7. The Progressive Method (Part 1)

The Progressive Method for Penny Slot Success is based on a combination of a theory (the Eventual Winning Spin Theory), a system (the Martingale System), and a methodology, a Sequence of 5 Cycles.

> The Sequence of 5 Cycles will be explained in detail in Chapter 8 but, in a nutshell, you always start at the beginning of a Sequence which is Cycle0/Spin0 and progress until you have reached Cycle5/Spin5. However, the rules of the Progressive Method may dictate when you should return Cycle0/Spin0 and start at the beginning again.

But before reading this section it is really important that you understand how to play a Penny Slot Machine and how they work. Before continuing, make sure that you have read Chapter 4 (How Slot Machines Work) and Chapter 5 (How to Play a Video Slot Machine).

When you have finished reading the next few chapters, as promised, the Progressive Method for Penny Slot Success will help you to be successful at Penny Slots – you will win more and have more fun. But in the casino, just as in life, there are no guarantees.

> **Secret # 20:**
> There is no such thing as a guaranteed winning system in gaming. See Secret # 1.

Choose Wisely

So, you are in a casino and you are ready to play a Penny Slot Machine. You've read this entire book, you are not in a rush, you are not drunk and you are feeling lucky.

Now you are ready to choose your machine. Find one that you are familiar with (if possible), that looks like fun, and has a theme you like.

There are a lot to choose from, but be aware that not every Penny Slot Machine will work with The Progressive Method:

Rule # 21:

The Penny Slot Machine must allow you to select the number of Credits to Play (Units) from one to five.

Rule # 22:

The machine must have a maximum number of Pay Lines that is reasonable (no more than 50).

Rule # 23:

The machine should not force you to pay a premium to be able to receive a bonus round.

Rule # 24:

The machine should not have any "extra" pay features.

The Eventual Winning Spin Theory

We now know that each slot machine, no matter what it looks like, is controlled by its internal computer and has a Random Number Generator (RNG) chip. When you make a wager, the RNG selects a number corresponding to a row of the Pay Table. This decides what the outcome and the payout for each spin will be.

However, not every spin will have a payout. Some payouts will be less than the amount wagered (a payout of 5¢ on a 20¢ wager for example), some will be equal to the amount wagered, and some will be greater than the amount wagered.

Is every spin that has a payout greater than the amount wagered a win? Not necessarily. What if you wager $1.00 and get a payout of $1.25? Is that a win? Not according to the Progressive Method for Penny Slot Success.

In the Progressive Method for Penny Slot Success, my definition of a "win" is a payout that is at least twice the amount wagered.

Will this happen often? No, but it will happen eventually. And, when it does, I call that an Eventual Winning Spin (EWS).

> ### Definition "Eventual Winning Spin":
>
> An Eventual Winning Spin is the result of a slot machine wager where the total won is at least twice the total wagered.

After an EWS will it happen again? Yes, eventually. The trick then is to try and wager as little as possible between each Eventual Winning Spin.

Even though an EWS is inevitable, that doesn't mean that they happen on a regular basis. When one does occur there is a good chance that it won't happen again for, at least, a couple of spins.

You should always remember, however, that the inevitability of the Eventual Winning Spin is a theory.

Probabilities for Blackjack or Video Poker can be calculated with precision because their "rules" are public, available, and subject to precise mathematics.

Although there are rules for Video Slot Machines the numbers can never be as precise as those for Blackjack or Video Poker – they only have 52 cards (variables). Video slot machines may have a million or more variables.

The calculus will definitely be fuzzier. And the calculations are tied to the Law of Large Numbers.

Definition "Law of Large Numbers":

A statistical concept that theorizes that, in the long run, the average of a large number of observations may be taken as the best estimate of the true value of a variable.

On a Video Slot Machine a particular pattern of outcomes may not repeat for hundreds of thousands, if not millions of spins (plays).

In its simplest form, the Eventual Winning Spin Theory says that if you play a slot machine long enough, eventually you will get a spin whose result is that the amount won is more than the amount wagered.

In the case of The Progressive Method for Penny Slot Success, however, we will redefine an Eventual Winning Spin as a spin where the result is a winning amount at least *twice* of that wagered.

This is easiest to understand when playing an old reel type machine that has only one pay line. If you wager $1.00 on this type of machine you will eventually get a spin that pays you $2.00 or more. That is an Eventual Winning Spin.

Remember, however, that when you play a Penny Slot Machine you are actually making multiple bets. If you bet 15¢ you are actually making 15 individual bets at a penny apiece. If one of those bets pays 10¢ then that bet has become an Eventual Winning Spin. But you wagered 15¢ and actually lost 5¢. So, when we apply the Eventual Winning Spin Theory to Penny Slot Machines we have to make some modifications.

The rule that you must follow is that an Eventual Winning Spin pays you back at least twice what you wagered. If the spin costs you 15¢ you must win at least 30¢ to consider that an Eventual Winning Spin.

When you apply this to The Progressive Method for Penny Slot Success though, you have a little leeway. There is a Penny Slot Machine I love to play that has 15 lines and takes a wager of 15¢. If three matching symbols appear (of the main symbol) the game pays 30¢. In fact there are three symbols that do the same: pay 30¢. But there is a fourth symbol that only pays 28¢. Should I consider this an Eventual Winning Spin? Sometimes I do and sometimes I don't.

The Eventual Winning Spin Theory is an integral part of The Progressive Method for Penny Slot Success and every time you get an Eventual Winning Spin you *must* make a change to the next wager on that Penny Slot Machine.

This will be discussed in more detail in the next chapter when we talk about Cycles and Sequences.

The Martingale System

The Martingale is a betting system that has been around for hundreds of years. It is a fairly simple system to follow. When you make a wager, and lose, then you double your bet for the next wager. Keep doing this until you eventually (there's that word again) win and make back all the money you lost.

> ### Definition "Martingale":
>
> Martingale is a betting system where, when you make a wager and lose, you double your bet for the next wager.

Imagine you are betting on the flip of a coin and the odds are 2-to-1. If you win you are paid $2.00 for every $1.00 you wager. When you start with a $1.00 bet, and you lose, the next bet should double to $2.00. If you lose again the next bet should double again to $4.00, then $8.00, etc.

At the $8.00 bet you have wagered a total of $15.00 ($1.00 + $2.00 + $4.00 + $8.00). If your $8.00 bet wins, you are paid $16.00 for a profit of $1.00 or one unit.

In my example this is the Eventual Win. After your Eventual Win you go back to a wager of $1.00.

The Martingale is an integral part of the The Progressive Method for Penny Slot Success. After each Eventual Winning Spin you always go back to wagering one Unit per Pay Line.

> ### Secret # 21:
> The Martingale system is not guaranteed to make you a winner but it may allow you to prolong the amount of time you spend making wagers when playing a slot machine.

The Basic Rules

The Progressive Method for Penny Slot Success is based on the ability of the player to select the number of Pay Lines and the Credits per Pay Line (Units) that they wish to wager.

The rules of the Progressive Method define the pattern of these selections that the player makes when wagering. To use the Progressive Method effectively the player must keep track of where they are in the pattern. It is up to the player to keep track of the count of the Cycles and the Spins.

Rule # 25:

When using the Progressive Method for Penny Slot Success the player must keep track of the pattern of wagering dictated by the rules of the system.

To get started here are some important definitions:

Definition "Spin":

A Spin is an individual wager on a Penny Slot Machine.

Definition "Cycle":

A Cycle is a set of five Spins where, for each Spin, the wager is the same number of Units (Credits per Pay Line).

Definition "Sequence":

A Sequence is the pattern of five Cycles (and their associated Spins) dictated by the rules of the Progressive Method for Penny Slot Success.

Here is the condensed version of how to use the Progressive Method:

The player starts using the Progressive Method by making five Spins (wagers) at 1¢ (1 Unit) per Pay Line. This is called Cycle 1. If the player does not get an Eventual Winning Spin then they go to Cycle 2 and again make five Spins, but this time at 2¢ per Pay Line.

If the player has not received an Eventual Winning Spin then they continue this pattern until they have reached Cycle5/Spin5.

Here are some more formal rules:

Rule # 26:

Before making the first wager of a Sequence you always return to the starting point which is designated as Cycle0/Spin0. The first wager is Cycle1/Spin1.

Rule # 27:

When using the Progressive Method the player makes up to five wagers (Spins) at a time. Collectively, these five Spins are called a Cycle. Five Cycles make up a Sequence. The player must keep track of where they are in the Sequence.

Rule # 28:

Spin number 5 completes a Cycle. If Spin number 5 is not an Eventual Winning Spin then the Cycle number increases and the Spin number goes back to 1. Cycle1/Spin5 is followed by Cycle2/Spin1.

Rule # 29:

After an Eventual Winning Spin the player must make a change to the Sequence which always returns to Cycle0/Spin0.

Rule # 30:

When using the Progressive Method for Penny Slot Success never go past Cycle5/Spin5.

When You Get an Eventual Winning Spin

Between each Eventual Winning Spin the goal is to wager as little as possible. Always return to the beginning of the Sequence, which is Cycle0/Spin0, and re-start your wagers by betting the minimum number of Credits per Pay Line (Units) which is one.

The rule is that after each EWS (no matter what has happened before or where you are in the Sequence) always go back to betting one Unit.

Rule # 31:

After each Eventual Winning Spin (EWS) always return to betting one Unit per Pay Line.

What if you get an Eventual Winning Spin on your very first wager at Cycle1/Spin1? According to the rule we return to the beginning of the Sequence and start anew: Cycle0/Spin0.

When to Redo a Spin

So what about the situation where your payout is somewhere between being equal to your wager and being an EWS? In this case you take a Redo which is an extra Spin in the Cycle you are currently in. If you were at Cycle 2/Spin 3, and you get a payout of 50¢ on a 40¢ wager then you get to repeat the spin as Cycle2/Spin 3 again.

Definition "Redo":

A Redo is an extra Spin within a Cycle. It is triggered when a payout is at least equal to your wager but not more than twice your wager. Both the Cycle # and the Spin # are the same for the next wager.

Rule # 32:

When the payout is at least equal to your wager, but not more than twice your wager, it is called a Redo. Do not increase the Cycle # or the Spin # for your next wager.

The Key

So here are the two keys to the Progressive Method:

1. When you get an Eventual Winning Spin (more than twice the amount wagered) there is a good chance that the next several spins will *not* be an Eventual Winning Spin. You want these next several spins to cost you as little as possible but still give you the chance to get another possible Eventual Winning Spin.

2. After your Eventual Winning Spin, play a Cycle of 5 spins at the lowest number of Units (which is 1). If you do not get another Eventual Winning Spin then increase the amount you are wagering by 1 Unit. Continue this pattern until you are wagering a maximum of 5 Units per spin.