

Our Wagering Playbook

The Squad's Core-Koncepts Wagering Systems

Built on the Core Koncepts. Sharpened by the Squad.

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v1.1 · August 2026

Foreword: Our

Around Episode 22, the show open changed. "Welcome to my Casino Kombat Podcast" became "Welcome to our Casino Kombat Podcast." Same voice, same host, different point of view. TRG's voice was the loudest, but not the only one.

This document holds to that same reframe. It's not "TRG's systems." It's the Squad's playbook. Every system in these pages has a story of who brought it in, who tested it, and who sharpened it. Contributors are named for each system. The playbook grows every time a Squad member brings a wrinkle.

If you're reading this, you're part of it. Bring the next system.

How to Use This Playbook

Kombat is bigger than the table.

Kombat starts when you plan a trip around a promotion. Kombat happens on your couch when you're leveraging rewards credits on a sportsbook bet with a bonus offer. Kombat is owning every transaction in the chain.

Wagering is the narrower slice: the table action itself. How you size, press, recover, and exit. This Playbook covers wagering only. The rest of Kombat lives across the podcast, the Substack, The Book of Casino Wisdom, and the Squad conversations.

These are systems, not mandates.

Pick the system that fits your bankroll, your temperament, your property, and your goals for the session. Some systems lean aggressive, some lean patient. Some are hand-level, some operate at the session or trip level. Most stack. You can run a hand-level system inside a session-level structure.

New systems welcome.

If you build a variant that solves a real problem, bring it. That's how QS1, QS2, LD1, LD2, KS1, KS2, 4.14159, and KKG1 all got here. The Squad's contribution list will keep growing.

The Foundation

The Seven Core Concepts

1. Learn one of the low-house-edge games (blackjack, baccarat, craps, roulette, or any wager with less than 4% house edge) where reasonable tier credits are awarded.
2. Use a wagering process with both progressive AND regressive attributes.
3. Maintain a bankroll larger than needed for your chosen game, unit size, and wagering process.
4. Get and use a players card at every casino. Actively pursue tier matches with other rewards systems.
5. Have the discipline to win a set small amount and leave. Or lose a small amount and leave.
6. Play to win over the long run (month/quarter/year), not the machine or the day.
7. If you have losses in the long run, make them up with comps and gifts from the casino.

Play Stack / Win Stack Architecture

Every system in our Playbook runs on the same foundation.

Play Stack (PS): capped at 10 units. Working capital. When PS is full, any additional win scrapes the excess into the Win Stack.

Win Stack (WS): secured profit. Progressive bets above 1 unit are funded FROM the WS, not the PS. This is the distinction that separates TRG-family systems from reckless progression. You only press with a portion of the money you just won.

Session exits: positive (hit target and leave, or start leaving) and negative (exhaust defined recovery, leave). Both must be pre-set and enforced with discipline.

The Two Systems That Fail

Martingale (purely regressive). Double the bet after every loss. No exit until you win. Hits the table maximum. Eventually ruins any bankroll.

Paroli / "Let It Ride" (purely progressive). Double the bet after every win. No locked profit. One loss ends the run and returns everything. Captures streaks beautifully, surrenders them completely.

Every system in our Playbook harnesses both mechanics simultaneously, with managed exits on both sides. That's the point.

The Lego Principle

Six Lego. They decompose into three pairs.

Dynamic: a progressive element and a regressive element. How you wager the next hand.

Scale: a unit size and a buy-in (Play Stack). How big you play.

Boundary: a positive exit and a negative exit. When you stop, or start stopping.

Dump them out and design a system. Any system built around all six works. The specific variant matters less than having all six pieces and the discipline to execute them. This is the architecture underneath every system in our Playbook.

The Systems

Each system is annotated with the Squad member(s) who contributed it, the episode(s) where it was taught, and additional resources where available. Systems are grouped roughly by lineage: hand-level first, then session/meta-level, then modifiers.

TRG1: "The 1, The Only"

Contributed by: TRG. Era: Strip era.

Taught in: Original mechanic taught in the earliest episodes, before the TRG1 retronym existed. Primary teaching now via Boot Kamp Episode 5 (video). Additional resources: East Coast Emissary PhD's Flow Chart (PDF), Video Demonstration (YouTube). All linked from casinokombat.com/chip.

Concept. Table-hopping, minimal comp concern. The first system in the family. Retronym, ironic name.

Mechanic.

- Regressive hole: three-stage recovery chain. 1u baseline. 2u after first loss. 4.5u after second consecutive loss. Walk after three.
- Losses during a progressive bet reset to Stage 0 (not Stage 1). Losses at the top of the ladder don't trigger recovery.
- Progressive on win streaks at full stack: 1.5x, 2x, capped at 2.5x in TRG's version. Additional steps (3x, 3.5x) are coded in the War Room for testing purposes.
- Progressive bets funded from WS.

Anchors. Core Concepts 1, 2, 3, 5. Built aggressive, walks fast.

Negative exit: 7.5 units (minus last hand splits and doubles).

Notes. Perfect for a bachelor party trip on Fremont Street where the goal is fun and winning some money, not comps. Perfect for a first-time visit to AC roaming the boardwalk and playing a little everywhere. Perfect for anyone who doesn't have the time or motivation to learn something more complex, and where comps aren't a primary concern. It worked for years. It still works. TRG turned \$1,300 into \$35,000 one New Year's Eve afternoon with TRG1.

TRG2: "Always Be Grindin'"

Contributed by: TRG. Era: Post-TRG1 evolution.

Taught in: EP62 ("Always Be Grindin'") and EP63 ("What? It's Only Five Dollars?"). Additional resources: East Coast Emissary PhD's Flow Chart (PDF), Video Demonstration (YouTube). All linked from casinokombat.com/chip.

Concept. A modified and improved Oscar's Grind with a progressive side added.

Mechanic.

- Same PS/WS architecture as TRG1. Same progressive trigger pattern.
- Regressive side is a modified Oscar's Grind (climb by 1 unit after each win, hold after losses).
- Progressive overlay activates on hot streaks, capturing the upside Oscar's alone leaves on the table.

anchors. Core Concepts 1, 2, 3, 5, 6.

Negative exit: 7 units (minus last hand splits and doubles).

Notes. Discovered flaw: multiple negative exits stack up at the session level with no meta-level recovery mechanism. This flaw prompted TRG3 and later TRG4.

TRG3: "Meta-Martingale"

Contributed by: TRG. Era: Session/meta-level layer.

Taught in: EP64 ("I think that's the tipping point"). Linked from casinokombat.com/chip.

Concept. Not a hand-level system. A session-level layer that runs above whatever hand-level system you're playing.

Mechanic.

- A failed session is defined as a unit-one loss of 8 or more units. Example of what does NOT trigger escalation: a negative exit with PS at minus 8 and WS at 5. Take a break, reenter with 10 units at the same tier.
- When escalation is triggered: double the buy-in AND unit size for the next tier.
- A win at the escalated tier recovers all losses plus profit roughly equal to the original positive exit target.
- After two successful escalated tiers, return to base.
- After 5 attempts without recovery, stop.
- Why it works: unit size stays small relative to table maximums even at escalated tiers. A \$25 unit player doubling twice is at \$100 units, comfortably below a \$500 table max.

Anchors. Core Concepts 3, 5, 6, 7. The session-level layer that solves TRG2's stacking-negative-exits problem.

TRG4: "Win More, Keep More"

Contributed by: TRG. Era: The Atlantic City fix. Merged TRG1 recovery shot with TRG2 grind.

Taught in: EP97 ("A Tragic Tale of Failure and Redemption... and a new wagering system"). Additional resources: East Coast Emissary PhD's Flow Chart (PDF), Video Demonstration (YouTube). All linked from casinokombat.com/chip.

Concept. The workhorse. What most Squad members build their variants from. Faster and more aggressive in recovery than TRG2, but structurally disciplined.

Mechanic.

- When PS drops to nine units or less on the first hand from a full Play Stack: immediate Regressive Shot. Bet 2 units. Example: first hand 10 vs. 6, double, lost. Next bet is still 2 units from an 8-unit PS.
- Shot wins: rebuild to 11, scrape 1 to WS, back to full PS.
- Shot loses: drop to Regressive Grind at 1 unit.
- In grind: wins trigger Regressive Climb. Increase toward rebuilding PS.
- Progressive: 2 consecutive wins at full stack trigger escalation through 1.5x, 2x, 2.5x, 3x, 3.5x steps. Funded from WS.

Anchors. Core Koncepts 1, 2, 3, 5, 6. Every piece.

Negative exit: 8 units (minus last hand splits and doubles).

Notes. Beats TRG2 because the Regressive Shot means faster PS recovery and more progressive cycles per session.

KS1: Kismet's System

Contributed by: Kismet. Era: First AI-contributed variant.

Taught in: EP185 (primary vs. TRG4 head-to-head). Follow-ups: EP186, EP188.

Concept. TRG4, but more passive in the hole. Waits for confirmation before pressing.

Mechanic.

- Wait For Opening: flat 1 unit until 2 consecutive wins in the hole.
- Counter Punch: 2 units, but only after those 2 consecutive wins.
- Progressive matches TRG4.

Anchors. Core Koncepts 1, 2, 3, 5.

Notes. In EP185's War Room comparison (one set of 3 x 1,000 sessions), TRG4 came out ahead. That was a single sample. Between TRG and Kismet, we've since re-run the experiment multiple times. Sometimes TRG4 wins. Sometimes KS1 wins. That's the nature of variance in a bounded simulation. EP185 was good content. KS1 as designed makes structural sense and remains a legitimate system for a more patient temperament.

KS2: Kismet's Second System (Modifier Lego)

Contributed by: Kismet. Era: July 2026. The WS-aware dampener.

Taught in: EP205 introduces.

Concept. A Win-Stack-aware bet-size dampener that layers onto any TRG-family base. Not a standalone system, a modifier.

Mechanic.

- Base system runs normally (TRG4, QS1, QS2, 4.14159, or any variant).
- Progressive bet sizes are modulated by WS distance from exit.
- WS far from exit target: full progressive aggression (base variant's steps).
- WS approaching exit target: progressive steps scaled down (e.g., 1.5x to 1.25x, 2x to 1.5x).
- WS at or near exit target: progressive fully dampened, minimum-size bets only.
- The Lego: the dampener plugs into any base variant without changing that variant's regressive hole logic. The base handles the hole. KS2 handles the exit.

Anchors. Core Konzept 5 (win-loss discipline. Leave with what you won). Casino Wisdom #1 (take a zero exit). Casino Wisdom #100 (we own the transaction. The transaction includes the exit itself).

Notes. First test: applied to TRG4 base. War Room head-to-head vs. TRG4 base and vs. QS2 to be run in EP205. If the concept holds, the same modifier could apply to any other base in this Playbook. That is the transferability payoff.

LD1: Lucky Drunk 1

Contributed by: Lucky Drunk PhD (Excelsior Brigade, the 3rd PhD holder). Era: Hand-level geometric recovery.

Taught in: EP94 (earliest teaching of the geometric mechanic). EP201 (formally named as LD1 alongside LD2).

Concept. Instead of climbing by 1 unit in the hole, press by half of what you just won.

Mechanic.

- 1u win, next bet: 1.5u.
- 1.5u win, next bet: 2.25u.
- The geometric 1.5x pressure fills the play stack faster than linear climbing.

Anchors. Core Koncepts 2, 3, 5, 6.

Notes. Sim result: LD1 beats TRG4 in simulation. The math is sound. Practical challenge: at a \$25 unit size the chip math gets messy (\$37.50 bets, pressing by \$18.75). \$5 unit play doesn't fix it (\$5, \$7.50, plus half of \$12.50 is still a mess). Two unit sizes work with reasonable rounding: \$10 units (round-friendly denominations) and \$100 units (bigger bankroll, round-friendly). The unit sizes in between are impractical for most TRG-scale bankrolls.

LD2: Lucky Drunk 2

Contributed by: Lucky Drunk PhD. Era: Session/meta-level layer.

Taught in: EP201 (formalized alongside LD1).

Concept. A session-level layer that applies TRG4 mechanics in place of TRG3.

Mechanic.

- After a losing session at base unit: take a session-level Regressive Shot. One escalated session at increased buy-in and unit size.
- Shot succeeds: recover losses plus profit, return to base.
- Shot fails: drop to session-level grind phase.
- Like TRG4, a winning session in the grind puts you back at 2 units. Or 3 units if needed to get back to a full session Play Stack.
- Two base-unit winning tables triggers the next session at 1.5x unit size.
- A win at 1.5x triggers the next session at 2x unit size.
- Pairs with any hand-level base: TRG4, 4.14159, QS1, QS2.

Anchors. Core Concepts 3, 5, 6, 7. Extends the TRG4 shot-then-grind pattern from within-session to across-session.

Notes. Can play out across multiple tables during a single trip, or over a longer horizon. Play one table on day 1 of the month. Next visit, adjust the unit size and play one table again. Same discipline, longer clock.

QS1: Questing Scholar 1

Contributed by: Questing Scholar (PhD Excelsior Brigade). Era: Conservative TRG4 variant.

Taught in: EP170 (read on-air).

Concept. TRG4 with two key differences: tighter progressive cap and stricter progressive trigger.

Mechanic.

- Progressive cap: maximum 2 units (vs. TRG4's 2.5).
- Progressive trigger: requires 2 consecutive win-stack additions before going progressive (vs. TRG4's any 2 consecutive wins at full stack).
- Regressive side follows TRG4.
- More conservative on both ends.

Anchors. Core Concepts 1, 2, 3, 5.

Notes. Well thought out. Built for a patient temperament and long table sessions. QS dumped the Lego on the table and built a different car than TRG built. It's still a damn good car. TRG read QS1 on-air during EP170. At the time, TRG was 18 months into 4.14159 and reconsidering a 3-unit step due to slower recovery at 2 units. QS1's cap decision was one of the inputs to that thinking.

QS2: Questing Scholar 2

Contributed by: Questing Scholar (PhD Excelsior Brigade). Era: Evolution of QS1 with a KS1-style patience fallback (July 2026).

Taught in: EP204 (War Room segment).

Concept. Solves the 1-2-1-2 alternating drain in TRG4's grind by requiring 2 consecutive single wins before pressing back to a double.

Mechanic.

- First loss from full PS: immediate Regressive Shot at 2 units (TRG4-style entry).
- Shot loses: drop to 1 unit.
- Flat at 1 unit until 2 consecutive wins, then bet 2 units (KS1-style fallback, triggered only post-shot).
- Any subsequent double loss: back to 1 unit, restart the 2-win wait.
- PS fills: back to 1 unit.
- Exception: if the first loss from full PS resulted from a split or double-down, skip the opening shot entirely and go directly to 1-unit / 2-consecutive-wins mode.
- Progressive: QS1 signature carried forward unchanged. 2-unit cap. 2 consecutive WS additions required before stepping to 1.5 units.

Anchors. Core Concepts 1, 2, 3, 5. Structurally addresses the alternating-drain bleed.

Notes. In episode 204, TRG had Kismet modify the War Room software to test QS1 vs. QS2. The outcome: a tie on EV. QS1 wins on consistency (fewer defeat-outs). QS2 wins on table time and action (roughly 5 more hands per session, about 10% more wagered). Both defensible. Different use cases.

TRG 4.14159: "Sweeter Than Pie"

Contributed by: TRG · Equine Ensign · East Coast Emissary PhD · Mrs. TRG. Era: What TRG actually plays. A TRG4 variant.

Taught in: EP144 (first mention). EP179 (deeper reference). Full teaching: the Sweeter Than Pie video.

Concept. Three inputs from three contributors, integrated. EE's productive misunderstanding. ECE's Mini Marty math. Mrs. TRG's non-negotiable 2-unit cap.

Mechanic.

- **Equine Ensign's productive misunderstanding:** after a regressive bet loses, drop back to 1 unit and wait for a win before climbing again. EE thought this was already the rule. TRG realized it was actually better than the original rule and adopted it.
- **East Coast Emissary PhD's Mini Marty math:** high probability of winning at least one of the next two hands. Applied to regressive structure: bet 1 (miss), then 2 (high probability of recovery). Math supports not going further.
- **Mrs. TRG's constraint:** never above 2 units. Non-negotiable. (She's also a skilled player. Her constraint has shaped the system meaningfully.)
- **Mechanic (regressive side):** always targeting "get back to even first." PS at 9 after loss, bet 1. Win, back to 10. Lose, bet 2 (Mini Marty). Win, back to 10. Lose, 1 unit, wait for win before climbing.
- Never goes to 3 units. Cap is structural, not disciplinary.

Anchors. Core Concepts 1, 2, 3, 5, 6. Every piece, in the most polished configuration TRG has built.

Notes. More grinding on the regressive side. Slower recovery, more controlled. Better for cruise sessions, long table time, tier credit generation. Less volatile, more consistent.

Rapier 454

Contributed by: TRG · MC Rolling Checks (question source) · Dr. ECE (name). Era: Meta-Martingale compressed into a single buy-in at one table.

Taught in: EP141 (discussion of the unveiling event). Full teaching: a video available on Spotify by subscription.

Concept. Meta-Martingale mechanics inside a single session, at a single table, in front of a single pit boss. Designed to inflate perceived ADT while limiting actual capital risk.

Mechanic.

- **The 454 structure:** Tier 1 = 4 units at base unit size. Tier 2 = 5 units at 2x unit size (the "firewall"). Tier 3 = 4 units at 4x unit size.
- At \$25/unit: Tier 1 = \$100 in \$25 (green) chips. Tier 2 = \$250 in \$50 chips (property dependent color). Tier 3 = \$400 in \$100 (black) chips. Total buy-in: \$750.
- The "5" in Tier 2 is intentional. One extra bet before escalating to Tier 3.
- Play within each tier: any hand-level system. TRG4, LD1, QS1, etc. When a tier's chips are gone, restart the chosen system at the next tier's doubled unit size.
- **Recovery:** win enough at a higher tier, rebuild the previous tier's stack, drop back down. Chip stacks on the felt are both bankroll and abacus.
- **Pit boss play:** the first bet at Tier 2 is a black chip at green-chip base play. The dealer calling "Black in Action" is often automatic. When it isn't, Dr. ECE makes the call himself to draw attention. It reads as a player celebrating.

Anchors. Core Concepts 1, 2, 3, 4, 5, 7. The comp-gap Konzept is baked in via the ADT inflation angle.

Notes. Versus Meta-Martingale: same table vs. separate. 13 bets vs. multiple sessions. Roughly half the capital exposure. Goal is small profits plus ADT inflation rather than full recovery plus a day's pay. Variants: ECE plays 443 (more conservative at Tier 3). TRG currently plays an 86 Rapier at his local casino (two tiers: 8 units at base unit size, 6 units at 2x unit size).

KKG1: The Volume Play

Contributed by: Double Down 21 (Squad member) · originally KKG. Era: August 2026. The first negative-progression family entry.

Taught in: EP206 (introduction and War Room head-to-head).

Concept. High-win-rate negative-progression. Distinct philosophy from the TRG/KS/QS/LD families — KKG1 wins frequently and small, and accepts rare but larger losses as the cost of the win rate. Not trying to beat the house edge. Trying to monetize volume through tier credits and comps while feeling like a winner most sessions.

Mechanic.

- **Opening bet:** 2 units.
- **Win climb:** $2u \rightarrow \text{win} \rightarrow 1u \rightarrow \text{win} \rightarrow 2u \rightarrow \text{win} \rightarrow 2.5u$, then $+0.5u$ per additional consecutive win.
- **Single-loss reset:** any loss from a climb bet above $2u$ resets to $2u$.
- **Loss ladder trigger:** a loss from $2u$ jumps to $3u$ and enters the ladder.
- **Loss ladder:** $+1u$ per loss while in ladder ($3 \rightarrow 4 \rightarrow 5 \rightarrow 6 \rightarrow \dots$).
- **Ladder recovery:** first win out $\rightarrow 1u$; second win $\rightarrow 2u$; third+ win $\rightarrow$ resume climb.
- **Exit:** hard target (varies by parameter tuning).

Anchors. Core Konzept 2 (progressive AND regressive attributes — KKG1 has both in different phases). Core Konzept 7 (comp the gap — KKG1's volume of play stacks tier credits and comp value regardless of session-level P/L).

Notes. Parameter tuning confirmed with DD21 in August 2026 across nine 1,000-session batteries (7 target-sweep + 1 exit-family + pooled $+15u$ confirmation). At \$10 unit, $40u$ buyin, $-40u$ loss cap with Hard Target exit, the sweet spot is $+15u$: pooled across 3,000 sessions, $\sim 68\%$ win rate playing essentially to breakeven ($+0.28\%$ EV per buyin) — remarkable for a system that includes the house edge. The EV curve is not smooth. It has a mechanical resonance at $+15u$ and drops off statistically significantly on both sides ($+12u$ at -1.45% , $+17u$ at -5.08% , $+18u$ at -4.35% , $+20u$ at -1.87%). KKG1's WS accumulation is chunky — some target values land cleanly, others require extra ladder-exposed hands. Testing revealed $+15u$ as the natural landing point. A separate test of the Extended 3-Chip Exit at $+15u$ showed a 4-percentage-point EV degradation vs. Hard Target: the extended-exit pattern that helps regressive systems (TRG4, KS, QS) is a mismatch for negative-progression systems, which are exposed to the ladder during extension without the recovery runway. KKG1 wants Hard Target. Full pooled report published for EP206. Read the KKG family entry as an invitation. Different lineage, different math, different psychology. Same Playbook.

The Lego Principle, Restated

Every system in our Playbook is a specific arrangement of the same six Lego, in three pairs.

Dynamic: a progressive element and a regressive element.

Scale: a unit size and a buy-in (Play Stack).

Boundary: a positive exit and a negative exit.

Some systems reshape the regressive hole (TRG4's Regressive Shot, KS1's patience, QS2's shot-then-fallback, 4.14159's grind).

Some systems modify the progressive side (QS1's cap, KS2's dampener).

Some systems reshape the underlying philosophy (KKG1's high-win-rate negative-progression profile).

Some systems operate at a different scale (TRG3 at the session level, LD1 and LD2 at the buy-in level, Rapier as a single-buy-in Meta-Martingale).

None of them beat the house math on any single hand. All of them are designed to bend the transaction structure in the player's favor. To leave with more wins than pure variance would allow, and to survive the losing sequences that pure variance guarantees.

If you build one that solves a real problem, bring it. We'll test it in the War Room, we'll credit you, and we'll add it to the next edition.

Appendix: Casino Wisdoms Cited

Casino Wisdom #1: Take a zero exit.

Casino Wisdom #100: The house owns the math. We own the transaction.

Play Responsibly

This Playbook is educational content. Gambling involves financial risk. You must be of legal gambling age in your jurisdiction to gamble. Play only with money you can afford to lose. Set a budget before you play, and stick to it.

If you or someone you know has a gambling problem, help is available. In the U.S., call 1-800-GAMBLER or visit ncpgambling.org.

Our Wagering Playbook. v1.1. August 2026.

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