Masianello

This system provides a greater advantage than doing the same flat betting game; changing the bet dynamically based on the outcome of the previous bet.

The Masaniello method has been known for several years in the gambling world. Here you have the expression of the bright idea of Massimo Mondò and Ciro Masaniello that in addition to having created the methodology and calculation algorithm have made it available in the form of an Excel sheet for making it easy to apply.

This is a financial maneuver that gives a higher-than-flat-betting advantage for non-contemporary events, modifying the next bet based on the result of the previous one.

Roulette -being a game based on the results of consecutive attacks- results fit for this methodology, but it is also true that it is not particularly widespread in the presence of decimal values. In fact, in traditional casinos you can not wager 1.4 chips, not to mention 14, forcing either simplification or high levels of capital.
The advent of online casinos, with low minimum bets, has brought the attention back on this method again.

The net is full of examples and versions, the one we want to choose and use is the dynamic-betting one, with 11/20 proportion.

The Excel file shows a multiplication table which is convenient to use as a tracking device at the casino in order to visualize the progression of the amount to bet easily.

This version is intended to be applied to even-chance locations and guarantees a payment of approximately 20% as return when you get a hit rate giving you of at least 11 out of the 20 spins.
Worst case happens if at the end of the 20 spins there is an absolute balance (10:10), then all the capital will be lost.

Since this is a financial maneuver for games of chance with 50% probability, it can be applied to any method of play which includes two opposite combinations.

For example, we played the intermittency (or alternation) and the appearance of pairs of opposite possibilities (Red / Manque vs Black / Passe).

0	1	2	3	4	4	3	2	1	1	0
1	0	1	3	4	4	4	3	2	1	0
2	1	0	2	3	4	5	4	3	2	0
3	3	2	0	2	4	5	6	5	3	1
4	4	3	2	0	2	5	7	7	5	2
4	4	4	4	2	0	3	7	9	8	4
3	4	5	5	5	3	0	5	9	11	8
2	3	4	6	7	7	5	0	8	15	15
1	2	3	5	7	9	9	8	0	15	30
1	1	2	3	5	8	11	15	15	0	61
0	0	0	1	2	4	8	15	30	61	0

The betting operation is very simple. We determine which side corresponds to the top of the table (blue

area) and which side corresponds to the bottom (yellow zone). For this example we will use Manque (blue) and Passe (yellow).

We start from the top-left corner with a waiting spin (bet value 0). The appearance of the chosen side indicates which way to go: if it is "manque", then we move horizontally, to the right; if it is "passe" we move vertically, downwards.

For example, "manque" came out. Now you move to the right into a blue box (manque), and bet the number of units shown in the table (1).

What do you bet?

You always bet the amount of the current area where you are (higher or lower) regardless of the type of even chance which came out. If passe comes out twice but we are still in the area of manque, we'll play manque.

How much do you bet?

You bet the number of chips corresponding to the value shown in the current table cell.
A table cell with a zero means nothing is bet, it is a waiting hand.

Example:

- Waiting hand, then manque comes out (bet one unit on manque).
- Manque comes out again, you move to the right and bet two units on manque.
- Passe comes out. You move down one square and since you are still in the manque area you bet 1 unit on manque.
- Passe comes out again and you move downwards. You got to zero and you do not bet, it's time to wait for the following hand. If it is manque, you continue horizontally to the right; if it is passe, you continue moving below.
- This continues until you finish the betting table when you are out of cells to move to, either at the right or at the bottom of the table.

The numbers in the table refer to bets that can be completed with a capital of 100 units.

The original Masaniello provides for decimals to have exactly 20% of winning. In order to play at the casino we rounded it. This will lead to winnings of -more or less- two pieces by the theoretical 20, depending on the “road” traveled when your bet (your traversed table cells).

Dealing with zero

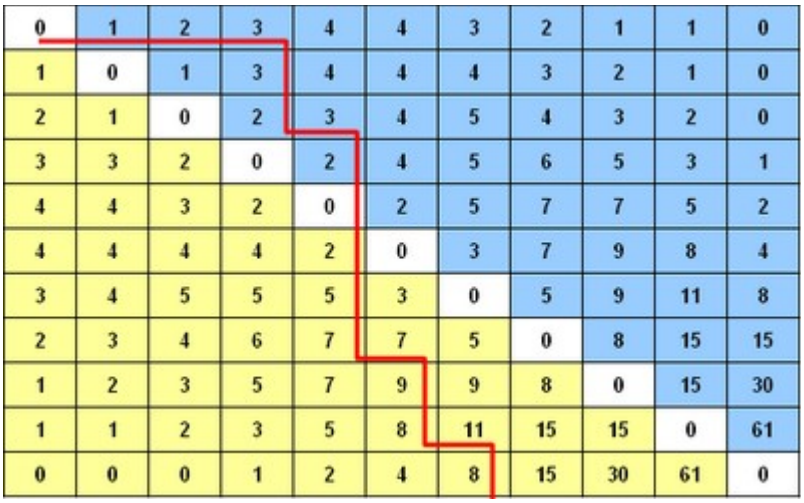
The behavior in the case of zero is discretionary, you have several options:

- Think of it as a hand on the losing side (Manque if we play Passe) and continue as if that side had been drawn for all your table-moving purposes.
- Think of it as null. Write down the loss and just keep on repeating the previous bet. In this case, even if the system succeeds, the losses caused by the zero may affect the final result in cost, depending on how many units it has taken away.
- Insure against its appearance by playing a fraction of the base unit on zero with each bet, or putting a

unit or an unit fraction only if you are at the bottom right of of the table, where bets are higher.

Here are some examples with actuals:

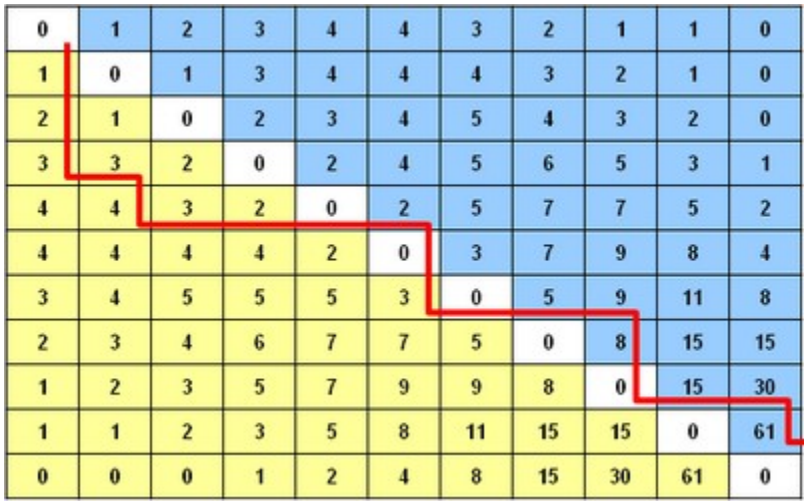
Example #1:



0	1	2	3	4	4	3	2	1	1	0
1	0	1	3	4	4	4	3	2	1	0
2	1	0	2	3	4	5	4	3	2	0
3	3	2	0	2	4	5	6	5	3	1
4	4	3	2	0	2	5	7	7	5	2
4	4	4	4	2	0	3	7	9	8	4
3	4	5	5	5	3	0	5	9	11	8
2	3	4	6	7	7	5	0	8	15	15
1	2	3	5	7	9	9	8	0	15	30
1	1	2	3	5	8	11	15	15	0	61
0	0	0	1	2	4	8	15	30	61	0

Bet	-	M	M	M	M	M	M	M	-	P	P	P	P	P	P	P	P
Units	0	1	2	3	3	2	3	2	0	2	5	7	7	9	8	11	8
Hand	**M**	**M**	**M**	**P**	**P**	**M**	**P**	**P**	**P**	**P**	**P**	**M**	**P**	**P**	**M**	**P**	**P**
Result	0	+1	+3	0	-3	-1	-4	-6	-6	-4	+1	-6	+1	+10	+2	+13	+21

Example #2:



0	1	2	3	4	4	3	2	1	1	0
1	0	1	3	4	4	4	3	2	1	0
2	1	0	2	3	4	5	4	3	2	0
3	3	2	0	2	4	5	6	5	3	1
4	4	3	2	0	2	5	7	7	5	2
4	4	4	4	2	0	3	7	9	8	4
3	4	5	5	5	3	0	5	9	11	8
2	3	4	6	7	7	5	0	8	15	15
1	2	3	5	7	9	9	8	0	15	30
1	1	2	3	5	8	11	15	15	0	61
0	0	0	1	2	4	8	15	30	61	0

Bet	-	P	P	P	P	P	P	P	-	M	-	P	-	M	M	M	-	M	M	M
Units	0	1	2	3	3	4	3	2	0	2	0	3	0	5	9	8	0	15	30	61
Hand	**P**	**P**	**P**	**M**	**P**	**M**	**M**	**M**	**M**	**P**	**P**	**M**	**M**	**M**	**P**	**P**	**M**	**M**	**P**	**M**
Result	0	+1	+3	0	+3	-1	-4	-6	-6	-4	-4	-7	-7	-2	-11	-19	-19	-4	-34	+27