friends that use skill or a professional team bankrolled by a single investor. There are lots of ways to play it, you can make it happen.

## **Book Information**

File Size: 357 KB

Print Length: 20 pages

Publication Date: May 29, 2015

Sold by:Â Digital Services LLC

Language: English

ASIN: B00ULYTXPI

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Enabled

Best Sellers Rank: #1,275,471 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #132 in Books > Humor & Entertainment > Puzzles & Games > Gambling > Craps #515 in Kindle Store > Kindle eBooks > Humor & Entertainment > Puzzles & Games > Card Games > Gambling

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