Explanation for Myrulet Visual Prediction System VB2

The Myrulet V2 system is designed specifically for tilted wheels. A 'tilted wheel' refers to a roulette wheel where the ball has a tendency to drop in one specific area more frequently than others.

The fundamental formula for balancing the system is:

37/ (rotor time in sec) = (ACC x 37) / (targeted ball speed)] x t, where ACC represents the time difference between rotations in seconds at the targeted ball speed.

If we simplify this and target a ball speed of about one second per rotation, the equation becomes:

t=1000 / (rotor time x ACC), where 't' is the required observation time for the ball.

For instance, if the rotor speed we're aiming to play at is 4 seconds per rotation and we have an ACC of 200ms (common for most Huxley wheels and obtainable either from the FF or from timing the ball on a slow-motion video spin), we can use these values to find 't':

t=1000 / (4 x 200) = 1.25 seconds. We can round this off to 1.2 seconds and use it as our reference time. This will provide an accurate prediction for a wheel under such conditions, particularly with a rotor speed close to 4 seconds per rotation.

To apply this in-game, initiate the timing when the ball is spinning at a certain point and seems to take approximately 0.5 - 1 second per rotation. It's okay if this isn't perfectly consistent; the system's balance will rectify minor discrepancies.

Suppose we started the timer when the ball was at the 12 o'clock position. After 1.2 seconds, the ball will have completed more than one rotation. At the exact moment the time is up, note down the number underneath the ball - this is your predicted number.

In observing the distance covered by the ball, we also gauge the accuracy of our starting point. In this case, if the ball completes 1-2 rotations, our prediction should be satisfactory.

To summarize, all you need to do is apply the calculated time when the ball is in a specific position and note down the number when the time is up.

For instance, if the ball is spinning clockwise, and our predicted number was 17, but the ball most commonly stops at number 10, adjust your observation (starting) point ten pockets in the direction of the ball. Consequently, your predicted number will coincide with the winning number, reducing your offset from the predicted to the winning number to zero.

Practice Exercise for the Myrulet V2 System

For this exercise, you don't necessarily need a video of a tilted wheel spin; even a leveled wheel spin will suffice, as we're merely testing the system's theory.

Download a software like Avidemux that allows you to view and adjust the video in 40ms steps. Play the spin video and navigate to the point where the ball takes about one second per rotation. Go back three or four rotations earlier in the spin. Choose a point, note down the time, then advance by 1200ms (1.2 seconds) and note the number under the ball.

Repeat the process, but this time, start one rotation later, and again note the number after 1.2 seconds. Continue this for all the rotations until the ball slows down.

You'll observe that most rotations around the one second per rotation point produce the same result. If they don't, adjust the timing to 1.5 or 1.8 seconds and try again.

The reason behind this is that the rotor's movement per rotation aligns with how much slower the ball is per rotation. This correlation remains fairly linear for around 6-7 rotations. However, as the ball slows down substantially, its deceleration drops and the prediction's linearity might be lost.

When playing, all you need to do is estimate when the ball takes about one second per rotation. Even if you're a few rotations off, the ball's speed compensates for it, maintaining an accurate result.

You can use a timer as your time reference, or simply fast count 1,2…10, then again 1…5. You can even use a song with the same duration.

To practice, count fast from 1 to 10, then again 1, 2, 3, etc. Use a stopwatch to check how many counts it takes for 1.2 seconds (or your chosen time). For me, it's a fast count to 10.

While using a timer is preferred, counting can also work with a possible timing error of no more than 100ms. Such an error results in a prediction error of about four pockets, which is significantly better than a 14-pocket error from choosing the wrong ball rotation.

When playing, do the same with the rotor. Count the time and check if the rotor speed is consistent. If there are minor changes in the observation, you may need to add a few pockets. Avoid playing when there are significant rotor speed changes. Play only if the change during your observation time for the rotor is up to 5 pockets.

Usually, I add an extra count for about 1.5 pockets that the rotor additionally covers. It improves the system's balance for that wheel speed.

If a dealer, for instance, changes the rotor from 4 seconds to 2.5, the system simply wouldn't work. Such drastic changes are not good for play as they could affect everything, including ball jumps.

But what if the actual time is 1.4 seconds and you're using 1.2 seconds because you haven't acquired the perfect parameters for calculation? The system will still work reasonably well.

Alternatively, you can record a few spins with a camera and review them in slow motion.

During play, take note of how many rotations the ball makes during your 1.2-second count. Anything from 1-2 rotations is typically good.

Let's delve into a more scientific method of calculating the required reference time.

2184 1961 1731 1591 1426 1272 1167 1073 949 830 672 630 574 529

The list of numbers represents ball times recorded using the FFZ roulette computer. For this example, let's utilize the full equation and improve precision by considering the range from 574ms to 1073ms rotation.

'T' is the function we'll use to define the reference time for VB2. 't' represents the time it takes for the ball to slow down from 0.672 to 1.08s. For this example, t = 0.672 + 0.83 + 0.949 + 1.078 = 3.529. t1 is the time of the first ball rotation (0.630), and t2 is the time of the last ball rotation (1.073). Let 'R' be the rotor time, which in this case is approximately 4 seconds/rotation.

The equation is:

T = (t1 x t2 x t) / (R x (t2 - t1))

Working it out:

T = (0.6 x 1.08 x 3.529) / (4 x (1.073 - 0.630)) = (2.286) / (4 x 0.443) = 2.286 / 1.772 = 1.29s

For more accuracy, you could use the difference between two ball rotations, as when the ball is measured, it's the time of one ball rotation, not the actual ball speed. This might confuse some people, but if you've read up to this point, you're ready for this level of detail.

This calculation serves as mathematical proof for the system's ability to compensate for rotor movement, so the prediction can be any of the selected rotations. However, to actually play, you don't need to understand all these details.

Once you grasp the principle of VB2, it becomes easy to define the time in a more practical way. VB2 makes predictions in different ball rotations. If that's accurate, then applying the VB2 reference time twice during the spin should yield the same number, if the time is selected correctly.

For instance, try a time of 1.5s. Apply it, read the number, then do the same in the next ball rotation. If it's the same number, your time selection is correct. If it isn't, try 1.2s or 1.8s and observe the results. It's simple! But, avoid predicting later than five rotations left, as late ball rotations could disrupt linearity.

Compared to traditional VB, VB2 is superior as it can identify earlier ball rotations.

If you decide to use this system, please do so responsibly. Feel free to share it with friends but avoid misuse. Ever since some individuals (who see themselves as my competitors) reported me to casinos, I've found myself using VB2 far more often than roulette computers.

If you find this useful, join us at the Roulette Place Forum.