

# Forum:[Hack Forums](#)

Thread: [My "Random Guessing" Bustabit script](#)

Tr??e??a??s??u????r??e - December 4, 2016, 12:43 pm

First things first: THIS IS GAMBLING, if you lose a dollar or two, not only will I not be surprised, I won't even feel bad. If you don't know what bustabit is, read below, if you do, you can skip the first paragraph. Statistically, you will lose (read the bottom paragraph)

If you like to play bustabit for the thrill, and cheering that little number go up higher, I made a script that pick odds along the same lines as the bustabit server. Is it exactly the odds? Hell no. Is it close? Probably not. But it seems to be breaking exactly even with a little bit of profit. I only did this because I wanted to play around with javascript's Math.random(). If you have never heard of Bustabit.com, it's a bitcoin gambling site that uses "bits", which is 100 satoshi or 1/1 Millionth of a bitcoin. You bet on how high you think the chart is going to rise, there's a 49.999/50.001 chance it will go to x2 and you will win your even bet back. It's a very fun and interactive game, and I've found people either love or hate it. You can read more on the odds at <https://www.bustabit.com/faq> .

Ok, now for the script. I will post what exactly it's doing below.

Code var BetGoesHere = 50; //This is where your bet goes, it will choose the cashout location

```
engine.on('game_starting', function(data) {
  var one = 1;
  var actualBet = BetGoesHere * 100;
  var NumOne = Math.floor((Math.random() * 2) + 1) ;
  var NumTwo = Math.floor((Math.random() * 10) + 2);
  var NumThree = Math.floor((Math.random() * 100) + 1) / 100;
  var NumFour = Math.floor((Math.random() * 20) + 1);
  var NumFive = Math.floor((Math.random() * 1000) + 1);

  console.log('Last game status: ', engine.lastGamePlay());
  //console.log("NumOne is: " + NumOne + " NumTwo is: " + NumTwo + " NumThree is: " +
  NumThree);
  //Take out the slashes on the above line if you want to view the first three numbers this script rolls
  if(NumOne == 1){
    console.log("Cashing at " + (((one*100) + (NumThree*100))/100));
    engine.placeBet(actualBet, ((one + NumThree) * 100));
  }
  if(NumOne == 2){
    if(NumTwo == 10){
      if(NumThree == 0.01){
        console.log("Good luck, cashing pretty damn high: " + (((NumFive*100) +
        (NumThree*100))/100));
        engine.placeBet(actualBet, ((NumFive+ NumThree)*100));
      }
    }
    else{
      console.log("Cashing pretty big: " + (((NumFour*100) + (NumThree*100))/100));
      engine.placeBet(actualBet, ((NumFour+ NumThree)*100));
    }
  }
}
```

```

else{
    console.log("Cashing at " + (((NumTwo*100) + (NumThree*100))/100));
    engine.placeBet(actualBet, ((NumTwo+ NumThree)*100));
}
}
});

```

So...First things first, after you have made an account, if you actually want to use this script. Click on the "Auto" tab on your bet panel, then on the bottom right of that panel, click the "AutoBet" drop down box and change to "Custom". Then remove everything in the box and copy this script in.

Ok, quick definition of what's going on here. First, the numbers.

NumThree is your decimal point value. It rolls a random number between .01 and 1. This will be used to determine what the decimal value is on your cashout.

NumOne is essentially a coin that the script randomizes. It's either a '1' or a '2'. If it lands on 1, it will add NumThree to the number '1'. Therefore, your cashout will be between 1.01 and 2.00. If NumOne is '2', it's a tad bit more complicated. (See below).

NumTwo rolls a number 2 and 11. So if your NumOne is '2', it looks at whatever your NumTwo is and adds NumTwo to NumThree. i.e. NumOne = 2, NumTwo = 3, NumThree = 0.22. Your cashout will be x3.22.

NumFour is where things start to get fun. This number will not matter for the most part, but it rolls a number between 1 and 20. The only way that this Number will be in effect is if: NumOne = 2, NumTwo = 10. In that case, NumFour will be added to NumThree as the paragraph above.

NumFive is the real ballsy one. Like NumFour, NumFive is EXTREMELY rare, and I have not had it happen even though my script has been running for about 8 hours. NumFive rolls a number between 1 and 1000. The only way that NumFive will be in effect if and only if the following happen: NumOne = 2, NumTwo = 10, NumThree = .01. If this actually happens, I like to say your odds are that it won't bust for a while haha.

I RECOMMEND THAT YOU BET AS FOLLOWED: 20 Bits per dollar investment. So...If you put in \$5 worth of bitcoins, your bet will be 100 bits. You can view what the bot will be cashing out at if you open your browser's console: Ctrl+Shift+J

Anyway, Good luck and thanks for reading. Again, this is gambling. Statistically YOU WILL NOT WIN. But I've lasted 8 hours on \$1, and I'm still ahead, so I like to think of it as entertainment!

**Wizmo** - December 4, 2016, 12:47 pm

Will try this script and post feedback later. Thanks OP.

**Mr Meeseeks** - December 4, 2016, 4:57 pm

Posting for this script, thank you.

**VideoWarfare** - April 9, 2017, 8:09 pm

Pretty good script, i'd say its 55% accurate. It does give you an idea when you should cash out. When in doubt cash out.

**Tr??e??a??s??u????r??e** - April 10, 2017, 6:34 pm

(Apr 9, 2017 08:09 PM)PremiumUSAHosting Wrote: [\[CITE\]](#) Pretty good script, i'd say its 55% accurate. It does give you an idea when you should cash out. When in doubt cash out.

Honestly, I had more fun cheering on that number than I did betting for real :D. But you're very right, when it doubt, cash out!

**VideoWarfare** - April 11, 2017, 2:57 pm

(Apr 10, 2017 06:34 PM)Tr??e??a??s??u????r??e Wrote: [\[CITE\]](#) Honestly, I had more fun cheering on that number than I did betting for real :D. But you're very right, when it doubt, cash out!

So far I am up 10,000 bits, half of those 10,000 bits where just luck and the rest was won with the script (5,000). Thank you so much again for this :D

**G\*59** - April 11, 2017, 4:12 pm

Thanks for posting, I'll give this a shot

**remidient** - April 15, 2018, 4:14 pm

How do i get this to work on V2?

**bitcoinsarefunny** - April 15, 2018, 4:33 pm

(Apr 11, 2017 04:12 PM)G\*59 Wrote: [\[CITE\]](#) Thanks for posting, I'll give this a shot anyone get this working since bab v2 came out let me konw i'll tip :)