We Simulated 10 Million Crash Game Rounds

Crash Game Guide research, 2026-11-02. https://crashgameguide.com/research/crash-game-simulation-study/

Headline findings (3% house edge, 100-unit bankroll, 10,000 sessions x up to 1,000 rounds)

- Martingale busted 87.81% of sessions; D'Alembert 93.66%; Fibonacci 76.82%.
- Auto cash out at 1.20x never busted (0%) but only 1.94% of sessions ended in profit.
- Every strategy returned ~97% of the money wagered (range 96.67%-97.09%).
- 3.9616% of rounds crashed instantly at 1.00x; 51.5154% ended under 2x; 0.9726% reached 100x+.
- Observed P(>= 2x) = 48.4846% vs theory 48.5%; P(>= 100x) = 0.9726% vs 0.97%.
- Streak myth: lag-1 autocorrelation of "under 2x" = 0.0003. After 8 lows in a row, P(next >= 2x) = 47.8427%.

Strategy results

- Auto cash out 1.20x: 0% bust, 1.94% in profit, median 69.6 units
- Auto cash out 1.50x: 0.13% bust, 9.35% in profit, median 70.5 units
- Auto cash out 2x: 2.24% bust, 16.1% in profit, median 70 units
- Auto cash out 5x: 21.78% bust, 29.82% in profit, median 70 units
- Auto cash out 10x: 39.5% bust, 33.56% in profit, median 60 units
- Martingale (2x): 87.81% bust, 12% in profit, median 0 units
- Anti-Martingale / Paroli: 31.69% bust, 19.63% in profit, median 48 units
- D'Alembert (2x): 93.66% bust, 6.05% in profit, median 0 units
- Fibonacci (2x): 76.82% bust, 22.88% in profit, median 0 units
- Dual bet 1.20x + 10x: 52.53% bust, 24.51% in profit, median 0.8 units
- Martingale + take-profit +20: 20.91% bust, 79.09% in profit, median 120 units

Method

Seed 20261102 (mulberry32). crash = max(1, floor(100 x (1 - edge) / (1 - U)) / 100). Same rounds for every strategy.
Repeated at 1% and 4% house edge. Code: crashgameguide.com/study/simulate.mjs. Data: /study/crash-10m-results.csv.
Limits: models a generic crash game; real games differ in edge, max win and rules. No strategy changes the house edge.

How to cite

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