

Forum:[Hack Forums](#)

Thread: [How to Earn BITCOIN ! Instant Withdraw & Daily Profit](#)

rokasal - August 18, 2019, 12:01 am

I'm sharing with you guys an easy method that worked for me .

Idk if you can survive of that but its an Smart Script to get Instant Bitcoins and it still works !

1. You need a bitcoin Wallet
2. Open an account at <http://www.catchaBTC.com>
3. At AUTO BETS ----> Custom Clear window and paste the Script
4. You can also modify the script by ur own
6. Make sure to copy the Whole script , after you Paste press Run

Smart Script:

```
// Settings
var baseBet = 8; // In bits
var baseMultiplier = 1.11; // Target multiplier: 1.10 recommended
var variableBase = false; // Enable variable mode (very experimental), read streakSecurity.
var streakSecurity = 15; // Number of loss-streak you wanna be safe for. Increasing this massively
reduces the variableBase calculated. (1-loss = 20%, 2-loss = 5%, 3-loss = 1.25% of your maximum
balance). Recommended: 2+
var maximumBet = 999999; // Maximum bet the bot will do (in bits).

// Variables - Do not touch!
var baseSatoshi = baseBet * 100; // Calculated
var currentBet = baseSatoshi;
var currentMultiplier = baseMultiplier;
var currentGameID = -1;
var firstGame = true;
var lossStreak = 0;
var coolingDown = false;

// Initialization
console.log('==== Procon\'s BustaBit Bot =====');
console.log('My username is: ' + engine.getUsername());
console.log('Starting balance: ' + (engine.getBalance() / 100).toFixed(2) + ' bits');
var startingBalance = engine.getBalance();

if (variableBase) {
  console.warn('[WARN] Variable mode is enabled and not fully tested. Bot is resilient to ' +
    streakSecurity + '-loss streaks.');
```

```
}
```

```
// On a game starting, place the bet.
engine.on('game_starting', function(info) {
  console.log('==== New Game =====');
  console.log('[Bot] Game #' + info.game_id);
```

```
currentGameID = info.game_id;
```

```
if (coolingDown) {  
  if (lossStreak == 0) {  
    coolingDown = false;  
  }  
  else {  
    lossStreak--;  
    console.log('[Bot] Cooling down! Games remaining: ' + lossStreak);  
    return;  
  }  
}
```

```
if (!firstGame) { // Display data only after first game played.  
  console.log('[Stats] Session profit: ' + ((engine.getBalance() - startingBalance) / 100).toFixed(2) + '  
bits');  
  console.log('[Stats] Profit percentage: ' + (((engine.getBalance() / startingBalance) - 1)  
100).toFixed(2) + '%');  
}
```

```
if (engine.lastGamePlay() == 'LOST' && !firstGame) { // If last game loss:  
  lossStreak++;  
  var totalLosses = 0; // Total satoshi lost.  
  var lastLoss = currentBet; // Store our last bet.  
  while (lastLoss >= baseSatoshi) { // Until we get down to base bet, add the previous losses.  
    totalLosses += lastLoss;  
    lastLoss /= 4;  
  }
```

```
if (lossStreak > streakSecurity) { // If we're on a loss streak, wait a few games!  
  coolingDown = true;  
  return;  
}
```

```
currentBet = 7; // Then multiply base bet by 4!  
currentMultiplier = 1.00 + (totalLosses / currentBet);  
}  
else { // Otherwise if win or first game:  
  lossStreak = 0; // If it was a win, we reset the lossStreak.  
  if (variableBase) { // If variable bet enabled.  
    // Variable mode resists (currently) 1 loss, by making sure you have enough to cover the base and  
the 4x base bet.  
    var divider = 100;  
    for (i = 0; i < streakSecurity; i++) {  
      divider += (100 * Math.pow(4, (i + 1)));  
    }
```

```
newBaseBet = Math.min(Math.max(1, Math.floor(engine.getBalance() / divider)), maximumBet  
100); // In bits  
newBaseSatoshi = newBaseBet * 100;
```

```
if ((newBaseBet != baseBet) || (newBaseBet == 1)) {  
  console.log('[Bot] Variable mode has changed base bet to: ' + newBaseBet + ' bits');
```

```

baseBet = newBaseBet;
baseSatoshi = newBaseSatoshi;
}
}
// Update bet.
currentBet = baseSatoshi; // in Satoshi
currentMultiplier = baseMultiplier;
}

// Message and set first game to false to be sure.
console.log('[Bot] Betting ' + (currentBet / 100) + ' bits, cashing out at ' + currentMultiplier + 'x');
firstGame = false;

if (currentBet <= engine.getBalance()) { // Ensure we have enough to bet
if (currentBet > (maximumBet 100)) { // Ensure you only bet the maximum.
console.warn('[Warn] Bet size exceeds maximum bet, lowering bet to ' + (maximumBet 100) + '
bits');
currentBet = maximumBet;
}
engine.placeBet(currentBet, Math.round(currentMultiplier * 100), false);
}
else { // Otherwise insufficient funds...
if (engine.getBalance() < 100) {
console.error('[Bot] Insufficient funds to do anything... stopping');
engine.stop();
}
else {
console.warn('[Bot] Insufficient funds to bet ' + (currentBet / 100) + ' bits. ');
console.warn('[Bot] Resetting to 1 bit basebet');
baseBet = 1;
baseSatoshi = 100;
}
}
});

engine.on('game_started', function(data) {
if (!firstGame) { console.log('[Bot] Game #' + currentGameID + ' has started!'); }
});

engine.on('cashed_out', function(data) {
if (data.username == engine.getUsername()) {
console.log('[Bot] Successfully cashed out at ' + (data.stopped_at / 100) + 'x');
}
});

engine.on('game_crash', function(data) {
if (!firstGame) { console.log('[Bot] Game crashed at ' + (data.game_crash / 100) + 'x'); }
});

```

Bitshacker - August 18, 2019, 2:07 am

how it's work i have no success when i start the code

ChoodleBear - August 18, 2019, 2:11 am

Thank you for this wonderful guide.

Freelance Vede - *August 18, 2019, 9:54 am*

What this script does? can anyone explain to me?

leecheung - *August 20, 2019, 5:38 am*

confused at the first glance put us through

notmad - *August 25, 2019, 4:32 am*

It's not earning, just luck and a bit of math. Sites like this wouldn't exist if boy like you with script like this could fuck them on money

DrinkRDO2 - *August 25, 2019, 12:51 pm*

this is the same thing as gambling, the website is still online after years because they are profiting on it, you'll eventually lose all your money