Ro-Bits: A Free To Earn Roblox Currency

freakyfinder - Roblogs
www.roblogs.net

Ro-Bits is a free to earn Roblox currency, similar to the now defunct free to earn currency "Tix", that was an official currency on Roblox back in the day. Ro-Bits is very simple: You earn +10 Ro-Bits every day, by going to the Ro-Bits page (www.roblogs.net/robits), and pasting the code shown on the page into the Ro-Bits wallet Roblox game. Ro-Bits can also be acquired by purchasing them for Robux from other users, or you can trade them with other users in return for something else. Some examples of how you can obtain them could be: Asking your friend for Ro-Bits, or using them as a currency to buy something. As long as you stay within the Roblox and Roblogs ToS, there are no limits to how you can obtain them. You could potentially make free Robux off of Ro-Bits, if you can save up your Ro-Bits. Since the fastest way to earn Ro-Bits is buying them from other users, that means that if you have a lot of Ro-Bits saved up, people might wanna buy them from you, in return for Robux.

1. Introduction

If you miss Roblox when Tix was a thing, or if you never got the chance to experience it, you now do. Ro-Bits allows you to obtain Ro-Bits for free every day, and transfer them to another user. This means that you could eventually use Ro-Bits as a currency on Roblox, and Roblogs. As already mentioned, there are no limits to how you will be obtaining Ro-Bits. Roblogs has an official Ro-Bit marketplace, where you can buy or sell Ro-Bits for Robux. If you have enough Ro-Bits saved up, chances are that somebody might want to purchase them from you, in return for Robux. So you could potentially make free Robux off of Ro-Bits, without making it sound too sketchy. However, keep in mind that Ro-Bits isn't a free Robux generator of course. A free Robux generator wouldn't be possible in any way. The way you're getting Robux from Ro-Bits, is in fact other users purchasing them.

2. Explanation

The way Ro-Bits work is pretty simple, but unique. On the www.roblogs.net/robits page on Roblogs' website, the code is generated every day, by using a formula based on the current date (UTC time), and then calculating a code. This exact formula is also used in the Ro-Bits wallet game, so it knows which code is correct, and which is not.

This is the formula used:

date = utc time
code = year * day * month - year + day * 100
finished code = X + number (e.g. X546887)

Converting into JS...

```
function generateCode() {
    var today = new Date();
    var dayUTC = today.getUTCDate();
    var monthUTC = today.getUTCMonth() + 1;
    var yearUTC = today.getUTCFullYear();
    var code = yearUTC * dayUTC * monthUTC - yearUTC + dayUTC * 100;
```

```
    var dynamicTextElement = document.getElementById('dynamicText');

    dynamicTextElement.innerHTML = 'Daily +10 Ro-Bit code:<br> X' + code;
}
generateCode();
```

3. Tutorial

Getting started with Ro-Bits is super simple.
You first go to www.roblogs.net/robits, and enter the game linked on the page. After that, you paste the code into the redeem box, and there you go. You now have 10 Ro-Bits on your Ro-Bit wallet. You can then proceed to perform transactions, or exchange your Ro-Bits into Robux on the Roblogs Discord server.

4. Exchanging

As already mentioned, you can potentially get free Robux from Ro-Bits, but how does that exactly work? On the official Roblogs Discord server, there is a channel called #ro-bit-marketplace. In that channel, you can list your Ro-Bits, and the exchange rate you want to sell them for. Let's say you have 100 Ro-Bits, and you want to exchange them into Robux. You can then list your 100 Ro-Bits, for e.g. 100 Ro-Bits for 25 Robux. If somebody wants to purchase your Ro-Bits for the given amount of Robux, they can contact you, and purchase the Ro-Bits. Please note that having a bigger amount of Ro-Bits at once, is easier to sell than having a low amount. With a high amount of Ro-Bits, you can also make the exchange rate a little higher, since you're selling many at once. The default exchange rate is 1:10, which means that 1 Robux is equal to 10 Ro-Bits, but you can change the exchange rate however you want. But keep in mind that you should make the exchange rate realistic, or else nobody probably wants to purchase them. If you get scammed, you can get a rollback on Ro-Bits.

5. Roblox ToS

Isn't Ro-Bits against ToS? No, it is not. Since the actual Ro-Bits are stored inside a Roblox game, it is basically just like coins in a regular Roblox game. That means everything is 100% on Roblox, and is therefore not a third party currency or anything like that, with the only exception being the codes. The codes are given out on the website. But that is just like twitter promocodes. You go to another site like twitter.com (in our case it is our website), and then get a code, which you can then redeem Ro-Bits from, which is a leaderstats element, just like coins in a regular Roblox game.

6. Abusing Alternate Accounts

You might think that you can just create a thousand alt accounts, and then end up with hundreds of Ro-Bits every day. This is not allowed! We are going to keep track of all Ro-Bit transactions, and can therefore easily see if you have been getting +10 Ro-Bits from 5 different accounts on the same day, and all of the accounts were made 3 days ago.
If you break this rule, it can result in a Ro-Bit ban.

7. Conclusion

We have an unofficial Roblox free to earn currency that lets you buy stuff, trade stuff or exchange them into Robux, eventually giving you free Robux. You can spend Ro-Bits on anything, since it's basically a currency. Each user can earn a maximum of 10 for free every day, and you can also purchase Ro-Bits from other users for Robux. Ro-Bits could also be used as an investment, since the value is determined by the demand. As Roblogs continues to grow, and Ro-Bits evolves, more and more people wants Ro-Bits, resulting in the demand rising, as well as the value of your Ro-Bits.