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Getting Started 1.1.2 Dummy Bashing 1.1.3 Exploring the city #1 1.1.4 Criminal
Methods 1.1.5 Guns, Ammo & Other Players 1.1.6 Exploring the city #2 1.1.7
Effective Stat Building 1.1.8 Exploring the city #3 1.1.9 Well on your way 1.1.10
Post Missions New to Torn? We understand that a game of this size can be
overwhelming. We want to help you get started in your journey with us. Start your
Journey here! We currently provide Missions just for new players. The Missions are
here to guide you and explain the in's and out's of basic day to day game play. We
will give you a step by step guide as to how to complete these missions and
hopefully this will help you get well on your way in our big city. So let's begin!
Be sure to click each Mission title for a detailed explanation of how to accomplish
those goals. Getting Started This mission will show you how to train your stats,
get your first job, view the education courses we offer, and more. Expand Visit
your home Expand Increase your stats Expand Get a job Expand Start an education
course Expand Take a trip to the city Expand Rewards Dummy Bashing This mission
will walk you through buying and equipping your Melee weapon, attacking another
player, and a brief reminder to train the rest of your energy. Expand Buy a melee
weapon from Big Al Expand Equip your melee weapon Expand Search for an NPC called
Test Dummy #2 Expand Attack Test Dummy #2 with your melee weapon Expand Use
remaining energy in gym Expand Rewards Exploring the city #1 This mission will show
you around some parts of the city. Expand Explore the casino Expand Explore the
dump Expand Explore the estate agents Expand Explore the item market Expand Explore
the forums Expand Rewards Criminal Methods This mission will show you the criminal
ways a citizen in Torn follows. Expand Make $250 searching around for cash Expand
Spray 3 graffiti tags around the city Expand Shoplift a computer from the Super
Store Expand Copy some counterfeit DVDs Expand Rewards Guns, Ammo & Other Players
This mission will show you how to buy a gun, ammo, and attack other players with
your newly purchased gun! Expand Buy a gun Expand Equip your gun Expand Buy Ammo
Expand Search for a player named playerName Expand Attack and beat playerName
Expand Rewards Exploring the city #2 Let's see some more of the city, Shall we?
Expand Explore the hospital Expand Explore the Jail Expand Explore the city bank
Expand Explore the Church Expand Explore the factions Expand Rewards Effective Stat
Building This mission gives some more information about your battle stats! Expand
Increase your strength to 12 Expand Increase your dexterity to 12 Expand Increase
your speed to 12 Expand Increase your defence to 12 Expand Increase any stat to 15
Expand Rewards Exploring the city #3 There's even more parts of the city left
unexplored! Expand Explore the Hall of Fame Expand Explore the Points Building
Expand Explore the Points Market Expand Explore the Donator House Expand Rewards
Well on your way We will get you moved into a new house, some better gear, and
more. This is the last mission and we hope you have learned what it takes to play
actively, daily in our city. Expand Buy some armor Expand Acquire and move into a
new property Expand Earn an Award Expand Level up to level 2 Expand Rewards Post
Missions Once you have finished your new player missions, you will get a small
goodbye message from George to encourage you to continue playing, and set you on
your way to greatness! Great Work new player. I'm proud of you! It took you 26
weeks and 3 days to complete all my missions. That's a pretty good time for someone
as green around the gills as you. I got high hopes for you new player. Don't make
the same mistakes old George did. Now you know the basics - it's time to move on.
You'll need to learn quick, think fast and stay alert. The competition around here
can get pretty intense so make sure you train hard in the gym, get educated
quickly, get promoted at work and always be on guard. Oh and don't leave your
breakfast burrito out in the sun too long. Learnt that the hard way. I'm sure a
good looking guy like you will attract attention and it won't be long before you
get a marriage proposal. I might even propose myself! But look, getting hitched is
good and all, you get plenty of benefits, just don't lose focus new player. There's
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still plenty of missions, crimes and wars to be won. You're on your own now and life will start to get harder. Make sure you pace yourself... Torn is a long-term endeavour and gets more exciting the longer you're here. If you overdo it, you'll need to wait for your energy to regenerate naturally. To speed this up you could buy a donator pack for increased energy levels and quicker recovery time. Good Luck my friend. And if you ever see someone who looks like your pal George lying in the gutter, do me a favour and whizz in the other direction. See ya around new player."

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usage 5 Unfair advantage 6 Logging 7 Automatic limits & blocks 8 Access Levels 9
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Error codes 10 Examples 11 Safe to use applications 12 Patch History 13 References
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Details The 'API' is a new tool made by Torn you can use to build your own
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applications / extensions for Torn. The info on this page is copied directly from
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the API's site (with info added from several people spread out over Torn ), so make
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sure to read it carefully before using the API. To start using the API go here and
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then click on the 'try it' button. Then you can fill in your API key at the top,
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this can be found under the 'API key' section on this page. Then select for example
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the user section, fill in your id and a selection of your choice. If you do not
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know the selections and they are not displayed on the 'try it' section, you can
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always go to to see what the possible selections are. Introduction Firstly what
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does API stand for? It stands for Application Programming Interface. A full
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definition can be found here, but what's more important is what it can do, and you
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can find in the details section of this page. The goal of the Torn API is to
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provide a fully supported and read-only method for players to pull useful
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information from Torn about their player, faction, or company. This can be used
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individually to retrieve information about your account, or you can build a website
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that the entire community can use to do interesting things with the data exposed
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via the API. Potential Whether you're making a browser extension to aid factions
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during wartime, a mobile application to offer instant notifications, or a website
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to track data for graphing - the possibilities are endless - simply using the 16
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character API keys. We encourage you to be creative, building features and tools
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that expand Torn's gameplay and enjoyment. Acceptable usage This system has been
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developed so that you only ever need to request an API key from the user. All of
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the user's information can be obtained with just their key, there shouldn't be any
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requirement to ask for a name or user ID. Torn passwords should never be requested
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from any users, ever. You must keep keys, and the data obtained from them, securely
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protected and confidential unless permitted by the key owner. By accepting other
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user's keys, they are placing their trust in you - do not exploit this. We will
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permanently ban offending applications from accessing the API at a moment's notice.
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We respectfully request that you follow Torn's no-advertising policy when building
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websites or applications that use our API system to ensure optimal user experience,
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however, exceptions can be made. Please contact us if you would like to advertise,
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accept voluntary real-money donations or charge users for usage. Please make sure
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your scripts are optimised to retrieve only the information required for the
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specific request they're making. They should be retrieving as little information as
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possible; this will improve loading time and reduce stress on Torn's servers.
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Unfair advantage We understand that crafting an API system for Torn could give some
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users an unfair advantage. We want the system to expand & enhance gameplay rather
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than giving users an advantage which makes it easier to compete against others. We
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have taken this into account during development, but we will be listening to
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feedback and making any appropriate changes that are required. Logging Please be
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aware, we log all details and inputs of requests and make routine checks. If misuse
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occurs, we will permanently ban IP addresses, keys, and users from accessing the
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system without notice. Automatic limits & blocks Each user key can make up to 100
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individual requests per minute, this should be more than enough for almost anything
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to be achievable. Multiple requests using invalid keys may result in a temporary IP
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ban - you must account for this by removing disabled or invalid keys upon error. These limits may change without notice to ensure the Torn servers remain stable. Access Levels Users can create different keys for use in different scripts or tools. Users can hold 10 keys with different levels of access to their player data and each key can be separately deleted whenever the user wants it. Each access level has restrictions on data that can be fetched by the script using the key. There are 4 access levels for each key, namely \"Public Only\", \"Minimal Access\", \"Limited Access\", \"Full Access\" and the information which can be accessed by the key can be found in the API Documentation. Error codes 0 => Unknown error : Unhandled error, should not occur. 1 => Key is empty : Private key is empty in current request. 2 => Incorrect Key : Private key is wrong/incorrect format. 3 => Wrong type : Requesting an incorrect basic type. 4 => Wrong fields : Requesting incorrect selection fields. 5 => Too many requests : Current private key is banned for a small period of time because of too many requests (max 100 per minute). 6 => Incorrect ID : Wrong ID value. 7 => Incorrect ID-entity relation : A requested selection is private (For example, personal data of another user / faction). 8 => IP block : Current IP is banned for a small period of time because of abuse. 9 => API disabled : API system is currently disabled. 10 => Key owner is in federal jail : Current key can't be used because owner is in federal jail. 11 => Key change error : You can only change your API key once every 60 seconds. 12 => Key read error : Error reading key from Database. 13 => The key is temporarily disabled due to owner inactivity : An inactive player's key may not make API calls after 7 days. 14 => Daily read limit reached : Too many records have been pulled today by this user from our cloud services. 15 => Temporary error : An error code specifically for testing purposes that has no dedicated meaning. 16 => Access level of this key is not high enough : A selection is being called of which this key does not have permission to access. 17 => Backend error occurred, please try again 18 => API key has been paused by the owner Examples Here there'll be short examples of code in several languages to see how you can use it. Javascript fetch(\" // Fetches data from API .then((response) => response.json()) // Converts the fetched data into JSON .then((jsonResponse) => console.log(jsonResponse)); // Prints the JSON Python import requests r = requests.get(\"apiurl\") # queries \"apiurl\" and returns response from Torn data = r.json() # translates that response into a dict variable print(data) # prints that variable PHP \$jsonurl = \" \$json = file_get_contents(\$jsonurl); //gets output of API \$decodedString = json_decode(\$json, true); //parses API JSON output \$nwttotal = \$decodedString[\"networth\"]; //Pulls networth out of JSON array echo \"Stock Market: \". \$nwttotal[\"stockmarket\"]; // Spits out networth from stocks echo \"Networth Total: \". \$nwttotal[\"total\"]; // Spits out total networth Safe to use applications Here there'll be a list of well known safe to use applications that require your API: Torn Stats, made by IceBlueFire DoctorN, made by Mauk TornTools, made by Mephiles YATA, made by Kivou Torn PDA, made by Manuito Patch History Released in Patch list #294 References"

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in order to put them in Hospital, gain respect or even Mug cash from them. Contents
1 Basics 2 The Player Model 3 Possible Outcomes 3.1 Winning 3.2 Not winning 3.3
Interruptions 4 Equipment 4.1 Weapons 4.2 Armor 5 Group Attacks 5.1 Aggression 5.2
Suppression 6 Attack Settings 7 Related Awards 8 Historical Notes 9 Patch History
10 References Basics To attack another player it costs 25 energy, with the
exception of attacks under the effect of Love Juice during the Valentines Event
when it costs 15. Once an attack has been initiated you will have 25 \"turns\" or
five minutes to defeat your opponent. A turn can include using a Weapon or
Temporary item, reloading, or attempting to escape. Between each attacking turn
during a fight, there is a one second cooldown. After 25 turns, if neither player
has won, the fight results in a Stalemate. After five minutes, if 25 turns have not
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been used the fight results in a \"timeout\" - equivalent to a loss for the attacker. While a player is actively traveling (with the profile status of 'Traveling to/Returning from'), they cannot be attacked. Players in the same country can attack each other, unless the intended target's last action is greater than 168 hours, in which case they are \"Hiding out\" and do not appear on the 'People' list of that country. However, players who are \"Hiding out\" can be attacked if they are the intended target of a mission, in which case they will appear at the top of the 'People\" list and highlighted in pink. The Player Model

When attacking a player there are 14 body parts you can hit. Three of these are critical hits, dealing the most damage to an opponent. Note: The values presented below were determined through large attack data-sets - there has been as of yet no official confirmation from developers.

Body Part	Damage	Multiplier
Head (critical)	3.5	
Throat (critical)	3.5	
Heart (critical)	3.5	
Chest	2	
Stomach	2	
Groin	2	
Arm (left/right)	1	
Hand (left/right)	0.7	
Leg (left/right)	1	
Foot (left/right)	0.7	

The chance to land a critical hit begins at 12% and can be increased by +3% with the Education BIO2410: Anatomy, by +0.5% for each Merit upgrade into Critical Hit Rate (for a total of +5%), and by +2-5% with the Laser Weapon Mods. Throat damage can be increased by 10% with the Education BIO2380: Fundamentals of Neurobiology.

Possible Outcomes

Winning There are numerous possible results from an attack, whether you manage to defeat an opponent or not: Leaving an opponent provides the attacker with the most level experience of any option, and gives the defender the least amount of hospital time (15 - 30 minutes).

Mugging Mugging an opponent allows the attacker to steal a percentage of the defenders cash-on-hand (between 5 and 15%). A mug provides the attacker with reduced respect and level experience compared with leaving an opponent, and gives the defender approximately a base hospital time of 30 - 45 minutes.

Hospitalizing Hospitalizing an opponent puts the defender into hospital for the most amount of time possible (base: 3 - 3.5 hours). Hospitalizing provides the least amount of level experience of any outcome; it may be done in order to retaliate against an enemy faction member, to collect bounties, or for a mission requirement.

Arresting It is also possible to arrest a player, sending them to jail for a cash reward, if you're a part of a Detective Agency of at least 3 stars.

Looting Several NPC accounts are available for Looting. Looting provides a number of attackers (based on the Loot Level of the NPC at the time of defeat) with special NPC items, using a lottery system.

Mission Outcomes Some missions require the use of unusual options after defeating a target, such as \"Kiss\", \"Interrogate\", and \"Secrete <object>\".

Not winning

Escaping An attacker can attempt to escape from an opponent on the turn after a turn where the defender misses. The escape is successful if the defender misses again, which means your escape chance is based on the attacker's dexterity compared with the defender's speed. Note: hitting for zero damage or using a non-damaging temporary item is the equivalent of missing, and thus if the defender does either of those the attacker may escape.[1]

Stalemating After 25 turns, if neither player has defeated the other, the fight will end in a stalemate. Stalemates do not provide respect for the attacker.

Losing If an attacker loses their fight, they will be sent to the hospital for 15 - 30 minutes. Any current kill-streak will be broken.

Timing out A fight will end automatically after five minutes, even if neither attacker nor defender has actually lost all of their life. This will send the attacker to the hospital and break their kill-streak; it is equivalent to losing the fight. This will be considered a defend won for the defender.

Interruptions A fight may become \"interrupted\" for a number of reasons. Any of these results will not count as successful nor unsuccessful attacks, stalemates or defends for either player.

<Player> took down your opponent If the defender is attacking another <Player>, they may lose their fight before the attacker is able to win themselves. In this event the fight result will display <Player took down your opponent>.

<Defender> was defeated by <Player> If multiple attackers are fighting a defender, only one of them can actually win. In the event they defeat the defender, for every attacker that did not land the finishing blow, the fight

result will read "<Player> defeated <Defender>" and this will count as an assist in personal stats. <Defender was sent to hospital> There are many ways in which a player can be sent to hospital while being attacked, before they are defeated by the attacker. These may include opening a parcel with a Small Explosive Device inside, being hurt by Leslie from Spin the Wheel, or an Organized Crime result. <Defender was surrounded by police> As of 21/09/21, only organised crimes can cause this result. Equipment In preparation for an attack you may equip three weapons (primary, secondary and melee), a temporary item (a variety of grenades and temporary stat boosters), as well as five pieces of Armor. Weapons All primary and secondary weapons are guns that require Ammo to be used in a fight. This means that not only is reloading (using up a turn) necessary, but it is possible to completely run out of ammo during a fight, based on clip size and rate of fire. Melee weapons do not require ammo, however unlike primary and secondary weapons they cannot attach Weapon Mods in order to improve the weapon. Main article: Weapon Armor Wearing armor reduces the damage received from an opponent; the armor rating represents the percentage of the damage reduction. For example, a 40.00 rated piece of armor reduces damage taken by 40%, so a 1000 damage hit actually only deals 600 damage. The following equation can be used to determine the damage received while wearing armor: $D(A) = D(I) * (1 - A/100)$ where $D(I)$ is the Initial damage dealt by an opponent, A is the armor rating of the piece being worn, and $D(A)$ is the resultant damage received with this armor equipped. Main article: Armor Group Attacks When multiple players attack an opponent, that defender's stats can be effectively reduced. For every additional player (beyond the first) that makes an action against a defender within the last 30 seconds, a level of distraction is added. However, this effect is capped at 25 levels, limiting how much a defender's stats can be reduced. Read the main article for a full understanding of how distraction is personalized to each attacker. Main article: Distraction Aggression Aggression relates to a player's Strength and Speed. Distraction affects a defenders ability to make a turn against an attacker; a defender will have a "one in number-of-attackers" chance to make a turn, every time an attacker makes a turn against them. For example, if two players attack a defender, each time they make a turn the defender will have a 50% chance to make a turn back against them. Suppression Suppression relates to a player's Defense and Dexterity. Distraction affects a defenders Defense and Dexterity stats directly; a defender will have their effective Defense and Dexterity halved for every level of distraction that is active. For example, if two players attack a defender with 10,000,000 defense and 5,000,000 dexterity, each time they make a turn the defender will appear to have 5,000,000 defense and 2,500,000 dexterity. Attack Settings Attack settings can be adjusted in your Preferences (or via direct link here). The attacking settings include an option regarding your stealth preference. You can select between "Whenever possible" and "Off". Additionally you can select whether to re-equip temporary items from your inventory after one is used in a fight, provided you own multiple. (Note: Faction loaned Temps will be re-equipped first) Although specifically under the "attacking" subheading, temporary items will also re-equip after a defense if used. The defending settings effectively allow a player to decide which weapons get used and how often, when they are defending an attack from another player. There are four sliding bars (for primary, secondary, melee and temporary) that can be adjusted between 0 and 100. These numbers work as ratios for how often each will be used in a defense - better explained through an example. With: Primary set to 100, Secondary set to 75, Melee is set to 50 and Temporary is set to 25 the total of these numbers equals 250 - so for each turn the defender has, they will have a 100/250 chance of using primary, a 75/250 chance of using secondary, a 50/250 chance of using melee and a 25/250 chance of using a temporary item. If one of these slots is left empty (for example, if you unequip your primary weapon), during a fight you can consider this bar to be set at 0 in order to recalculate the odds for each weapon to be used. When the temporary item is used up, there is no longer a temporary item equipped and thus the setting here is also effectively set at 0. Primary and secondary weapons come with an option to reload ("on" or "off"). If either of these weapons has reloads "off", when they run

out of ammo their respective bar will effectively be set at 0, as above. Finally, if you have it unlocked you can select between \"Fists\" and \"Kick\" when fighting unarmed. You will fight unarmed in the event you have no weapons equipped, or all weapon settings are effectively set at 0. Related Awards There are a large number of awards relating to attacking in Torn, some examples are below: Attack Related Awards Image Name Requirements Kill Streaker 1 Achieve a 10 kill streak Chainer 1 Participate in a 10 length chain Carnage Make a single hit that earns your faction 10 or more respect Leonidas Achieve a finishing hit with Kick Flatline Achieve a one hit kill A full list of all awards relating to Attacking can be found here. There are also a number of attacking medals available, such as for \"attacks won\" and \"respect earned\" which can be found here. Historical Notes Following four polls[2][3][4][5] brought to the community in General Discussion, mugging changes were implemented on 29/10/19.[6] A full treatment of the mugging mechanics prior to this change can be found here. Patch History Released prior to Patch list #1 Patch list #276 : 14/02/23 Changed Parry and Home Run to simulate the same effects while defending as attacking Buffed both Parry and Home Run bonus ranges by up to +20% Patch list #261 : 18/10/22 Added current chain counter and timer to the top of the page during Attacking. Patch list #253 : 23/08/22 Changed timed out completed Attacks to trigger a poll request to leave opponent at 0 seconds if still on page Patch list #210 : 21/09/21 Changed incoming attacks to block a user's ability to do Crimes preventing script-based self-jailing advantages. Patch list #191 : 11/05/21 Added system to enforce at least one second between Attacking turns for fairness & balancing reasons. Patch list #189 : 20/04/21 Added 15 second attack grace period upon arriving at a destination after Traveling. Patch list #181 : 23/02/21 Added outside attack mitigation so war participants gain no medical cooldown when alleviating hospital time. Changed DOT effect log appearance order in attacking to be more intuitive. Patch list #179 : 09/02/21 Added [view] links to attacks in faction news. Changed critical hit rate formula to use simply flat percentages added together and nothing else. Changed base critical hit rate from 14% (+9.8% actual) to 12%. Changed critical hit merit upgrade from +10% (+7% actual) to +5%. Changed 'Anatomy' education course from +5% (+3.5% actual) to +3%. Changed laser sight mods from +3%/+4%/+5%/+6% (up to +4.2% actual) to +2%/+3%/+4%/+5%. Changed steroid attack effects being replaceable with fresh timers again after last week's change. Patch list #178 : 02/02/21 Changed attacking effects so they will not overwrite or refresh timers of an existing effect of the same quality. Changed effect icons in an attacking to show up to 8 at once within view. Patch list #177 : 26/01/21 Added attack log rows when a DOT effect is initially applied. Patch list #176 : 19/01/21 Disabled Advanced Search, Recent History, and Profile dropdowns when in an attack. Patch list #175 : 12/01/21 Added new personal stat to count faction retaliation hits. Patch list #151 : 21/07/20 Added additional lock to attacking to avoid accidental joins when attack is already over. Patch list #145 : 09/06/20 Added Recent Attacks link to the Chain Bar when active. Patch list #144 : 02/06/20 Added master log to correctly show all participants and attacks connected to a single group attack. Patch list #140 : 05/05/20 Changed attacks in progress appearing in Faction Attacks to show 'Undecided' instead of 'None'. Patch list #138 : 21/04/20 Added carousel side-scroll for Attack Log / Group Attacking panels on touchscreen devices. Added hits / damage counters next to opponent life on Attacking on touchscreen device. Changed special status effects (I.e. Loot) to appear on the left side of the opponent panel in Attacking. Patch list #133 : 17/03/20 Changed high drug addiction gym hospitalization to not trigger if the user is under attack. Patch list #131 : 03/03/20 Changed attack log results to 'Interrupted' instead of 'Escaped' when target goes to hospital / jail during attack. Patch list #128 : 11/02/20 Added auto-leave when defeating a target and then being jailed (I.e. via organised crime). Changed Valentine's Day Love Juice event to also reduce reviving costs by -15 energy. Improved in-game client performance for large group attacks. Patch list #126 : 28/01/19 Added vertical scrolling to status effects in attacking. Changed color of \"Join Fight\" panel to orange to visually separate it from \"Start Fight\". Patch list #121 : 10/12/19 Added visible passive stat modifiers panel in attacking. Added additional locking

to prevent traveling while being attacked. Changed temporary stat boosters to apply their bonuses additively instead of multiplicatively. Changed 'Demoralize' weapon bonus to decrease stats from -15% (multiplicative) to -10% (additive). Changed 'Frozen' weapon bonus to be additive instead of multiplicative. Changed passive stat modifiers on the home page to be an exact representation (includes status effects). Patch list #120 : 03/12/19 Changed Flamethrower usage text in attack log: 'fired a burst'. Patch list #119 : 26/11/19 Updated attacking stats bonuses system core (to use a new module). Refactored attacking mug system (removed old classes and code). Refactored attacking stats system (removed old classes, replaced by new module). Patch list #116 : 05/11/19 Added auto-leave action in Attacking when attacker is defeated before selecting an option. Patch list #115 : 29/10/19 Changed mugging rates to flat-rate 5% - 10% (higher is rarer). Changed 'Masterful looting' merit upgrade, reducing it from 10% per upgrade to 5%. Changed mug protection system so interacting with protected funds removes protection. Patch list #108 : 27/08/19 Changed attack event \"someone else was faster\" text to \"tried to attack you\". Patch list #103 : 23/07/19 Changed error message if an attack no longer exists (leave/mug/hosp selected in another tab). Patch list #100 : 02/07/19 Added attack setting for 'Unarmed combat' to select whether to use Fists or Kick. Patch list #93 : 14/05/19 Added ability to view your model (and opponent's weapons) during attacks on touchscreen devices. Patch list #86 : 19/03/19 Added auto-leave for all finished fights after 30 seconds (even after closing page). Patch list #84 : 05/03/19 Changed attacking timer upon defeat to 30 seconds. Changed timeout after defeat to automatically 'leave' (as long as attacker remains on the page for now). Changed attacking effect icons to work with SVG for better quality. Patch list #66 : 23/10/18 Rebalanced weapon accuracy algorithm in attacking. Patch list #65 : 16/10/18 Changed damage over time (DOT Damage) so that it can no longer end an attack. Patch list #64 : 09/10/18 Changed DOT effects in attacking to not end an attack (will reduce life down to 1). Patch list #59 : 04/09/18 Removed group attack events sent to attackers. Patch list #57 : 21/08/18 Changed 'Assists' personal stat to increase even if a turn is not made. Patch list #46 : 05/06/18 Changed buttons within attacking on desktop to right side (over opponent). Patch list #42 : 24/04/18 Changed attack assist statistics to increase for attackers even if they lost during a successful group attack. Patch list #41 : 17/04/18 Changed 'assists' personal stats to require at least one aggressive action. Patch list #35 : 06/03/18 Added WAI support for attack. Patch list #34 : 27/02/18 Added 'current attack turn' on attacking pages including desktop / tablet / mobile. Patch list #33 : 20/02/18 Removed 5 minute timer from faction retaliation hits. Patch list #32 : 13/02/18 Added individual attack chain bonus icons to hitlist. Changed incremental chain bonuses to no longer stack with other bonuses. Increased base respect gains to compensate for incremental bonus stacking change. Changed attack log names during join screen to show 'someone' if stealthed. Patch list #31 : 06/02/18 Added masks to armour and clothing during attacking to prevent clipping. Changed Russian Roulette to skip hospitalization when being attacked. Patch list #30 : 30/01/18 Reduced damage in attacking by 25%. Removed factions peace treaty block on profile attack buttons. Patch list #29 : 23/01/18 Removed faction peace treaty 'attack block' from attacking. Disabled retaliation respect bonus temporarily (will be enabled again today or tomorrow). Patch list #28 : 16/01/18 Added default maximum 'fair fight bonus' for attacks between those with very high stats. Reduced requirements of maximum 'fair fight bonus'. Changed 'retaliation bonus' to trigger only on the first retaliation after initial hit. Attacking 2.1 released : 19/12/17 All templates moved to reactJS based system All plain html responses changed to pure json for better speed Polling system re-worked to lower the total requests amount Backend main functions calls re-organized for better performance New male & female models during attacking Targeting system changed to work with new models Visible clothing & armor on models Clothing can now be equipped on top or underneath armor Armor only has an effect if the hit visibly hits the armor on the model Damage modifiers for different body parts changed for better balance Chances to hit some body parts changed for better balance Effects system rebuilt for Special / Legendary weapon / armor compatibility New effects layout with animated

backgrounds New animated lifebar including visualised armor mitigation Visible opponent model on mobile & tablet views Vertical stealth bar showing stealth level / chance during attack Patch list #25 : 19/12/17 Released Attacking 2.1 update. Patch list #22 : 28/11/17 Increased base respect gains to original x2 modifier. Patch list #21 : 21/11/17 Changed base attacking respect gain increase from x2 to x1.66 to align with modifier fixes. Patch list #20 : 14/11/17 Increased base attacking respect gain by x2 (initial increase). Patch list #19 : 10/11/17 Released attacking respect gain for faction members Released Chaining 2.0 (chaining upgrades now available) Patch list #11 : 29/08/17 Changed group attack \"busy with\" pool to exclude participants who escaped or lost. Patch list #5 : 18/07/17 Changed attacking events text (minor). Run away / Escape changes : 11/07/17 The 'run away' feature has been changed and is now known as 'escaping'. Attempting to escape and failing no longer instantly results in 'being shot in the back'. Instead you remain in the attack. The attempted escape appears as a 'turn' which can be responded to by the attacker. Instead of 'failing to escape' being a final attacking result, it becomes a turn. The attacker can then attempt to escape again later, or keep fighting. The 'Escape' button is disabled if the defender causes damage on the turn. If the defender misses or doesn't cause damage, the escape button is enabled. 'Getaway car' special (Car Dealership) makes the escape button always available. 'Escape' faction tree upgrades increase dexterity on escape attempt turns. 'Running away from trouble' book guarantees 100% success on escape attempts. Patch list #4 : 11/07/17 Released new 'Escape' system. Timeouts now result in a loss rather than a 'run away' attempt Group attacking changes : 04/07/17 The mechanics of group attacking have been adjusted to make the feature more competitive and intuitive. Patch list #3 : 04/07/17 Released group attacking changes. Patch list #2 : 27/06/17 Attacking final hit locking scheme changed. Actions while being attacked : 03/01/17 Users can no longer attempt to bust or travel while being attacked. Weapon Mods : 16/08/16 The 'Weapon Mods' project is now complete. Mods are held in your mod inventory and can be attached to your equipped weapons. There are 12 categories of mods, of which most have several stages (currently 30 in total). Higher stage mods only become available once all prior stages are owned. Temporary booster: Tyrosine : 09/08/16 A new booster focusing on Dexterity has been added called 'Tyrosine'. It is now available in the pharmacy for those who have completed the Biology bachelor. Attacking stealth changes : 23/06/16 Stealth no longer dependent entirely on how much more dexterity you have over your opponent. 8 factors: Weapon stealth level, Dexterity difference, Face masks, Stealth merits, Amount of turns, Temporary weapons, Company bonus, Education bonus. Unique weapons and armor : 08/12/15 All weapons and armor have actual accuracy, damage and defensive values as well as empty slots for attachments and bonuses. Every individual weapon and armor has slightly different statistics. Addiction, Plushies and Attacking : 02/12/14 Changes made to Attacking formulas (Strength vs. Defense, Speed vs. Dexterity). Defending Preferences : 25/11/14 Option to use temporary weapons / items while defending. Set the usage rate of each weapon you have while defending. Choose to turn on or off Primary and Secondary weapon reloads while defending. Option to automatically re-equip temporary items after attacks. Attacking 2.0 : 28/10/14 Attacking 2.0 engine released. Damage is now logarithmic. Life is now set to a range of 100 - 5,000 based on level. 7,500 is possible at level 100 with merits. Overdosing on Xanax now does not decrease maximum life. Defence will reduce damage by 50% if it matches your opponents strength. It will reduce damage by further 10% increments for every doubling of the other users strength. Armour now gives a static percent reduction of enemy damage. Weapons now act as a simple multiplier on damage. For example, Fists are 1 and ArmaLite Rifle is 6.6. Attacking now costs 25 energy even without Vicodin. Vicodin now boosts all stats passively by 25% during attacking and defending. Ammo is now purchased per round instead of per clip. Clips are automatically created at the beginning of a fight depending on the rounds available, you will never need to load them manually - just ensure you have enough rounds purchased Group attacking is now a viable tactic. All attackers can make use of a temporary debuff weapon used by just one of them, debuffs will also stack. On top of this, if multiple users are

attacking one target, the targets stats will receive a passive reduction and they will sometimes miss turns due to being busy with other attackers. We now have a far more advanced recap log with filter settings and colour coding for each user involved in the attack. The log shown below the fight while attacking someone is now live, so youre able to watch actions happening which involve this user. Life now goes up by 5% every 5 minutes at base (100 mins). Medical facilities with doctors will increase this to 6% every 5 minutes (85 mins). Mugging has also received some big changes. Mugging the same person over and over again is no longer worthwhile, however initial successful mugs will yield more money. It is now unnecessary to have revives turned off in order to avoid repeat mug attempts. Mugging will also place the user in hospital for slightly longer, to differentiate it from the leave on street option. References ↑ Chedburn, Run away / Escape changes (11/07/17). ↑ Chedburn, Mugging changes 2019 (22/09/19). ↑ Chedburn, Mugging rates 2019 - Poll #2 (24/09/19). ↑ Chedburn, Mugging rates 2019 - Poll #3 (29/09/19). ↑ Chedburn, Mugging rates 2019 - Poll #4 (16/10/19). ↑ Chedburn, Mugging changes live (29/10/19). Attacking The Engine The Basics · Battle Stats · Distraction · Weapon Stats · Weapon Bonus · Elo Equipment Weapon · Armor · Loadout Results Leave · Mug · Hospitalize · Arrest"

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    "title": "Award",  
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majorly reworked with the release of Crimes 2.0. Listed Awards may no longer exist  
in game for some players, while other new Awards may not be listed. This page will  
be updated when Crimes 1.0 is removed. The current awards shown is up to date as of  
the Scamming crime with Crimes 2.0. An award can be earned by completing various  
challenges that related to almost every aspect of the game, and will reward in the  
form of honor bars or medals, in addition to a Merit. There are also default honors  
which do not need to be earned and are available to all players. Toggle Collapsed  
Contents 1 Honors 1.1 Defaults 1.2 Attacking 1.3 Camo 1.4 Casino 1.5 Crimes 1.6  
Dirty Bombs 1.7 Drugs 1.8 Education 1.9 Gyms & Stats 1.10 Money & Trading 1.11 Jail  
& Hospital 1.12 Level 1.13 Commitment 1.14 Items 1.15 Miscellaneous 1.16 Newspaper  
1.17 Properties 1.18 Missions 1.19 Racing 1.20 Recruit Citizens 1.21 Competitions,  
Token Shop & Points Building 1.22 Travel 2 Medals 2.1 Combat 2.2 Commitment 2.3  
Crimes 1.0 2.3.1 Auto Theft 2.3.2 Computer Crimes 2.3.3 Drug Deals 2.3.4 Fraud  
2.3.5 Murder 2.3.6 Theft 2.4 Crimes 2.0 2.4.1 Criminal Offenses 2.4.2 Theft 2.4.3  
Vandalism 2.4.4 Counterfeiting 2.4.5 Fraud 2.4.6 Illicit Service 2.4.7 Cybercrime  
2.4.8 Extortion 2.4.9 Illegal Production 2.5 Level 2.6 Miscellaneous 2.7 Networth  
2.8 Rank 3 Historical Notes 4 Patch History Honors There is a total of 347 honor  
bars that can be earned through various means. However, some are no longer  
obtainable and display in red for legacy purposes. Defaults Expand Defaults  
Attacking Expand Chaining Expand Weapons Expand Attacking Camo Expand Camo Casino  
Expand Casino Crimes Crime honors are undergoing major changes and may vary based  
on if a player is in Crimes 1.0 or Crimes 2.0. Expand Crimes Dirty Bombs Expand  
Dirty bombs Both RDD and Slow Bomb awards are given for setting off a single Dirty  
Bomb. Drugs Expand Drugs Education Expand Education Gyms & Stats Expand Gyms Expand  
Stats Money & Trading Expand Banking Expand Stock Market Expand Loan Shark Expand  
Trading Expand Church Jail & Hospital Expand Jail Expand Hospital Level Expand  
Leveling Commitment Expand Commitment Items Expand Items Miscellaneous Expand Misc  
Newspaper Expand Newspaper Properties Expand Property Missions Expand Missions  
Racing Expand Racing Recruit Citizens Expand Referring Competitions, Token Shop &  
Points Building For more details on how to obtain these honors, see the Annual  
Competitions page. Expand Competitions Expand Token Shop Travel Expand Travel  
Medals There are 376 possible medals. Combat Attacks Won Expand Name & Requirements  
Bounties Expand Name & Requirements Critical Hits Expand Name & Requirements  
Defends Won Expand Name & Requirements Enemies Escape Expand Name & Requirements  
Kill Streak Expand Name & Requirements Respect Earned Expand Name & Requirements  
Escape Expand Name & Requirements Commitment Donator Expand Name & Requirements
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Faction Member *** Expand Name & Requirements Marriage Expand Name & Requirements Age Expand Name & Requirements Crime medals are undergoing major changes and may vary based on if a player is in Crimes 1.0 or Crimes 2.0. Crimes 1.0 Auto Theft Auto Thefts Expand Name & Requirements Computer Crimes These include \"Plant a computer virus\" and \"Hacking\" crimes. Computer crimes Expand Name & Requirements Drug Deals These include \"Transport drugs\" crimes. Drug Deals Expand Name & Requirements Fraud These include \"Arson\", \"Pawn shop\", \"Counterfeiting\" and \"Bombings\" crimes. Frauds Expand Name & Requirements Murder These include \"Assassination\" crimes. Murder Expand Name & Requirements Theft These include \"Shoplifting\", \"Pickpocketing\", \"Larceny\", \"Armed Robbery\" and \"Kidnapping\" crimes. Thefts Expand Name & Requirements Crimes 2.0 Criminal Offenses These include all crimes Criminal Offenses Expand Name & Requirements Theft These include Search For Cash, Shoplifting, Pickpocketing and Burglary crimes Thefts Expand Name & Requirements Vandalism These include Graffiti crimes Vandalism Expand Name & Requirements Counterfeiting These include Bootlegging and Forgery crimes Counterfeiting Expand Name & Requirements Fraud These include Card Skimming and Hustling crimes Fraud Expand Name & Requirements Illicit Service These include Disposal crimes Illicit Service Expand Name & Requirements Cybercrime These include Cracking crimes Cybercrime Expand Name & Requirements Extortion There are currently no crimes for this medal Extortion Expand Name & Requirements Illegal Production There are currently no crimes for this medal Illegal Production Expand Name & Requirements Level Level Expand Name & Requirements Miscellaneous Busting Expand Name & Requirements City finds Expand Name & Requirements Medical Items Used Expand Name & Requirements Travel Expand Name & Requirements Network Network **** Expand Name & Requirements Rank Rank Expand Name & Requirements Historical Notes As of 19/09/22 patch notes, 8 legacy honors were made available to be bought with tokens, here is the list of the previous way of obtaining them: The socialist: Reach level 5 in Torn Lite Jack of all trades: Complete first 4 levels of Endurance Challenge Proven capacity: Complete 5th level of Endurance Challenge Master of one: Complete bonus task of Endurance Challenge Globally effective: Complete 6th level of Endurance Challenge Resistance: Kill 50 zombies as a civilian in the \"Torn of the Dead\" event Brainz: Infect 50 civilians as a zombie in the \"Torn of the Dead\" event Survivor: Survive the entire month of \"Torn of the Dead\" as a civilian As of 23/06/2016 Faction Commitment days no longer have to be consecutive, the system will remember how long you have been in a faction even if you take a leave from it and then come back. The Socialist honor used to award a Goodie Bag and the Book temporary weapon, however this was removed on 10/08/2017. The medals for Donator Days previously were awarded for Voting for Torn on various gaming sites. However, the voting process was suspended for a time, and the medals frozen. Ultimately they were replaced with the Donator Days with the update of Nov. 10, 2011 [1]. Those who had Voting Medals retained them, and their Donator Days are added on top of their prior voting total. The Luxury Real Estate honor originally was given for ownership of a Private Island. As of the Patch: Fixes and Updates 19/02/12, it is now given for customizing a Private Island with an Airstrip. The Attention Seeker medal originally was for using 50,000 medical items. When [2] was added on 03/09/2012 the requirement for this award was reduced to using 25,000 medical items. Some ranks names had been changed on 15/02/13: Idol to Idolised, Hero to Heroic and Legend to Legendary. With the change to the newspaper with the RESPO update players can no longer submit articles to be accepted to be awarded the Journalist honor. This is now restricted only to assigned reporters. Note: recently this change has been reverted, and all players can submit to the newspaper once again. The lottery honor has been changed with the RESPO update, previously called 'Instant Billionaire' is now called 'Lucky Break' due to the addition of a new daily (as well as monthly) lottery draw, the much lower payout on the daily draw meant the previous name no longer made a lot of sense. Patch History Released prior to Patch list #1 Patch List #321 : 09/01/24 Changed Character Assassination honor bar to be given immediately upon successful guess rather than crack Patch list #285 : 18/04/23 Changed Devastation, Obliteration and Annihilation honors to not be triggered by additional DOT effect damage Patch list #257 : 20/09/22 Changed some honor bars to

show different achievement descriptions depending on when they were rewarded Patch list #256 : 13/09/22 Added 8 previously unavailable legacy honor bars to the Token Shop Patch list #170 : 01/12/20 Added Wham! Bam! Boom! & Kapow! for achieving total damage figures. Patch list #169 : 24/11/20 Changed Merits panel on the Awards page for mobile view to show current levels. Patch list #165 : 27/10/20 Added three spooky honors for hitting Halloween Basket increments. Patch list #164 : 20/10/20 Added 'Chain Saver' for saving a 100+ chain within 10 seconds of breaking. Patch list #163 : 13/10/20 Added 'Yoink' for successfully mugging someone who just mugged someone else. Added 'Kosovo' flag under defaults. Changed medals panel to be hidden on NPC profiles. Patch list #162 : 06/10/20 Added 'Dragon's Breath' for using a 12 Gauge Incendiary round. Patch list #161 : 29/09/20 Added 'Maimed' for using 2,500 Hollow Point rounds. Added 'Marked' for using 2,500 Tracer rounds. Added 'Penetrated' for using 2,500 Piercing rounds. Added 'Scorched' for using 2,500 Incendiary rounds. Patch list #160 : 22/09/20 Added 'Triple Tap' for achieving headshots three times in a row. Patch list #159 : 15/09/20 Replaced 'Im a Real Doctor' with 'Intern' for using 100 job points. Replaced 'Keen' with 'Stuck in a Rut' for using 1,000 job points. Added 'Overtime' for using 10,000 job points. Patch list #158 : 08/09/20 Added 'Repeat Offender' for going to jail 250 times. Patch list #157 : 01/09/20 Added 'Welcome' for achieving a daily activity streak of 100. Patch list #156 : 25/08/20 Added 'Booboo' for going to hospital 250 times. Patch list #155 : 18/08/20 Added 'Strongest Link' for making 100 hits in a single chain. Patch list #154 : 11/08/20 Added 'Gone Fishing' for being defeated by a Trout (scales in difficulty the bigger the fish you are). Renamed 2,500 attacks medal from 'Going Postal' to 'Tooth and Nail'. Patch list #153 : 04/08/20 Added 'Going Postal' for defeating a company co-worker. Patch list #152 : 28/07/20 Added 'Crucifixion' for defeating someone you just revived. Patch list #151 : 21/07/20 Added 'Leonidas' for achieving a finishing hit with Kick. Patch list #150 : 14/07/20 Added 'Nice'. Patch list #149 : 07/07/20 Added 'Radaway' for using a Neumune Tablet to reduce radiation poisoning. Patch list #148 : 30/06/20 Added 'Giant Slayer' for receiving loot from a defeated NPC. Patch list #147 : 23/06/20 Added 'Monopoly' for owning every stock benefit at the same time. Patch list #146 : 16/06/20 Added 'International' for defeating 100 people while abroad. Removed Confederate flag honor. Patch list #145 : 09/06/20 Added 'Resurrection' for reviving someone you've just defeated Pyramid Scheme requirement changed to your referral referring someone else who reaches level 10. Changed all referral honors to be credited instantly upon the referrer reaching level 10. Patch list #144 : 02/06/20 Added 'Landlord' for leasing a property to someone. Patch list #143 : 26/05/20 Added 'Souvenir' for purchasing the perfect souvenir abroad. Patch list #142 : 19/05/20 Added 'Mod Boss' for owning 20 weapon mods. Added three default honors in memory of our fallen staff members. Removed awkward swipe-pagination on Awards page in mobile view. Patch list #141 : 12/05/20 Added 'Historian' for reading a chronicle. Patch list #140 : 05/05/20 Added 'Worker Bee' for achieving 10,000 in any working stat (view home page to trigger). Patch list #139 : 28/04/20 Added 'Hands Solo' for defeating someone with your fists on May 4th. Patch list #138 : 21/04/20 Added 'Lovestruck' for defeating a married couple. Patch list #137 : 14/04/20 Added 'RNG' with a hidden requirement. Patch list #136 : 07/04/20 Added 'Peppered' for firing 1,000,000 rounds. Patch list #135 : 31/03/20 Added 'Deadly Duo' for defeating an opponent with your spouse. Patch list #134 : 24/03/20 Added 'Finale' for defeating someone on the 25th turn of an attack. Patch list #133 : 17/03/20 Added 'Lead Salad' for achieving 100,000 rounds fired. Changed 'Spray and Pray' rounds fired requirement from 2,500 to 1,000. Changed 'Two Halves Make a Hole' rounds fired requirement from 25,000 to 10,000. Patch list #132 : 10/03/20 Added 'Collector' for maintaining an impressive display case of collectible items. Patch list #131 : 03/03/20 Added 'Leaderboard' for being in the top 250 of a personal Hall of Fame leaderboard. Patch list #130 : 25/02/20 Added 'Quartermaster' for using 10,000 rounds of special ammunition. Patch list #129 : 18/02/20 Added 'Invictus' for successfully defending against someone who has at least double your battle stats. Patch list #128 : 11/02/20 Added 'Tornication' for logging in on Valentine's day. Patch list #127 : 04/02/19 Added 'War Machine' for achieving 1,000

finishing hits in every category. Patch list #126 : 28/01/19 Added 'Bandolier' for using 1,000 rounds of special ammunition. Patch list #125 : 21/01/20 Added 'On Track' for earning 2,500 racing points. Patch list #124 : 14/01/20 Changed "\"Extraordinary\"" rarity to "\"Very Rare\"" : Uncommon, Limited, Rare, Very Rare, Extremely Rare. Added 'Miracle Worker' for reviving 10 people within 10 minutes. Added 'Resolution' for logging in on New Year's Day. Patch list #123 : 24/12/19 Added 'Annihilation' for dealing 15,000 damage in a single hit. Added 25 new default country flags. Patch list #122 : 17/12/19 Added 'Compulsive' for refilling casino tokens 250 times. Patch list #121 : 10/12/19 Added 'Chequered Past' for winning 100 races. Patch list #120 : 03/12/19 Added 'Surplus' for using 100 rounds of special ammunition. Patch list #119 : 26/11/19 Added 'Obliteration' for dealing 10,000 damage in a single hit. Patch list #118 : 19/11/19 Added 'Riddled' for defeating an opponent after hitting at least 10 different body parts. Added Venezuela default flag honor. Patch list #117 : 12/11/19 Added 'Sacrificial' for donating a total of \$1,000,000,000 to the Church (donate to trigger). Patch list #116 : 05/11/19 Added 'Vengeance' for performing a faction retaliation hit. Patch list #115 : 29/10/19 Added 'Fresh Start' for resetting your merits. Patch list #114 : 22/10/19 Added 'Devastation' for dealing at least 5,000 damage in a single hit. Patch list #113 : 15/10/19 Added 'Shredded' for achieving 100,000,000,000 total stats. Patch list #112 : 24/09/19 Added 'Specialist' for achieving 100% EXP with 25 different weapons. Patch list #111 : 17/09/19 Added 'Trafficker' for importing 10,000 items from abroad. Patch list #110 : 10/09/19 Added 'Phoenix' for defeating someone after previously losing to them up to 10 minutes ago. Added default flag for Cayman Islands. Changed the name of the 'Gain 1,000,000 speed' honor to 'Supersonic'. Fixed honor being credited upon achieving 10,000,000 poker score. Patch list #109 : 03/09/2019 Added 'Vae Victis' for defeating someone who has five times your battlestats in a solo attack. Patch list #108 : 27/08/19 Added 'Whiz Kid' for completing 100 education courses. Patch list #107 : 20/08/19 Added 'Devout' for donating a total of \$100,000,000 to the Church (Donate to trigger). Patch list #106 : 13/08/19 Added 'Bare' for achieving 250 unarmored attacks or defends (Win an unarmored attack to trigger). Patch list #105 : 06/08/19 Added 'Lavish' for dumping an item with a market value of at least \$1,000,000. Added Sierra Leone honor flag. Patch list #104 : 30/07/19 Added 'Wrecked' for crashing a car during a race. Patch list #103 : 23/07/19 Added 'Church Mouse' for being mugged for exactly \$1. Patch list #102 : 16/07/19 Changed 'Semper Fortis' to defeating someone who has more battle stats than you in a solo attack. Added 'Manu Forte' for defeating someone who has double your battle stats in a solo attack. Patch list #101 : 09/07/19 Added 'Ripped' for achieving 10,000,000,000 total stats (train in the gym to trigger). Patch list #100 : 02/07/19 Added 'Friendly Fire' for defeating a fellow faction member. Patch list #99 : 25/06/19 Added 'Shielded' for gaining 1,000,000,000 defense. Patch list #98 : 18/06/19 Added 'Hairly' for unlocking a hairstyle in the Token Shop. Added 'Backdrop' for unlocking a backdrop in the Token Shop. Patch list #97 : 11/06/19 Added 'Funambulist' for gaining 1,000,000,000 dexterity. Patch list #96 : 04/06/19 Added '1337' for dealing exactly 1,337 damage to an opponent in a single hit. Patch list #95 : 28/05/19 Added 'Smuggler' for importing 1,000 items from abroad (buy an item abroad to trigger). Patch list #94 : 21/05/19 Added 'Arrowshot' for gaining 1,000,000,000 speed. Patch list #93 : 14/05/19 Added 'Modded' for equipping two high-tier mods to a weapon. Patch list #92 : 07/05/19 Added 'Well Built' for gaining 1,000,000,000 strength (Train strength to trigger). Added 'Saintly' for donating a total of \$1,000,000 to the Church (Donate to trigger). Added title of honor bar to the honor bar name tooltips on profile pages. Patch list #91 : 23/04/19 Added 'Boss fight' for assisting in an NPCs defeat. Patch list #90 : 16/04/19 Added 'Honored' for achieving 500 total awards. Patch list #89 : 09/04/19 Added 'Foot Soldier' for beating 10 unique opponents in Russian Roulette (starting today). Patch list #88 : 02/04/19 Added 'Wise Guy' for completing 50 education courses. Patch list #87 : 26/03/19 Added 'Stinker', 'Wipeout' and 'Foul Play' for successfully pranking others. Patch list #86 : 19/03/19 Added 'Mule' for importing 100 items from abroad (Import an item to trigger). Patch list #85 : 12/03/19 Added

'Task Master' for earning 10,000 mission credits (complete a contract / mission to trigger). Patch list #84 : 05/03/19 Added 'Jacked' for attaining 1,000,000,000 total stats (train in gym to trigger). Patch list #83 : 26/02/19 Added 'Pious' for donating a total of \$100,000 to the church (donate to church to trigger). Patch list #82 : 19/02/19 Added 'Decorated' for achieving 100 total awards (visit awards page to trigger). Patch list #81 : 12/02/19 Added 'Pumped' for attaining 100,000,000 total stats (train in gym to trigger). Patch list #80 : 05/02/19 Added 'Globetrotter' for spending 365 days travelling (travel to trigger). Patch list #79 : 29/01/19 Added 'Alpinist' for gaining 100,000,000 dexterity (train dexterity to trigger). Patch list #78 : 22/01/19 Added 'Clever Dick' for completing 25 educations. Patch list #77 : 15/01/19 Added 'Mercenary' for completing 1,000 mission contracts (complete a contract to trigger). Patch list #76 : 08/01/19 Added 'Conditioned' for attaining 10,000,000 total stats (train in the gym to trigger). Patch list #75 : 26/12/18 Added 'Bulletproof' for gaining 100m defense (train defense to trigger). Patch list #74 : 18/12/18 Added 'Motorhead' for achieving driver skill of 10 (complete a race to trigger). Patch list #73 : 11/12/18 Added 'Fury' for achieving 10,000 hits (finish an attack to trigger). Patch list #72 : 04/12/18 Added 'Pressure Point' for achieving 100 one hit kills (get a one hit kill to trigger). Patch list #71 : 27/11/18 Added 'Double Dragon' for achieving a single assisted attack (get an assist to trigger). Patch list #70 : 20/11/18 Added 'Dividend' for receiving 100 stock payouts (receiving stock payout will trigger). Changed 'special date' honor bars to be credited upon first action of the day, rather than specific pages. Patch list #69 : 13/11/18 Added 'Lightspeed' for attaining 100,000,000 speed (train in the gym to trigger). Patch list #68 : 06/11/18 Added 'Smart Alec' for completing 10 education courses. Patch list #67 : 30/10/18 Added 'Athletic' for attaining 1,000,000 total stats (train in the gym to trigger). Patch list #66 : 23/10/18 Added 'Sodaholic' for drinking 500 energy drinks (drink one to trigger). Patch list #65 : 16/10/18 Added 'Mighty Roar' for gaining 100,000,000 strength (train strength to trigger). Patch list #64 : 09/10/18 Added '10-Stack' for increasing a merit upgrade to its maximum. Patch list #63 : 02/10/18 Added 'Toned' for achieving 100,000 total stats (train in the gym to trigger). Patch list #62 : 25/09/18 Added 'Reinforced' for achieving 10,000,000 Defense (train defense to trigger). Changed honor rarity system to be based on total number of accounts. Changed honor rarity system to give newly released honors 'Unknown Rarity' until sufficient data. Patch list #61 : 18/09/18 Added 'Frequent Flyer' for spending 31 days in the air (travel to trigger). Patch list #60 : 11/09/18 Added 'Healthy' for gaining 10,000 total stats (train in the gym to trigger). Patch list #59 : 04/09/18 Added 'Freerunner' for gaining 10,000,000 dexterity (train dexterity to trigger). Patch list #58 : 28/08/18 Added 'Survivalist' for winning an attack with 1% life remaining. Changed Networkth awards requirements to 'simple recorded networkth days' rather than 'in a row'. Patch list #57 : 21/08/18 Added 'Buffed' and 'OP' for achieving 50 and 150 perks (Visit home to trigger). Added new honor flags for Cuba and Uruguay. Patch list #56 : 14/08/18 Added 'Fit' for achieving 1,000 total stats (train in the gym to trigger). Patch list #55 : 07/08/18 Added 'Worth it' for using a stat enhancer (use one to trigger). Patch list #54 : 31/07/18 Added 'You've got some nerve' for reaching 250 nerve refills (refill nerve to trigger). Patch list #53 : 24/07/18 Added 'Turbocharged' for reaching 10,000,000 speed (train speed to trigger). Patch list #52 : 17/07/18 Added 'Semper Fortis' for defeating someone more powerful than you. Patch list #51 : 10/07/18 Added 'Daddys new shoes' for winning \$100m in a Russian Roulette game. Patch list #50 : 03/07/18 Added 'Unarmed' for achieving 100 hand-to-hand finishing hits (defeat someone to trigger). Patch list #49 : 26/06/18 Added 'Diabetic' for eating 500 bags of candy (eat a bag of candy to trigger). Patch list #48 : 19/06/18 Added 'Lean' for attaining 100 total stats (train to trigger). Patch list #47 : 12/06/18 Added 'Tourist' for spending 7 days in the air (travel to trigger). Patch list #46 : 05/06/18 Added 'Powerhouse' for gaining 10,000,000 strength (train strength to trigger). Changed honours section on awards page to use static images (much faster & zero additional requests). Patch list #45 : 29/05/18 Added 'Guardian Angel' for defeating someone while they are attacking someone else.

Patch list #44 : 15/08/18 Added 'Bibliophile' for reading 10 books. Patch list #43 : 08/05/18 Added 'Talented' for reaching 100,000 intelligence (visit home to trigger). Added 'Tireless' for reaching 100,000 endurance (visit home to trigger). Added 'Tough' for reaching 100,000 manual labour (visit home to trigger). Added 'Mastermind' awarded upon participating in 100 organised crimes (complete one to trigger). Patch list #42 : 24/04/18 Added 'Alcoholic' being awarded upon achieving 500 bottles of alcohol drunk (Drink one to trigger). Patch list #41 : 17/04/18 Added 'Sidekick' being awarded upon achieving 250 assists (Achieve an assist to trigger). Added 'date awarded' to honour tooltips. Patch list #29 : 23/01/18 Changed network award progress section to use 'days to maintain' rather than value. Patch list #18 : 31/10/17 Changed 'Flatline' honour requirements to 'Achieve a one hit kill'. Days in Faction : 23/06/16 Days in faction no longer resets to 0 whenever you leave and join Back to Top"

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    "title": "Battle Stats",
    "url": "https://wiki.torn.com/wiki/Battle_Stat",
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players. They are Strength, Speed, Defense and Dexterity. Contents 1 Basic Info 2
Stat Weights 3 Increasing/Decreasing Battle Stats 3.1 Increasing Gym Gains 3.2
Increasing/Decreasing Battle Stats Actively 3.3 Increasing/Decreasing Battle Stats
Passively 4 Historical Notes 5 Patch History 6 References Basic Info Each battle
stat has a different effect in combat: Strength Increases the damage you deal each
hit. Defense Reduces the damage you take per hit. Speed Increases the chance of
hitting your opponent. Decreases your opponents chance of escaping from you.
Dexterity Increases your chance of dodging an attack. Increases your chance of
stealthling an attack. Decreases your opponents chance of stealthling an attack.
Increases your chance of escaping from an opponent. Each of the four battle stats
grow exponentially when trained. Historically there was a soft cap of 50 million,
also known as the \"stat cap\" after which they grew at a relatively fixed rate,
however this was removed in August 2022[1] The primary method of raising your
battles stats is by training with Energy in the Gym. Stat Weights Battle stat
weights are based on those provided in the initial Attacking 2.0 announcement
thread, calculated for a few more intervals.[2] Speed versus Dexterity uses the
best approximation possible based on available information. Battle Stat Weights
Speed versus 10,000,000 Dexterity Defense versus 10,000,000 Strength 156,250
speed : 0% hit chance 312,500 defense : 0% damage mitigation 500,000 speed : 5.63%
hit chance 625,000 defense : 10.00% damage mitigation 1,000,000 speed : 10.93% hit
chance 1,250,000 defense : 20.00% damage mitigation 2,000,000 speed : 18.41% hit
chance 2,500,000 defense : 30.00% damage mitigation 5,000,000 speed : 33.26% hit
chance 5,000,000 defense : 40.00% damage mitigation 10,000,000 speed : 50.00% hit
chance 10,000,000 defense : 50.00% damage mitigation 15,000,000 speed : 60.49% hit
chance 15,000,000 defense : 57.68% damage mitigation 20,000,000 speed : 66.74% hit
chance 20,000,000 defense : 63.14% damage mitigation 30,000,000 speed : 74.15% hit
chance 30,000,000 defense : 70.81% damage mitigation 40,000,000 speed : 78.57% hit
chance 40,000,000 defense : 76.26% damage mitigation 50,000,000 speed : 81.59% hit
chance 50,000,000 defense : 80.49% damage mitigation 60,000,000 speed : 83.81% hit
chance 60,000,000 defense : 83.95% damage mitigation 70,000,000 speed : 85.54% hit
chance 70,000,000 defense : 86.87% damage mitigation 80,000,000 speed : 86.94% hit
chance 80,000,000 defense : 89.40% damage mitigation 90,000,000 speed : 88.10% hit
chance 90,000,000 defense : 91.63% damage mitigation 100,000,000 speed : 89.07% hit
chance 100,000,000 defense : 93.63% damage mitigation 200,000,000 speed : 94.37%
hit chance 110,000,000 defense : 95.43% damage mitigation 400,000,000 speed :
98.11% hit chance 120,000,000 defense : 97.08% damage mitigation 500,000,000
speed : 99.06% hit chance 130,000,000 defense : 98.60% damage mitigation
640,000,000 speed : 100% hit chance 140,000,000 defense : 100% damage mitigation
Increasing/Decreasing Battle Stats Your battle stats may be increased or decreased
by several methods or due to perks you may have. Increasing Gym Gains Education
Sports Science Courses SPT3510: Sports Science Bachelors +1% Boost to all gym gains
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SPT2440: Strength and Conditioning - Gain a 1% bonus to strength gains in the gym
 SPT2450: Physiological Testing - Gain a 1% bonus to speed gains in the gym SPT2460:
 Human Movement Analysis - Gain a 1% bonus to defense gains in the gym SPT2470: Bio
 Mechanical Determinants of Skill - Gain a 1% bonus to dexterity gains in the gym
 Items Subscriber Books Books Image ID Name Effect Cost (Credits) 757 Book : Get
 Hard Or Go Home Increases all gym gains by 20% for 31 days. 1343 - 1810 758 Book :
 Gym Grunting - Shouting To Success Increases Strength gym gains by 30% for 31 days.
 1623 - 1970 759 Book : Self Defense In The Workplace Increases Defense gym gains by
 30% for 31 days. 1488 - 1950 760 Book : Speed 3 - The Rejected Script Increases
 Speed gym gains by 30% for 31 days. 1115 - 1784 761 Book : Limbo Lovers 101
 Increases Dexterity gym gains by 30% for 31 days. 1501 - 1995 Sports Sneakers:
 Increase your speed gains from gym training by 5%, if you have this item in your
 inventory. Available for purchase in Dubai at \$14 Billion. Faction Perk -
 Steadfast: Each level inside a sub-branch increases sub-branch type gym trains by
 1%. E.g. Strength training VII will increase gym strength gains by 7%. Company
 Specials Ladies Strip Club: 7* Boexercise Passive: +10% Defense gym gains Gents
 Strip Club: 7* Pilates Passive: +10% Dexterity gym gains Fitness Center: 10*
 Training Regime Passive: 3% increase to all gym gains Increasing/Decreasing Battle
 Stats Actively Using Energy to train in the Gym Boosters One time use permanent
 stat increase Skateboard: +1% Speed Parachute: +1% Dexterity Boxing Gloves: +1%
 Defense Dumbbells: +1% Strength Items Subscriber Books Books Image ID Name Effect
 Cost (Credits) 744 Book : Brawn Over Brains Increases strength by 5% up to 10m upon
 completion. 1543 - 1825 745 Book : Time Is In The Mind Increases speed by 5% up to
 10m upon completion. 1611 - 1985 746 Book : Keeping Your Face Handsome Increases
 defense by 5% up to 10m upon completion. 1756 747 Book : A Job For Your Hands
 Increases dexterity by 5% up to 10m upon completion. 1119 784 Book : Ugly Energy
 Increases maximum energy and energy refills by 100 for 31 days. 1590 Company
 Specials Furniture Store: 3* Heavy Lifting Special: About 4.5E worth of strength
 gains in your current gym per job point. Mining Corporation: 5* Rock Salt Special:
 About 4.5E worth of defense gains in your current gym per job point. Television
 Network: 10* Press Pass Special: (about .25% to a random stat.) Fitness Center: 5*
 Roid Rage Special: About 4.5E worth of strength gains in your current gym per job
 point. Logistics Management: 1* Efficiency Special: About 4.5E worth of speed gains
 in your current gym per job point. Torn City Jobs: Army Defense Gain per job point
 Strength Gain per job point Increasing/Decreasing Battle Stats Passively Educations
 Summary of all passive stat increases from educations below Strength = +5% Speed =
 +14% Defense = +11% Dexterity = +19% +2% to all Gym gains Sports Science Courses
 SPT2490: Nutritional Science - Gain a 2% passive bonus to speed and strength
 SPT2500: Analysis and Performance - Gain a 2% passive bonus to defense and
 dexterity Health & Fitness Courses HAF2104: Aerobics - Gain a 1% passive bonus to
 dexterity HAF2105: Acrobatics - Gain a 1% passive bonus to speed HAF2106: Power
 Lifting - Gain a 1% passive bonus to strength HAF2107: Yoga - Gain a 2% passive
 bonus to strength HAF2108: Swimming - Gain a 1% passive bonus to dexterity HAF2109:
 Marathon Training - Gain a 3% passive bonus to speed Mathematics Courses MTH2240:
 Essential Foundation Mathematics - Gain a 1% passive bonus to speed MTH2250:
 Intermediate Mathematics - Gain a 1% passive bonus to speed MTH2260: Geometry -
 Gain a 1% passive bonus to defense MTH2320: Geometry 2 - Gain a 2% passive bonus to
 defense Psychology Courses PSY2640: Memory and Decision - Gain a 1% passive bonus
 to dexterity PSY2650: Brain and Behaviour - Gain a 2% passive bonus to dexterity
 PSY2660: Quantitative Methods in Psychology - Gain a 4% passive bonus to dexterity
 PSY2670: Applied Decision Methods - Gain a 8% passive bonus to dexterity Self
 Defense Courses DEF2710: Judo - Gain a 1% passive bonus to defense DEF2730: Krav
 Maga - Gain a 1% passive bonus to defense DEF2740: Jujitsu - Gain a 3% passive
 bonus to defense DEF2750: Tae Kwon Do - Gain a 2% passive bonus to speed DEF2760:
 Muay Thai - Gain a 3% passive bonus to speed Combat Training Courses CBT2790:
 Military Psychology - Gain a 1% passive bonus to speed Faction Perks Aggression -
 Each upgrade in the main branch increases Speed & Strength passively by 1% per
 upgrade. Suppression - Each upgrade in the main branch increases Defense &
 Dexterity passively by 1% per upgrade. Merits Brawn - Gives a passive bonus to

strength of 3% per point, up to max of +30% Protection - Gives a passive bonus to defense of 3% per point, up to max of +30% Sharpness - Gives a passive bonus to speed of 3% per point, up to max of +30% Evasion - Gives a passive bonus to dexterity of 3% per point, up to max of +30% Drugs Cannabis: -20% to Strength, -25% to Defense and -35% to Speed Ketamine: -20% to Strength & Speed and +50% to Defense LSD: +30% to Strength, +50% to Defense and -30% to Speed & Dexterity Opium: +30% to Defense PCP: +20% to Strength & Dexterity Shrooms: -20% to all stats Speed: -20% to Dexterity and +20% to Speed Vicodin: +25% to all stats Xanax: -35% to all stats Love Juice: + 50% to Speed and + 25% to Dexterity Company A select number of company's grant a passive bonus to different stats Gas Station 25% bonus to passive Speed Lingerie Store 50% bonus to speed and dexterity when not wearing armor Ladies Strip Club 25% bonus to passive Defense Furniture Store 25% bonus to passive Strength Clothing Store 25% bonus to passive Dexterity Gents Strip Club 25% bonus to passive Dexterity Weapon Bonus There are three weapon bonuses that increase your stats. Empower - Increased Strength while using the weapon Quicken - Increased Speed while using the weapon Motivation - Chance (%) to increase all stats by 10% Armor There are currently 2 sets of armor that can increase your stats. Sentinel - Increase (%) to Defense Vanguard - Increase (%) to Dexterity Radiation Radiation is an effect that causes a debuff to your battle stats. When you have some amount of \"radiation time\" left your stats will be reduced by a percentage dependent on how long this is. NOTE: Overdosing on Speed will give a permanent -6 x (current level) to Strength & Defense while overdosing on PCP will give a permanent -10 x (current level) to Speed Historical Notes On 17/11/14 Chedburn posted a poll on some proposed changes to the DEF vs STR curve. On 18/11/14 Chedburn posted a thread revealing the current SPD vs DEX curve at the time. On 02/12/14 Chedburn posted an announcement regarding changes made to the aforementioned attacking curves, DEF vs STR and SPD vs DEX. Patch History Released prior to Patch list #1 Patch list #250 : 02/08/22 Removed the system that limited Gym Training gain increases after 50m dubbed the 'stat cap' Replaced it with a system allowing for increasing gains and controlled exponential growth past 50m Patch list #149 : 07/07/20 Changed battle stats appearing site-wide without decimal places to be rounded down. References ↑ Chedburn, Gym training : Stat cap removal (02/08/22) ↑ Chedburn, Addiction, Plushies & Attacking (02/12/14). Attacking The Engine The Basics · Battle Stats · Distraction · Weapon Stats · Weapon Bonus · Elo Equipment Weapon · Armor · Loadout Results Leave · Mug · Hospitalize · Arrest"

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    "title": "Company",
    "url": "https://wiki.torn.com/wiki/Company",
    "content": "For city owned jobs, see Job Torn Companies are player owned entities that are made up of cooperative players, and were released on 18 April 2007. [1] The owner of a company also serves as the director and is in charge of managing it. For a list of every company, please visit the Companies List page. For a list of every company special, please visit the Specials List page. Contents 1 Acquisition 2 Operation 2.1 Popularity 2.2 Efficiency 2.3 Employee Effectiveness 2.4 Environment 2.5 Advertising 2.6 Application Process 3 Special Positions 4 Company Ranking 5 Employees 6 Job Specials 7 Job Points 8 Closing Hour 9 Stocks & Education Affecting Companies 9.1 Director 9.2 Employee 10 Upgrades 10.1 Company Size 10.2 Staff Room 10.3 Warehouse 11 Company Sell Back 12 Companies 13 Historical Notes 14 Miscellaneous Notes 15 Patch History 16 References Acquisition There are two ways to acquire a company. You can startup a new company: by going to the job listing page in the newspaper, clicking on the company you'd like to start up and then paying the flat cost for just the bare bones with Default Settings. Or you can obtain an established company from another player (either via direct transfer, or trade), where the established company can potentially come with employees, inventory (stock items and company vault), and/or upgrades. Direct transfer - Gift the company to another employee (nuances unconfirmed) Trade - Initiate a trade with an employee that has an Unassigned position, and zero pay. Operation You must be at least level 3 to work in a company and at least level 10 to own one. To run a
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company, a director micromanages every aspect of the company. They must: hire player employees assign employees to a position that's beneficial to the company budget employee pay train employees to increase their potential (+50 primary, +25 secondary) manage goods adjust the price of goods to maximize profit order stock to replenish goods budget advertising to attract more customers keep enough funds in the company vault to be able to pay its employees and advertising budget for an entire week All these aspects boil down to 3 types of measurements to check to see how well your company is doing: Popularity, Efficiency, and Environment Popularity Popularity is the percent of your weekly income compared to the highest weekly income of your company type, regardless of ratings. I.E. If you make \$5,000,000 compared to the best company which made \$10,000,000, your popularity would be 50%. It's just a quick tool to see how you compare to other companies of that type, which useful for understanding how close you are to gaining a rank in the 10 star ranking system. Efficiency Efficiency is probably the most important bar to keep an eye on. This displays how efficient your employees are on average. Ideally, you would want to keep this at 100% as much as possible. The efficiency itself is capped at 100%. However, the true value may be above this if you have over-performing employees: potentially hiding the ineffectiveness of other employees. Employee Effectiveness There are several factors that impact an employee's effectiveness. These can be found on the company page under the Employee section with a tooltip shown for each employee. These Factors are: Working Stats - This will increase the higher work stats an employee has. This is displayed as 90 if an employee has the exact stat requirement for the job they are assigned to.[2] The full formula for work stat efficiency is: $\$efficiency = \text{FLOOR}(\text{MIN}(45, (45 / \$required) * \$stat) + \text{MAX}(0, (5 * \text{LOG}(\$stat / \$required, 2))))$ [3] Settled In - This will increase by +1 for each consecutive 24 hours an employee has been in the company up to a maximum of +10 (requires 10 days) Director Education - This bonus comes from education courses listed in the next section Merits - Employee Effectiveness merits will increase Effectiveness by +1 for each point in this merit branch. This has allowed players with lower stats to compete against better players unwilling to spend the merits, with early numbers suggesting stats can be increased by up to 4 times their base level when fully upgraded. Addiction - This negatively impacts effectiveness based on the number of addiction points an employee has accumulated - See Drugs Inactivity - This negatively impacts effectiveness based on how long an employee goes without being active in Torn. Note: Being active means actually making actions within the game and not simply logging in as per this patch Environment Environment is based on the size of the staff room and the number of employees. Drug users and inactive employees will lower your environment score. To compensate, buy bigger staff rooms or hire cleaners and managers, since a low environment score can lower income by up to a third. Cleaners will boost environment more. Depending on how critical they are to the success of the company, they also might generate profit. The amount of environment that is boosted depends on the Cleaner's / Manager's effectiveness. Having less employees than the staff room's capacity will increase your environment very slightly as they will have more space to work. Larger companies will struggle more to keep their environment score high, but it's not the end of the world if it drops slightly. You may find it's better to keep an employee in a vital job position rather than making up a few environment points by setting them to a cleaner or manager. Advertising To help attract customers, directors are able to set a daily advertising budget. The effects of advertising can be increased by having an employee that is considered a \"Marketer\", completing the BUS2400 and LAW2100 education courses, and by having the benefit block for TGP. Advertising has a maximum base effect of 40% on a company, and will be reduced based on the number of competing companies, and their advertising budgets. If there are 80 companies of the same type with an advertising budget, the company with the highest budget will receive the 40% bonus, with the second highest receiving a 39.5% bonus, the third highest receiving a 39% bonus, etc.[4] Application Process Players can now have up to 10 pending Applications to companies at the same time. This means they're free to apply to several companies at the same time, greatly increasing the chances they'll get into one quickly. This

solves the laborious process of applying to one, waiting for a response, and then applying to another. Players can edit their applications at any point after they have been sent out, or withdraw them, via the relevant Company profile. Once an application is accepted, all other related applications will be removed. So as a Company director, all of the applications you see will be from players who are available to join now. If an application is declined, the player will not be able to reapply again for 72 hrs. This reapply restriction can be overridden by the Company by toggling \"Allow applications\" off and on again. Applications expire after 72 hours if they have not been accepted or declined.

Special Positions
Special Positions are roles that are available to every single company that help boost an aspect of a company. They are positions to give the company a boost in areas that many not directly be related to the product the company is selling, but affect the employee, environment, or advertising instead. An employees effectiveness will determine how strong these effects are. These roles may also generate profit depending on the company.

Special Positions Position Effect
Cleaner Helps keep your environment up
Manager Increases your employee effectiveness
Marketer Increases the effectiveness of your advertising budget
Secretary Shows you how much your employees are earning you in detail
Trainer Gives you extra trains (Maximum of 3)

Company Ranking
The Company Ranking is a 10 star ranking system based on how well your company has been doing quantified by gross profits. In order to improve a company, you should strive for the best profits because profits only come by running a company efficiently. The company can only rank up to a certain cap - widely believed to be based on gross revenue: if the company has generated more revenue over the course of its lifetime, it has the ability to gain a higher rank. Company Ranking can effect how many job points are granted (1 job point per 1 star), and how many stats a company director gains. Company directors gain working stats based on how high the company has ranked: 1 star - 5 units of every working stat daily 2 stars - 10 units 3 stars - 20 units 4 stars - 35 units 5+ stars - 50 units Your employee pay does NOT affect your company's ability to star up (a common misconception). Companies have the ability to rank up or down automatically every Sunday. Employees When applying for a company, your Working Stats will help the director determine your position. The director of the company decides the amount of pay for each employee (up to a cap of \$25,000,000.) All positions have different working stat requirements (primary and secondary) and will aid the company in different ways. The primary and secondary work stats are the stats which will help the company you join: the higher they are, the more effective you will be at that role i.e getting more customers, keeping the workplace clean, building hardware faster, etc. The secondary stat is half as influential as your primary stat at the rank. Employee participation is automatically determined by several factors (work stats, drug addiction, and minimum daily activity.) Most of the work is done on the director's side (see above.) Directors can train you to increase your work stats by 50 and 25 for your primary and secondary stat respectively. Job Specials and Director Trains will be locked for a newly hired employee for 72 hours. Director's typically want employee's to have at least twice the stats of the position, particularly companies where lower stats are needed. Director's also like to see employee's keep drug addiction down, but it depends on the job type as to how competitive it needs to be. Employee Effectiveness merits are always useful.

Job Specials
Job Specials are special abilities that can either be actively obtained (by spending Job Points obtained at Closing Hour), or passively used (no cost). To unlock the use of Job Specials, the company must reach the required level of stars in its Company Ranking. New employees will have a temporary 'Recruit' restriction which is symbolized by a green company icon. During this period they will not be able to use specials or receive training. After 72 hours, this restriction will be lifted and they will receive the standard grey icon. For job specials that give energy, only 100 job points can be used per day. Job Points Company directors and employees get job points daily at 18:00 TCT according to the company's ranking. i.e. If your company is a 2-star you will get 2 job points per day starting from the same day the company gets the stars. These job points can be used for exchanging Job Specials, which are not passive. Job points are transferable between

companies of the same type, that is, job points accumulated while in a Candle Shop will remain available for use if the player moves to another Candle Shop. Job points are stored for each individual company type and aren't lost until they're spent. Closing Hour At the end of the Company day (at approximately 6:00 PM TCT), the company's performance is calculated. This can be seen in the amount of customers that day and the amount of gross income made. At the same time, working stats gains are automatically applied, job points are granted (one point for every one star in Company Ranking), employee pay is automatically divvied out, and employee trains are generated to be used by the director. This operation can take up to 15 minutes before the results are reflected. While an inactive employee is a big detriment to the company, the company can float by itself without an active director; the employee trains will just stack up to the cap, and not be distributed, and stocks can eventually run out. Stocks & Education Affecting Companies Director The Stock Market has various stocks that can help a company director if a benefit block is held. The stocks that directly benefit companies are: Tell Group Plc. (TGP) - gives you a significant boost in company advertising effectiveness. TC Media Productions (TCP) - gives your company a sales boost. Syscore MFG (SYS) - protects your company from being hacked by players with the Intricate Hack company benefit (good for companies that store a lot of money). Below are stocks that can indirectly help a Director: Messaging Inc. (MSG) - allows free advertisements in the newspaper which can help recruit employees. Yazoo (YAZ) - gives free advertisement banners in the newspaper which can help recruit employees. Education courses studied, besides the passive working stat gains from each course, also can have an effect on companies that you own (as a director). These include: All Business Management courses in various ways. BUS2200 , BUS2500 , BUS2800 , BUS2100 , BUS2120 - Gain 2% productivity for your company BUS2300 - Gain 5% employee effectiveness for your company BUS2400 - Gain an increase in advertising effectiveness for your company BUS2600 - Gain 7% employee effectiveness for your company BUS2700 - Gain the ability to increase product prices by 10% without losing customers BUS2900 - Gain the ability to increase product prices by 5% without losing customers BUS2110 - Gain a passive bonus to employee working stats in your company BUS3130 - Unlock new size, storage size & staff room upgrades for purchase The course MTH2280 helps increase company productivity by 1%. The course LAW2100 gain an increase in advertising effectiveness for your company Employee As an employee, completing Education courses can grant you various amounts of Work Stats. You can increase how quickly you complete Education courses via: 1 star Fitness Center special \"Healthy Mind\" 7 star Hair Salon special \"Cutting corners\" Merit 2% for each merit applied (10 merits max for 20% total reduction) WSU benefit block (10% total reduction) Principal position (passive special) in Education Job Upgrades Companies have various Upgrades that can be applied to help the company work faster. Company Size Company size upgrades increase the number of employees your company can hold. Each upgrade costs an additional 10% of the initial startup costs and increases the number of employees you can hold by 25% with each upgrade. The final two company size upgrades are only available if the company director has completed BUS3130 Company Size Upgrades Size Cost Starting size Startup 125% startup size 10% of startup cost 150% startup size 20% of startup cost 175% startup size 30% of startup cost 200% startup size 40% of startup cost 225% startup size 50% of startup cost 250% startup size 60% of startup cost Total 210% of startup cost Staff Room Staff Room upgrades help keep your environment at 100%. You need larger staff rooms when you have more employees. The final two staff room upgrades are only available if the company director has completed BUS3130 Staff Room Upgrades Size Cost No staff room Startup Small staff room 2.5% of startup cost Standard staff room 5% of startup cost Large staff room 7.5% of startup cost Very large staff room 10% of startup cost Huge staff room 12.5% of startup cost Colossal staff room 15% of startup cost Total 52.5% of startup cost Warehouse Warehouses hold inventory. Not all companies need warehouses and the number of items a warehouse can hold depends on the company. Warehouse Upgrades Size Cost Small room Startup Standard room 5% of startup cost Large room 10% of startup cost Huge room 15% of startup cost Warehouse 20% of startup cost Large

warehouse 25% of startup cost Huge warehouse 30% of startup cost Total 105% of startup cost Company Sell Back When you sell a company back to the system, you get 75% of the cost of the company including any upgrades spent on it (still at 75%), plus 5% of the total revenue made in its lifetime. (Also 100% of any money stored in your vault!) Companies For a full list of details on every company, visit the Company List page. For a specific company, use the table below and navigate to this company's page. For a list of company specials, visit the Special List page.

Companies List	Company Cost	Size	Adult Novelties	\$1,750,000	4 employees	Amusement Park	\$100,000,000	8 employees	Candle Shop	\$500,000	4 employees	Car Dealership	\$6,000,000	4 employees	Clothing Store	\$1,000,000	5 employees	Cruise Line	\$300,000,000	6 employees	Cyber Cafe	\$3,000,000	4 employees	Detective Agency	\$12,000,000	4 employees	Farm	\$5,250,000	5 employees	Firework Stand	\$500,000	4 employees	Fitness Center	\$17,000,000	8 employees	Flower Shop	\$500,000	4 employees	Furniture Store	\$2,500,000	4 employees	Game Shop	\$1,250,000	4 employees	Gas Station	\$25,000,000	4 employees	Gents Strip Club	\$5,000,000	4 employees	Grocery Store	\$2,000,000	5 employees	Gun Shop	\$2,500,000	4 employees	Hair Salon	\$750,000	4 employees	Ladies Strip Club	\$5,000,000	4 employees	Law Firm	\$4,000,000	4 employees	Lingerie Store	\$1,750,000	4 employees	Logistics Management	\$1,800,000,000	6 employees	Meat Warehouse	\$4,000,000	5 employees	Mechanic Shop	\$3,000,000	4 employees	Mining Corporation	\$4,500,000,000	8 employees	Music Store	\$1,500,000	4 employees	Nightclub	\$7,500,000	5 employees	Oil Rig	\$10,500,000,000	12 employees	Private Security Firm	\$950,000,000	6 employees	Property Broker	\$750,000	4 employees	Pub	\$1,250,000	4 employees	Restaurant	\$1,000,000	4 employees	Software Corporation	\$6,000,000	5 employees	Sweet Shop	\$1,000,000	4 employees	Television Network	\$8,000,000,000	8 employees	Theater	\$50,000,000	6 employees	Toy Shop	\$2,000,000	5 employees	Zoo	\$300,000,000	6 employees
Historical Notes				Prior to the update on 27/01/2014 advertising costs used to be divided between 'cheap' 'standard' and 'expensive' advertising costs. The respective costs of which would be that of half, equivalent or double that of their respective companies or free if the director had a stock benefit in TGP. The advertising would last for a single week at which point it would have to be re-initiated at the same costs. The purpose of advertising was to increase popularity which caused an increase in profit. Popularity now is merely a marker of performance and has no direct influence on income. Prior to the Jan/2014 update, company owners also had to use the 1-5 daily trains (based on company stars) to prevent Efficiency from dropping. Reportedly this is no longer the case. This makes some sense since subsequent to the update, a company can now save up to 20 trains. The company earns trains daily equal to the stars of the company IE a 1* company will get 1 train per day while a 5* will get 5 trains per day. This can be increased by appointing some employees as Trainers. Five and ten star companies were added to the game in the weeks following the medical 2.0 update on the 25th Feb 2015. As per Chedburn's bulletin the Private Security Firm bonus 'Regulation' was changed from 10% to 25%. As per Chedburn's comment Job Point limits are now 'per torn day' as opposed to 24 hours. Miscellaneous Notes Customer loyalty can be created by having the price of sold products set below RRP. Creating customer loyalty takes years and allows companies to get more customers or sell for higher prices source. Patch History Released prior to Patch list #1 Item Market 2.0 The Car Dealership and Property Broker 5* specials have been replaced. Previously, these specials reduced your fees when selling via the Item Market and Auction House. Moving forward, both specials will instead reduce the anonymous listing fees from 10% to 0%. Patch list #280 : 14/03/23 Increased the warehouse sizes of Adult Novelties, Lingerie Store, Grocery Store and Candle Shop companies Patch list #252 : 16/08/22 Reduced the frequency of company news pruning to allow for 100x more history Patch list #250 : 02/08/22 Applied this same [mechanism of gym gain cap removal after 50m] to the 4 stat-boosting Company specials so they can also utilize exponential growth Patch list #196 : 15/06/21 Fixed visible company ages to have higher precision Patch list #193 : 25/05/21 Changed additional working stats over requirements to apply extra effectiveness via a smooth logarithmic curve. Increased Lingerie Store gross income potential by 61.7%. Added Lingerie Store special 'Sex Appeal' to provide free Business Class travel at 10 stars. Added																																																																																																																			

Lingerie Store special 'Simp' to waive all property upkeep / staff costs at 7 stars. Merged Lingerie Store specials 'Born Free' & 'Free as the Wind Blows' into one rating 5 special. Changed Lingerie Store special 'Nine to Five' (+100 endurance) from rating 3 to rating 1. Changed Lingerie Store special 'Concealment' (+2 travel capacity) from rating 5 to rating 3. Removed Lingerie Store special 'Lingerie Party' (+experience per jp). Patch list #191 : 11/05/21 Removed additional activity requirements for company employees causing sudden effectiveness loss. Patch list #187 : 06/04/21 Added green recruit status variant of the Company icon. Changed 3 day company restriction for specials & training to a 72 hour recruit status like factions. Changed 7 day company logistics reports to be blocked if the company has received one within the last 6 days. Patch list #186 : 30/03/21 Changed 'item' and 'random item' job specials to accept number inputs for mass-exchanges. Patch list #184 : 16/03/21 Changed company loyalty system to be less cryptic, more intuitive, and fairer for all companies. Patch list #183 : 09/03/21 Added tooltips for the Job Title section in the Company Info page. Patch list #182 : 02/03/21 Added dynamic storage capacity labels during the stock ordering process for Companies. Patch list #181 : 23/02/21 Added company position special effects (I.e. Cleaner / Manager) to the bottom of their tooltip descriptions. Patch list #180 : 16/02/21 Added 'Total' line to company sales charts that have multiple stock types. Added a toggleable legend to company sales charts that have multiple stocks. Patch list #176 : 19/01/21 Added optional reason entry field while kicking / firing a user from a Faction / Company. Removed 3* Butcher : '10% melee damage' special from Meat Warehouse. Added 3* Blood Splatter : '50% reduction in crime experience penalties' to Meat Warehouse. Changed to +2 nerve on Meat Warehouse, Amusement Park, Strip Clubs, Firework Stand. Increased income potential for Meat Warehouse. Doubled storage capacity for Meat Warehouse. Patch list #175 : 12/01/21 Changed image size limits for faction and company profile images from 150KB -> 500KB. Patch list #174 : 29/12/20 Added new modifier Addiction Mitigation which reduces all effects of addiction. Added two new merit upgrades \"Addiction Mitigation\" and \"Employee Effectiveness\". Patch list #171 : 08/12/20 Changed IP Tracing bounty reveal company special in Cyber Cafe to also send a message with the results. Patch list #159 : 15/09/20 Added employee effectiveness values & breakdown of modifiers tooltip. Patch list #158 : 08/09/20 Rebuilt company employee effectiveness multipliers to allow for future multiplier breakdown view. Changed company manager bonus so it has a bigger effect but cannot not mitigate inactivity. Patch list #157 : 01/09/20 Added company position names to profiles and icons. Patch list #155 : 18/08/20 Changed employee efficiency to decrease if there's no significant gameplay for a long time. Patch list #148 : 30/06/20 Reduced Molotov Cocktail *1 Gas Station special cost from 5 to 3 each. Added Fuelled '25% passive speed boost' as 3* Gas Station special. Added Cauterize 'Occasional healing while in combat' as 5* Gas Station special. Added Fireproof '50% fire damage mitigation' as 7* Gas Station special. Changed Blaze of Glory to '50% increase in all fire damage dealt' as 10* Gas Station special. Buffed Attendant selling power to increase overall income. Patch list #143 : 26/05/20 Added toggle option to show or hide your Battle Stats or Working Stats on Faction & Company applications. Patch list #142 : 19/05/20 Changed applications that have been accepted / declined / withdrawn to remain on the list for 3 days. Changed incoming applications to provide news and events to those with permissions to handle them. Changed declining applications to provide news. Buffed Oil Rig 'Driller' oil production slightly. Buffed Oil Rig 'Sales Executive' and reduced degradation. Patch list #140 : 05/05/20 Released Application System overhaul for Factions and Companies. Patch list #138 : 21/04/20 Added 'Well Tuned' (3* special) to Music Store which increases gym EXP by 30%. Increased 'The Score' (10* special) passive all-stats increase on Music Store from +10% to +15%. Increased 'Rumors' Hair Salon special to bring it in-line with 'High-Fidelity' from Music Store. Decreased cost of 'Guaranteed Stealth' specials from 15 to 10 job points for Music Store & Theater. Patch list #119 : 26/11/19 Increased quantities of special ammo provided by Companies, Stocks & newly spawned mission rewards. Changed special ammunition job point costs of Surplus & Inferno to 15 (from 25) and 25 (from 50). Patch list #118 : 19/11/19

Removed useless \"Quit Job\" link for company directors. Patch list #114 : 22/10/19
Added additional clarification to TV Network 'Press Pass' special results. Patch
list #113 : 15/10/19 Changed formatting of all company director triggered events
(replaced hyphen with comma). Changed 'Watchlist' flight delay company special to
increase the user's personal & faction stats for travel time. Patch list #112 :
24/09/19 Added an employee pay cap of \$25,000,000 per day. Patch list #108 :
27/08/19 Added \"Total quantity\" label for the \"Company\" page in the mobile
screen view. Patch list #107 : 20/08/19 Added news category tabs to Companies page.
Added employee's position to Company News when Leaving, Firing or Training. Patch
list #104 : 30/07/19 Changed inactive employee effectiveness to decrease to 0% over
10 days after the first day of inactivity. Changed Detective Agency
special \"Friend or Foe\" allowing for it to be used on a target. Patch list #99 :
25/06/19 Added employee count and capacity to company profiles. Changed company
employee lists to order by job position. Patch list #96 : 04/06/19 Changed company
'stat boost' specials to no longer factor in current happiness (buff applied to
compensate). New company: Logistics Management High startup cost of \$1,800,000,000.
Holds between 6 and 15 employees. Specials: 1 star : Efficiency - Exchange job
points for speed. 3 star : Organized - Increases available open contracts from 3 to
5. 5 star : Repatriated - Allows travelling back to Torn from abroad while in
hospital. 7 star : Contraband - Exchange 50 job points for a large quantity of a
foreign item. 10 star : Logistics Report - A targeted company productivity boost
for 250 job points. Patch list #93 : 14/05/19 Added Logistics Management company.
Patch list #90 : 16/04/19 Added \"Sold daily\" table column to the \"Stock\" tab of
the Company page. Patch list #88 : 02/04/19 Removed company wages from the view of
employees. Patch list #84 : 05/03/19 Changed 'Intricate Hack' and 'Corporate
Espionage' specials to not lose job points upon firewall. Patch list #82 : 19/02/19
Added numerical input shortcuts in the \"Stock\" tab of the Company page. Patch
list #76 : 08/01/19 Added company special notification for those in company for
less than 3 days. Patch list #72 : 04/12/18 Changed employee 'days in company' to
increase before daily income reports (instead of after). Patch list #64 : 09/10/18
Added numerical keyboard when a field accepts only numbers for Company specials.
Patch list #62 : 25/09/18 Added 'number days in company' to the Job Information
section on home page. Patch list #60 : 11/09/18 Changed federal jailed employees to
only drop effectiveness when marked for deletion. Changed federal jailed employees
effectiveness drop delay to 24-48 hours. Patch list #56 : 14/08/18 Released Company
Multihunter. Patch list #48 : 19/06/18 Changed style of company icon for director.
Patch list #47 : 12/06/18 Changed Energy company specials to be limited per day
(instead of rolling 24 hours). Changed 'Meditation' company special (View true
level) to be available only on people recently online. Patch list #46 : 05/06/18
Added links to director name & company name on received director related events
(I.e. Training an employee). Patch list #42 : 24/04/18 Added company type and
cleaned up Detective agency's 'References' special. New company: Detective Agency :
27/03/18 Startup cost of just \$12m Base size of 4 employees. 1 star : References :
View someone's employment and faction history for 2 job points. 3 star :
Deputized : Able to Arrest those who meet the required threshold after defeat. 5
star : Friend or Foe : See who's friended / blacklisted you for 100 job points. 7
star : Watchlist : Anonymously extend a target's flight time by 1:30 - 2:00 hours
for 50 job points. 10 star : Most Wanted : View a list of people with the highest
wanted rewards for 25 job points. Patch list #38 : 27/03/18 Released Detective
Agency company. Patch list #31 : 06/02/18 Changed 'Tailoring' & 'Regulation'
company bonuses to direct multiplier of armour values. Patch list #30 : 30/01/18
Changed employee training to highlight row green instead of providing text
response. Patch list #25 : 19/12/17 Changed formula for Tailoring & Regulation
armour bonus company specials. Patch list #22 : 28/11/17 Added total price and
amount to Stock on Manage Company. Patch list #17 : 24/10/17 Added director events
when someone leaves their company. Added index to speed up the usage of some
company specials by 2000%. Buffed Private Security Firm income. New company: Mining
Corporation : 17/10/17 Startup cost of \$4.5b. 1 star : Salty : 5 job points for a
'Salt Shaker' item. 3 star : Thirsty Work : 30% alcohol cooldown reduction. 5

star : Rock Salt : Job points to train defense. 7 star : Essential Salts : 10% maximum life increase. 10 star : Ability to boost current life to 150% of maximum for 25 job points. Patch list #16 : 17/10/17 Released Mining Corporation company. Patch list #11 : 29/08/17 Reduced TV Network profitability by 4%. Patch list #8 : 08/08/17 Added recording of '0' stock sales in companies. New company: Private Security Firm : 01/08/17 Startup cost of \$950m. 11 positions available. 1 star : Off the grid : 48 hour bounty protection for 20 job points (Self only). 3 star : Tactical breach : +50% flash grenade intensity. 5 star : Open arsenal : A random primary or secondary weapon for 75 job points (potentially very profitable). 7 star : Regulation : 10% armor bonus when wearing a full 5-piece set. 10 star : Mercenary : Job points converted into Mission credits (1:1 ratio trade). Patch list #7 : 01/08/17 Released Private Security Firm company. Patch list #4 : 11/07/17 Changed Television Network employee degradation (reduced by an average of 33.33%) Changed Television Network base profits (reduced by 24%) Changed Oil Rig sales executive power (increased by 25%) Changed Oil Rig driller power (decreased by 60%) Changed Oil Rig driller degradation (decreased by 65%) Changed Oil Rig derrick hand & motor hand (degradation decreased by 50%) Patch list #3 : 04/07/17 Company sale value now includes +5% of historical income. Company value (minus bank) is now shown alongside companies in trades. Re-balanced position requirements in Cruise Line and Gas Station. Buffed income of Nightclub, Gas Station, Cyber Cafe, Theater, Gun Shop & Software Corporation. Nerfed income of Sweet Shop. Removed decreased Oil Rig startup costs on C&C stock special (pending future updates). Buffed base storage size of Candle Shop, Adult Novelties, Meat Warehouse & Zoo. Nerfed base storage size of Oil Rig (so upgrades serve a purpose). Additional stock generated that exceeds storage cap is now credited after being sold if space is available. References ↑ Chedburn, Addition: Companies (14/4/07) ↑ Chedburn, Bad calculation for stats efficiency 27/09/20 ↑ KingLouisCLXXII [2070312],Efficiency Calculation 24/05/21 ↑ Chedburn, Private Communication (28/10/21) Back to Top"

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are welcome to assist in its construction. Please direct your questions to the
editors or contributors. These can be found here. Alternatively please comment
here! Crimes 2.0 is a major expansion in the works for the Crimes 1.0 system. The
update was first announced in September 2012[1] and went live on 20 June 2023.
Crimes 2.0 will be put out through a staggered release. As of January 22, 2024 new
players will now be automatically enrolled into the crimes 2.0 system. [2] Players
who created their accounts before this will still have a choice between migrating
to 2.0 or continuing to use the old crime system for some time - however once an
account is migrated it will never be able to return to the old system. [3] Contents
1 Introduction 1.1 Crime Categories 1.2 Outcomes 1.3 Unique Outcomes 1.4 Crime
Chains and Progression 2 Crimes 2.1 Search For Cash 2.2 Bootlegging 2.3 Graffiti
2.4 Shoplifting 2.5 Pickpocketing 2.6 Card Skimming 2.7 Burglary 2.8 Hustling 2.9
Disposal 2.10 Cracking 2.11 Forgery 2.12 Scamming 2.13 Future Crimes 3 Award
Migration 4 Patch History 5 References Introduction All crimes require Nerve to
perform. Successful crimes provide Crime Experience (CE) and Crime Skill (CS),
introduced with Crimes 2.0. CE is a hidden metric that determines your natural
nerve bar (NNB) and influences success rates in Organised Crimes (OCs). It is not
specifically tied to a particular crime or OC. Unlike with Crime there is no cap to
NNBs, however each increment of 5 is harder to achieve. CS is a metric measured in
levels, individually for each crime, displayed with a progress bar on each crime
page. Each crime has a number of subcrimes. By default at level 1 in any given
crime, some subcrimes will be available and some subcrimes will be locked.
Depending on the subcrime you may be able to unlock it in different ways: By
obtaining a special item. By leveling up in the crime. For example, in the \"Search
for Cash\" crime, immediately available are the Trash, Subway and Junkyard. The
Beach and Cemetery are unlocked by obtaining the Metal Detector and Cemetery Key
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respectively, and the Fountain is unlocked by reaching level 75 in Search for Cash. It is unknown if Battle Stats or Work Stats affect success rates in the Crimes 2.0 system. [4] Crime Categories Committing up to 10,000 crimes in each category will earn you 15 medals per category. 12 crimes are currently divided into six categories. Theft: Search For Cash, Shoplifting, Pickpocketing and Burglary Counterfeiting: Bootlegging and Forgery Vandalism: Graffiti Fraud: Card Skimming, Hustling and Scamming Illicit Services: Disposal Cybercrime: Cracking Extortion: no crimes released yet Illegal production: no crimes released yet Outcomes There are three basic results from doing any crime: Success: this will provide cash, items or a mix, in addition to some amount of CE and CS. Fail: these are orange and will provide no reward, but also no loss of CE or CS. Critical Fail: these are red and will result in a significant loss of CE and CS (you may notice you drop down an entire level) as well as the possibility of one of the following: Jail time Loss of Life Hospital time Item or money loss Penalties specific to the crime, such as losing card details in Card Skimming Each outcome also temporarily affects your progression from future crimes - discussed below. Success rates for each subcrime depend on unique time-dependent factors; for example, a player will have a much higher chance of success doing \"Search the Cemetery\" while the groundskeeper is not on duty. These subcrime success rates can be seen in a tooltip: Each Search for Cash crime provides money and/or items as rewards, however it is currently unknown whether this will be the case for every further crime once the system is fully released. Unique Outcomes Crimes now feature some outcomes that a player can obtain a single time, i.e. \"uniquely\". Unique outcomes may give slightly more valuable rewards, or even special items required by subsequent subcrimes (e.g. finding the Metal Detector is a unique outcome from Search the Junkyard). When available, unique outcomes are indicated by a star on the subcrime button: When a unique outcome is triggered, this star will turn gold for a few seconds, and there will be a small delay before you can attempt another crime. Unique outcomes are available only when certain conditions are met: Some unique outcomes are Crime Skill dependent - if you drop down a level due to a critical fail, you may lose access to a unique outcome. Some unique outcomes may be time-dependent based on the same mechanics that govern success rates. For example in the Search the Beach subcrime, there is a unique outcome that is only available at high-tide. Crime Chains and Progression Crime Progression is a new perk for Crimes 2.0 that increases how much CE and CS you gain with each crime. All preexisting perks with respect to CE have been merged into crime progression, and they are combined additively to provide a total percentage bonus to your CE and CS gains: +10% from Criminality Faction upgrades +10% from Crime Progression Merit upgrades +10% from Education +5% from the relevant Crime Enhancer +5% from completing the Law starter job (up to) +15% from Company specials. Note: The Criminality special \"Crimes\" providing a passive bonus to your CE, which can be upgraded from 1 to 25, is still in effect for players that have not yet migrated. On your personal perks page you will see the correct effect description, however until a full rollout of Crimes 2.0 is complete, the Criminality page will still display the old bonus. For Crimes 2.0 players, every bonus past \"Crimes X\" has no effect. A Crime Chain is something that builds up slowly as you have more crime successes. Higher chains result in increased CE and CS gains from subsequent successful crimes (all crimes, no matter which crime was used to build the chain). A Failure will halve your current crime chain bonus. A Critical Failure will zero your current crime chain bonus. A Critical Failure will also demoralize you when performing crimes in the future, resulting in reduced CE and CS gains. This effect will wear off gradually with subsequent successful offenses in any crimes. Crimes Search For Cash Read the main article: Search For Cash for full details on each subcrime. Search for cash is the first type of crime released for Crimes 2.0. It is a Theft crime, with the subcrimes: Search the Trash Search the Subway Search the Junkyard Search the Beach (requires a Metal Detector) Search the Cemetery (requires a Cemetery Key) Search the Fountain (requires level 75 crime skill) Enhancer: Glasses Search For Cash has 34 unique outcomes in total. Note: It is possible to have a critical fail when attempting search for cash in which you will lose your Glasses enhancer Bootlegging Read the main article::

Bootlegging for full details on each subcrime. Bootlegging is the second type of crime released for Crimes 2.0. It is a Counterfeiting crime, with the subcrimes: Copy DVDs (requires a Personal Computer, Laptop or Gold Laptop) Sell counterfeit DVDs (requires in stock DVDs) Set up online store (requires level 50, completion of the \"CMT2230 Web Design and Development\" Education course and a computer) Bootlegging requires players to use Blank DVDs. Blank DVDs can be added to the crime interface from a player's inventory. Once DVDs are made into copied DVDs, they can be sold via the \"Sell counterfeit DVDs\" crime. Enhancer: High-Speed Drive Bootlegging has 4 unique outcomes in total. Note: It is possible to have a critical fail when copying DVDs in which a player will lose their High-Speed Drive enhancer or PC. Graffiti Read the main article: Graffiti for full details on each subcrime. Graffiti is the third crime released for Crimes 2.0. It is a Vandalism crime, with the subcrimes: East Side West Side North Side Residential District Red-Light District Financial District City Centre Graffiti requires players to use spray cans. Spray cans can be added to the crime interface from a player's inventory. The cans are eventually used up and must be replaced. Graffiti has five reputation stars for each subcrime. Players will only gain progress towards reputation stars (and the occasional spray can) when first attempting the crime, but cash payouts and unique results are given as a player gets a higher reputation. A player's reputation in an area is independent from reputation in other areas. Reputation will decrease slowly over time as authorities cover a player's graffiti. Enhancer: Paint Mask Graffiti has 41 unique outcomes in total. Shoplifting Read the main article: Shoplifting for full details on each subcrime. Shoplifting is the fourth crime released for Crimes 2.0. It is a Theft crime, containing eight shops available for shoplifting: Sally's Sweet Shop Bits 'n' Bobs TC Clothing Super Store Pharmacy Cyber Force Jewelry Store Big Al's Gun Shop Shoplifting does not require any special item currently to conduct the crime, but a Torn City Times will add extra outcomes. Every attempt at shoplifting will increase a player's notoriety in that particular shop. Notoriety gains will depend on the types of successes or failures. Each shop features one or two security statuses that may occasionally become disabled. Security statutes being on/off will affect possible outcomes and notoriety gains. It is intended that a player can still succeed with a reasonable success rate, even with high notoriety. Enhancer: Mountain Bike Shoplifting has 55 unique outcomes in total. Note: It is possible to have a critical fail when shoplifting in which a player will lose their mountain bike. Pickpocketing Read the main article: Pickpocketing for full details on each subcrime. Pickpocketing is the fifth crime released for Crimes 2.0. It is a Theft crime. This crime involves players targeting unsuspecting pedestrians for pickpocketing. No additional item necessary. There are 22 mark types, each with a unique outcome. All of the different marks are immediately available to everyone at skill level 1, however some marks are much more difficult than others. Enhancer: Cut-Throat Razor Pickpocketing has 22 unique outcomes in total. Card Skimming Read the main article: Card Skimming for full details on each subcrime. Card Skimming is the sixth crime released for Crimes 2.0. It is a Fraud crime. Card Skimming requires players to use a Card Skimmer and a Spy Camera This crime involves the use of skimmers to acquire credit card details, an a Spy Camera to observe the pin code entered. Once a skimmer has been installed, it will slowly collect details from those who use the ATM. At a time of your choosing, you may then recover your skimmer from the ATM to collect and sell the details contained within. Both items are returned upon the successful recovery of the Skimmer. The longer you leave Card Skimmer and Spy Camera, the chance increases that a player will lose either or both item. A player can only have a maximum of 20 concurrent active skimmers. Enhancer: Duct Tape Card Skimming has 0 unique outcome at the time of the release. Burglary Read the main article: Burglary for full details on each subcrime. Burglary is the seventh crime released for Crimes 2.0. It is a Theft crime. This crime involves players scouting for ideal locations to burgle, with 34 unique locations available. Players can then optionally case discovered locations to increase their success chance before burglarizing the property. If a player fails a casing or burglary, the property may become too dangerous to attempt again for a short time. Each property has

a \"recommended\" item that is not required to have, but will increase the rewards pool if a player possesses the corresponding item when attempting to burglarize a property. Scouted properties will disappear from a player's list if they have not been interacted with for some time and you can have maximum 100 scouted properties available at once. Enhancer: Flashlight Burglary has 34 unique outcomes, one for each unique burglary target. Hustling Read the main article: Hustling for full details on each subcrime. Hustling is the eighth crime released for Crimes 2.0. It is a Fraud crime. This crime involves you first gather an audience, demonstrate the confidence trick to them, then persuade them to place bets. From here, you can then intentionally lose money to further capture their attention, thus increasing the chance and size of their bets, before you start cashing in on them. When you start winning, the audience members will start getting suspicious, which may prevent them from betting further, or even leaving altogether. Enhancer: Megaphone Hustling has 0 unique outcome at the time of the release. Disposal Read the main article: Disposal for full details on each subcrime. Disposal is the ninth crime released for Crimes 2.0. It is an Illicit Services crime. This crime has 12 job categories, each of which has between 3 and 5 disposal methods available. Every method uses a different amount of nerve and may require the use of certain items, some of which will be consumed upon their use. To ensure your success, you must determine the correct method based on your intuition and prior experience. Players are only offered a limited number of jobs per day, and upon completion (irrespective of the outcome) of the daily jobs, no further activities will be available until the next day. Enhancer: Latex Gloves Disposal has 11 unique outcome at the time of the release. An honor bar is available upon achieving level 100 in Disposal. Another is available for dissolving a dead body in acid. Cracking Read the main article: Cracking for full details on each subcrime. Cracking is the tenth crime released for Crimes 2.0. It is a Cybercrime. Each target has a randomly determined password character length, and passwords can be cracked character by character by brute forcing them using computer resources. Players also have the option to guess obscured password characters that don't have layers of encryption. Up to three incorrect guesses are allowed per password before being locked out of further attempts. Additional targets with increasingly advanced passwords and levels of encryption will become available as skill level increases. Players can initially only use their Computer or Laptop. At level 25, the first of three rig chassis becomes available. Chassis can be equipped with CPU and cooling components to enhance a rig's MIPS. This increases its brute-forcing strength, allowing more characters to be revealed each cycle. Enhancer: Office Chair Cracking has no unique outcomes. An honor bar is available upon achieving level 100 in Cracking. Another is available for successfully guessing 250 password characters. Forgery Read the main article: Forgery for full details on the crime. Forgery is the 11th crime released for Crimes 2.0. It is a Counterfeiting crime. Forgery allows players to create new items out of raw materials. The following 12 items can be created: Driver's License Parking Permit Concert Ticket Diploma Birth Certificate License Plate Skeleton Key Prescription ID Badge Travel Visa ATM Key Bank Check Police Badge Passport Enhancer: Magnifying Glass Forgery does not have any unique outcomes at the time of the crime's release. An honor bar is available upon achieving level 100 in Forgery. Another is available for having ten projects in a state of cooldown at the same time. Note: It is possible to have a critical fail when forging in which a player will lose their printer. Scamming Read the main article: Scamming for full details on the crime. Scamming is the 12th crime released for Crimes 2.0. It is a Fraud crime. Scamming allows players to amass a collection of email addresses, and proceed to launch spam waves at those email addresses in the hope of receiving some responses from interested targets. While the simplest scams may only provide limited rewards, you will eventually progress towards more complex scams, which will provide good results, assuming you have a big enough database of email addresses. There are three new education courses available that will aid your Scamming effort. Enhancer: Ergonomic Keyboard Scamming does not have any unique outcomes at the time of the crime's release. An honor bar will be available upon achieving level 100, with another available for responding to a victim's

Temptation, Sensitivity, Concern, and Hesitation within a single successful scam. Future Crimes Coming soon... Award Migration This infographic displays how awards from the old crime system are migrated into the Crimes 2.0 regime. Patch History Released in Patch list #294 Patch list #325 : 13/02/24 Changed crime skill bar animation to stop fading out to avoid players thinking it's related to crime chaining Patch list #323 : 23/01/24 Added new player tutorial missions involving Crimes 2.0 which is now enabled by default for all new players Changed wording in the Crimes Migration Wizard now that the initial release of the first 10 crimes is complete Patch list #294 : 20/06/23 Released the Crimes 2.0 migration system Released the Search for Cash crime for those who have migrated to Crimes 2.0 Changed crime bonuses (job, comp, edu, enhancer, merits) to provide crime exp & skill gains for migrated users Fixed log categories 'Crime success', 'Crime failure' and 'Crime critical failure' not appearing on dropdown list References ↑ Chedburn, Torn 2.0 21/09/12 ↑ Chedburn, Patch list #323 : 23/01/2024 (23/01/24) ↑ Chedburn, Crimes 2.0 early access is now open (20/06/23) ↑ Bogie, Crimes 2.0 and stats (04/07/23)"

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Subscriptions 4 Additional features for large donations 5 FAQ 6 Historical Notes  
General Information You can subscribe or purchase Donator Packs using PayPal,  
Amazon, or Crypto from any web browser accessing Torn, via our official Android App  
you can donate or subscribe using Googleplay. You can purchase packs individually  
or in bulk, which we refer to as \"Standard\" on the donation page or purchase a  
monthly subscription which is credited to your account each month. The price varies  
depending on what you choose to purchase, with the standard cost being $5.00 USD  
for a single Donator Pack. Purchases made with bitcoin receive a 20% discount. If  
you purchase standard Donator Packs, single or bulk, they will appear in your items  
list as usable items. To receive the benefits you must go to your items and click  
'use' beside the Donator Pack. If you are a subscriber, you will not receive a  
Donator Pack item, your Donator days and points will be added directly to your  
account. Standard Donations You can either donate to purchase a single pack, or you  
can receive them in larger quantities if you wish to purchase more than one. You  
can change the number you wish to purchase at the bottom of the page, the options  
are 1, 2, 3, 5, 10, 15, 20, or 25, with discounts being applied to bulk orders. The  
standard price is $5.00 USD. You receive 31 days Donator Status and 60 points with  
these Donator Packs. Benefits 60 Points 150 Energy bar 5 energy every 10 minutes  
Advanced search Notebook Donator forums There are a number of medals available when  
holding donator status for accumulative days - They can be found here Subscriptions  
You can purchase a subscription in two different ways. You can pay $4.85 USD per  
month, or you can purchase an annual subscription for $48.50 USD a year. Monthly  
subscriptions will get 31 days of Donator Status, 90 points every 31 days from the  
date you subscribed. Subscribers also get two 'special items' which are delivered  
to your account on the first day of each month. These items range from something  
that is not available in shops or foreign countries, like a Cosmetic Cache, or  
various Supply Packs. The subscriber rewards also include Books and give you the  
highest chance of obtaining these unique items. Subscribers are also entered into  
daily \"Subscriber Draws\" in which five subscribers are picked at random and  
awarded 10,000 / 5,000 / 2,500 / 1,000 / 1,000 points. Annual subscriptions will  
get you 372 days (31 days per month for 12 months) worth of Donator Status and an  
additional 1080 points delivered to your account when you make the purchase. If you  
happen to have left with some donator days through the donator pack, they will be  
carried over when the subscription is taken. They come into effect immediately when  
the subscription ends. Benefits 90 points per month, or 1080 per year 150 Energy  
bar 5 energy every 10 minutes Advanced search Notebook Donator forums Special Prize  
Draws Random Giveaways and Special Holiday Gifts Additional features for large  
donations Upon purchasing 3 x 25 Donator Packs an additional purchase option is
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unlocked to bulk buy Donator Packs with additional bonus points based on the number of donator packs purchased, please note, this option is only available through Amazon, PayPal or Crypto donations via the web browser version of Torn and is not available on Googleplay. Upon reaching \$1,000 USD donated, an account unlocks a Blue Name option, which can be turned on or off when selecting different honor bars. Larger purchases can receive a 21% discount if paid through Amazon or Paypal, with an additional 20% discount if paid through Crypto. The maximum number of donator packs that can be bought at one time is 9,999, which would cost \$39,465.05 USD. It should be noted that any amount of donator packs bought at one time between 25 to 9,999 receives the 21% discount. FAQ Where do I donate at? You can find the Donator House in the City, or you can [click here](#). Who do I talk to if I need help? You can email payments@torn.com for all your Donation issues. You can also mail bogie at 148747 with any issues. Can I cancel my subscription? Yes, you can cancel at any time, you won't lose any subscription status already paid for, it simply won't take a recurring payment. Where can I cancel? If you are subscribed through PayPal then navigate to your PayPal settings - Payments - Manage your automatic payments - Manage funding sources, and you can cancel here. With Amazon, you can simply cancel on the in-game donator house page. With Google, if subscribed via the Android app, open the Google Playstore app, at the top right, tap the profile icon, tap payments and subscriptions - subscriptions, you can cancel here. . If you are still having issues please email payments@torn.com. Can I donate using Googleplay? Yes, however this option is only available through our official Android App. I want to make a large purchase, can I get a special discount? We don't offer any special discounts or unique rates to individuals, this way we can ensure everyone is always getting the best and most fair price available. The best discounts are already available on the Donator page itself. Larger purchases on this page will receive the maximum 21% discount, with a further 20% off available for Crypto purchases. Why won't PayPal accept my prepaid debit card? Generally, prepaid debit cards purchased within The U.S. are allowed to be used almost anywhere, however, some of them stipulate the card can only be used within The U.S. Torn is located in England, making the purchase out of the country for these cards, and whilst these may work for donator packs, unfortunately, PayPal and Amazon do not usually accept these for subscriptions. What Crypto options do you accept? The choices for Crypto can vary depending on what our processing partner, Coingate, accept at the time. You can check available options on the purchase page, and select \"more currencies\" to see a full list available. Some more niche options may only be available for larger purchases. What does \"Subscription Pending\" mean? This normally means your payment did not complete successfully for this month, PayPal will retry that payment in 5 days time. This does mean you may possibly lose the donator status until they retry and complete a successful payment, alternatively, you can cancel and restart it immediately once it expires. My subscription is still not going through, why? This could be a few reasons, but there are a few troubleshooting points to try first. Firstly ensure your chosen payment method (PayPal/Amazon) has 2FA enabled, this is a requirement for online purchases where Torn is located due to Strong Customer Authentication requirements. Your bank could also be blocking these payments, since Torn is UK-based, some overseas banks may disallow international payments to the UK, speaking with them may resolve this. Certain card types may also be blocked by PayPal or Amazon, commonly this can occur with Maestro or virtual cards as well as pre-paid cards, you may need to use another option. If you are still stuck then please email payments@torn.com and it can be figured out there for you, we may simply need more information about your specific issue. What if I change my mind or want a refund? As of October 20th 2024 after buying donator packs you have 30 days to request a refund by mailing payments@torn.com, if you have used the donator pack or torn money different things may happen with your account to make it right. If you charge back your purchase you will be put into Federal Jail within the game for questions and to resolve the dispute. Further accurate information can be found within Torn's Rules under section Terms of Supply and any questions about payments or refunds once again can be sent to Bogie at payments@torn.com please give one working business day for

reply. Historical Notes Before 3rd of September 2024 donator packs provided 50 points, monthly subscriptions provided 75 points and annual subscriptions provided 900 points. [1] Crime Enhancers were part of the sub rewards, but were removed from the drop table when Cosmetic Caches were released Cesium-137 was part of the sub rewards, but has been removed from the drop table City West Side Education · Your Gym · Travel agency North Side Auction House · Church · Item Market · Points Building · Points Market Red-Light Casino · Dump · Loan Shark · Missions · Raceway Residential Your Property City Center Chronicle Archives · City Hall · Community Center · Hospital · Jail · Museum · Player Committee · Staff · Visitor Center Financial Bank · Donator House · Messaging Inc · Stock Market East Side Big Al's Gun Shop · Bits 'n' Bobs · Cyber Force · Docks · Estate Agents · Jewelry Store · Nikeh Sports · Pawn Shop · Pharmacy · Post Office · Print Store · Recycling Center · Super Store · Sweet Shop · TC Clothing · Token Shop ↑ Upcoming points building changes 27/08/24"

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special effects, using up your drug cooldown. Contents 1 Key Details 2 Drugs 3  
Addiction Effects 4 Overdosing 5 Related Awards 6 Patch History 7 References Key  
Details You cannot take another drug while still under the effect of a previous  
drug. You can check how much time is left by hovering over the Drug cool down  
(weed) icon. Any effect given that increases your happiness above your maximum will  
reset back to your maximum every quarter-hour, on the hour (i.e. xx:00/15/30/45).  
(Except when using the Ignorance is Bliss book). Passive stat increases gained from  
taking drugs (such as Ketamine, PCP, and Speed) may slowly decrease during the  
after-effects. Opium will remove all of your Hospital time, unless caused by  
Radiation Poisoning. There are honor bars for taking 50 of each drug with the  
exception of Love Juice. Love Juice is different from other drugs and is only  
usable around Valentines Day. Overdosing may increase the cooldown, depending on  
the drug consumed. City shops do not sell drugs; but they can be bought abroad.  
Ketamine can be obtained by using 5 job points in a 5* or higher zoo or farm. It is  
the only drug obtainable through companies. Your level of addiction does not affect  
your chance to overdose. Drugs Drugs and Effects Effects & Cooldown Overdose  
Effects Cannabis - 20% to Strength - 25% to Defense - 35% to Speed + 8-12 Nerve  
Cool down: 60-90 minutes 2 Addiction Points - 100% Energy & Nerve Hospital: 300-350  
minutes 'Spaced Out' honor bar Ecstasy Doubles Happy Cool down: 200-230 minutes 20  
Addiction Points - 100% Energy & Happy Ketamine - 20% to Strength & Speed + 50% to  
Defense Cool down: 45-60 minutes 8 Addiction Points - 100% Energy, Nerve & Happy  
Hospital: 1,000 minutes Increased cool down (24-27 hours) -20% to Strength & Speed  
LSD + 30% to Strength + 50% to Defense - 30% to Speed & Dexterity + 50 Energy +  
200-500 Happy + 5 Nerve Cool down: 400-450 minutes 21 addiction points - 100%  
Energy & Nerve - 50% Happy - 30% to Speed & Dexterity - Drug Cooldown up to 590  
minutes (~10 hours). Opium +30% boost to Defense Removes all standard hospital time  
and replenishes life to 50% Opium is also affected by Medical Effectiveness boost  
in the faction Fortitude branch. Cool down: 120-180 minutes 10 Addiction Points N/A  
PCP + 20% to Strength & Dexterity + 250 Happy Cool down: 260-400 minutes 26  
Addiction Points - 100% Energy, Nerve & Happy Hospital: 1,620 minutes - 10 x  
(current level) to Speed (permanent) Shrooms + 500 Happy - 20% to all Battle stats  
- 25 Energy (caps at 0) Cool down: 182-237 minutes 6 Addiction Points - 100%  
Energy, Nerve & Happy Hospital: 100 minutes Speed - 20% to Dexterity + 20% to Speed  
+ 50 Happy Cool down: 250 - 352 minutes 14 Addiction Points Hospital: 150 minutes -  
6 x (current level) to Strength & Defense (permanent) 100% Loss of Energy, Nerve &  
Happiness Vicodin + 25% to all Battle stats + 75 Happy Cool down: 240-360 minutes  
14 Addiction Points - 150 Happy Xanax + 250 Energy + 75 Happy - 35% to all Battle  
stats Cool down: 360-480 minutes 35 Addiction Points - 100% Energy, Nerve and Happy  
Hospital: 5000 minutes Increased cool down & addiction (~24-25 hours / 3 Xanax)  
Love Juice Reduces cost of attacking and reviving by 10 E + 50% to Speed + 25% to
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Dexterity Cool down: 300-480 minutes 50 Addiction Points Only useable during the Valentine's Day event Effects may last longer than the duration of the event N/A
Addiction Effects Each type of drug will give you a different level of addiction. Addiction effects occur while you have a particular level of addiction - not just while you have a drug cooldown. Every drug you take will provide some addiction (unless you are reading the \"Hot Turkey\" book), even if the Brain icon has not yet appeared. It is important to note that while the terms are often used interchangeably in Torn, \"Addiction\" and \"Battle Stats debuff\" are not the same thing - although this debuff is an easy way to gauge your level of addiction without going to rehab. At a certain level of addiction, the brain icon will appear among your personal icons, indicating the level of debuff to your Battle Stats. The heavier your addiction, the more red the brain will appear. Aside from a Battle Stats debuff, additional negative consequences will begin to occur as your addiction progresses: Your effectiveness within a company will begin to drop (this does not affect directors). This starts from your first drug, not just when the Brain icon has appeared! When you click on your information in your company you will see your addiction amount. Different company types and directors are more strict on keeping addiction levels low. You will be kicked from any education you are enrolled in. While in a faction with maximum Toleration, this occurs around an addiction level that provides 6-7% Battle Stats debuff. This effect can be mitigated working in a 10* Nightclub. It has occasionally happened as low as brain icon 5% when the brain first goes from black to red. You may lose access to the drug-free Gym, the Sports Science Lab. This occurs if your total Xanax and Ecstasy used combines to more than 150. You may be forced to use drugs to be able to access the Gym to train in; if you have high addiction and try to train you may fail to train if you don't have an active drug icon. Although rumoured for years, Addiction does not affect Organised Crimes success in any way. [1] It is possible to mitigate the effects of addiction with: The \"Side Effects\" Faction special. The \"Addiction Mitigation\" Merit upgrade. It is possible to remove these long-term effects by: Going to Rehab in Switzerland Waiting for the addiction to wear off naturally. 20 Addiction Points are removed naturally each day at 3:30am TCT. Spending job points on specials: \"R and R\" in Cruise Line Agency, \"Herbal Cleansing\" in Flower Shop, and \"Suppression\" in Nightclub (all of which are available in 5* companies). 1 Addiction Point is removed per job point. Using Book : Milk Yourself Sober which removes a substantial amount of drug addiction upon completion. Using Book : Hot Turkey to gain no drug addiction 31 days. Using a White Easter Egg which halves current drug addiction, although it does not appear to do the same to the rehab expense. More testing needs to be done before accurate figures can be set on how many of each drug will force an Education kick.

Overdosing Any time a drug is taken (with the exception of Opium and Love Juice, which cannot be overdosed on), there is a small chance to overdose on said drug. When this happens, the player will receive an event saying they have overdosed, and suffer that drug's overdose effects. Each drug has a different overdose effect (detailed above) and typically come with an extended drug cooldown. Each drug also has a different chance to overdose (e.g Cannabis has an extremely low OD chance, whereas ecstasy has a relatively high chance) Addiction, frequency of drug-taking, number taken, times since last OD, etc, have no impact on the chance to overdose. Overdose chance can be reduced with the use of the 'Overdosing' faction upgrade in the Toleration branch, decreasing your chance to OD by 3% per upgrade to a maximum of 30%. It can also be reduced by 50% in a 7* Nightclub with the passive \"Toleration\" special. There is a 1 in 2500 chance of overdosing on cannabis (1 in 500 during the Cannabis Day event)[2] No Faction specials that reduce overdose chances affect Cannabis [3] Related Awards There is a honor bar available for taking 50 of each type of drug (excluding Love Juice) and one for overdosing on Cannabis: Drug Related Awards Image Name Requirements Spaced Out Overdose on Cannabis Who's Frank? Use 50 Cannabis I Think I See Dead People Use 50 Shrooms Party Animal Use 50 Ecstasy Acid Dream Use 50 LSD Painkiller Use 50 Vicodin Horse Tranquilizer Use 50 Ketamine The Fields Of Opium Use 50 Opium Crank It Up Use 50 Speed Angel Dust Use 50 PCP Free Energy Use 50 Xanax Patch History Released

prior to Patch list #1 Patch list #309 : 03/10/23 Buffed Cannabis nerve gain from 2-3 to 8-12 per use. Patch list #193 : 25/05/21 Changed behavior for the Rehab slider movement for when the user doesn't have enough money. Patch list #181 : 23/02/21 Changed Opium to only recover up to 50% of maximum life but is now affected by medical effectiveness. Changed Opium to provide +30% defense for its reduced duration of 2-3 hours. Love Juice Potency Reduced Love Juice will only provide a reduction of 10 energy when attacking or reviving. Patch list #133 : 17/03/20 Changed high drug addiction gym hospitalization to not trigger if the user is under attack. Patch list #128 : 11/02/20 Changed Valentine's Day Love Juice event to also reduce reviving costs by -15 energy Patch list #113 : 15/10/19 Added 'Crimes' link after using Cannabis. Patch list #112 : 24/09/19 Added gym link after using Ecstasy. Patch list #84 : 05/03/19 Changed drugs to prevent their usage while in hospital for radiation poisoning. Patch list #32 : 13/02/18 Removed events from successful (non-overdose) drug taking. An overdose on Ecstasy used to also remove everyone on your friend's list. The energy loss from using Shrooms used to take your energy into negatives if you had less than 25, now it will not drop below 0, but will still take up to 25 energy. Awareness increase from Ecstasy & LSD was removed on Feb 21, 2017. References ↑ Issue regarding unclear wording on merit upgrades Bug Report ↑ Of All The Nerve! ↑ Chedburn, Cannabis (05/02/17)"

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Shopping 5 Non-tradeable 6 History 7 Patch History Details You can see the details  
on various items throughout Torn City here as well as details on what their  
functions are (if any). Items can be bought or sold by means of the Item Market,  
Auction House, visiting the East Side of the City or by trading with other players.  
Some items can also be found as city find or retrieved from the Dump, while others  
may be earned as Loot from defeating NPCs. Additionally, items may be given by NPCs  
or staff members. Certain items are also rewards or outcomes from specific crimes.  
Equipment Primary Secondary Melee Temporary Armor Useful Supplies Medical Drugs  
Energy Drinks Alcohol Candy Other Boosters (includes Stat Enhancers) Enhancers  
Special Tools Materials Supply Packs General Shopping Clothing Jewelry Flowers  
Plushies Cars Artifacts Collectibles Miscellaneous Following categories don't exist  
anymore Virus Electronics Non-tradeable Books History It used to be possible to  
find items by entering their item number into where an item would appear along with  
its info card. This is no longer available. Patch History Released prior to Patch  
list #1 Patch list #332 : 02/04/2024 Added Tools & Materials item categories  
Removed Electronic & Virus item categories Patch list #197 : 22/06/2021 Increased  
happiness provided by Game Consoles and provided 1 energy, 3 energy and 5 energy  
options Merged Playstation, Xbox and Xbox 360 items into a single Game Console item  
Patch list #188 : 13/04/21 Added supply pack animation for Goodie Bags. Patch list  
#187 : 06/04/21 Added purple egg to the Easter Egg Hunt which provides +10 mission  
credits upon pickup. Added automatic equipping of weapons, armor, and clothing when  
sent to an inactive player (if slot is free). Patch list #185 : 23/03/21 Removed  
confirmation requirement from supply packs when 'using again' to speed up mass-  
opening. Patch list #184 : 16/03/21 Changed all glove and shoe cosmetics to layer  
over the top of armor pieces (they no longer replace armor). Patch list #182 :  
02/03/21 Added animations when opening most Supply Pack items. Patch list #175 :  
12/01/21 Added personal book read status (yes / no) in item information dropdowns.  
Patch list #173 : 22/12/20 Changed Neumune tablet time reduction to also benefit  
from medical effectiveness. Patch list #172 : 15/12/20 Added additional rarity for  
finding items in the dump that have lower total circulation. Patch list #171 :  
08/12/20 Added link to 'Jail' after using alcohol. Changed Kodachi Swords to a  
singular 'Kodachi' and corrected the image. Patch list #166 : 03/11/20 Changed  
items on developer accounts to not be recorded in circulation. Patch list #156 :  
25/08/20 Added equipping of all Jewelry items. Changed irradiated blood bags to  
provide hospital time and continuous radiation increases. Changed irradiated blood
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bags to only be used when in hospital or on low life (like other blood bags). Replaced old item images with new item image converter system (dark mode precursor). Patch list #150 : 14/07/20 Added error when attempting to buy an item on the market which changes price mid-confirmation. Patch list #146 : 16/06/20 Replaced controversial and inaccurate item image for \"Soup Nazi Doll\". Patch list #146 : 16/06/20 Changed alcohol bonuses to use proper stochastic rounding for more intuitive results. Patch list #140 : 05/05/20 Changed Hazmat Suit to armor so it can be donated to faction armories. Changed Hazmat Suit to have Radiation bonus icon & yellow glow. Patch list #137 : 14/04/20 Changed all coat clothing to have individual masks enabling more combination allowances. Patch list #124 : 14/01/20 Changed \"Extraordinary\" rarity to \"Very Rare\" : Uncommon, Limited, Rare, Very Rare, Extremely Rare. Changed items with unupdated circulation (0) to show as \"Unknown Rarity\" instead of \"Extremely Rare\". Changed ordering of Weapons / Armor on the inventory page of the same type to quality descending. Patch list #123 : 24/12/19 Added new Christmas items & masks. Patch list #120 : 03/12/19 Changed 'Items bought from Big Als' stat to 'Shop purchases' (I.e. All shops) (Since March 2012). Patch list #119 : 26/11/19 Added item inventory search. Patch list #115 : 29/10/19 Changed withdrawing blood while under radiation sickness to produce Blood bag : Irradiated. Patch list #113 : 15/10/19 Added message length limit while sending items. Patch list #112 : 24/09/19 Added warning regarding 'nasty surprise' contents in parcels for new players. Patch list #109 : 03/09/19 Changed item images for all energy drinks. Patch list #101 : 09/07/19 Changed cosmetic pants / trousers so they can be equipped on top of armor. Patch list #99 : 25/06/19 Added 'Weapon Experience' level to item information (for those who have it unlocked). Patch list #98 : 18/06/19 Added effect listing to items required by certain subcrimes. Patch list #95 : 28/05/19 Added item effects & requirements to item info panels (in progress). Patch list #85 : 12/03/19 Changed parcel values to not contribute towards networth. Patch list #78 : 22/01/19 Added warning when planting SED & Horse's Head to mention other items in parcel will be destroyed. Patch list #66 : 23/10/18 Added Fruitcake item to appear in Bits 'n' Bobs shop occasionally. Patch list #63 : 02/10/18 Removed sell values of rare collectables to prevent accidental selling. Patch list #49 : 26/06/18 Added indicators to damage / accuracy / armor in item info panel if they are above / below currently equipped. Patch list #46 : 05/06/18 Removed Clothing items from Equipped Armour panel on the home page & items page."

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hospital time or seek a revive. Players who work at 5* or above in Logistics Management are able to travel back to Torn even while hospitalized. When travelling, the movement of Clouds can be toggled by clicking on a Cloud, and holding for approx 2 seconds. Contents 1 Laptop 2 Destinations 3 Carrying Items 4 Related Awards 5 Historical Notes 6 Patch History 7 References Laptop Note: Due to the sidebar being made available while traveling, there's no need to own a Laptop or a PC to access certain features.[3]. Destinations Flights using the WLT benefit are always free. WLT flights show as \"Private\" on the Travel Agent page. Flights in Business Class always use 1x Business Class Ticket, unless you work in a 10* Lingerie Store, where Business Class flights are always available for free and do not use a Business Class Ticket. When using the book Mailing Yourself Abroad travel time is decreased by an additional 25% for 31 days. Without Book With Book Flight Information (Without Book) Destination Travel Time Standard Cost Standard Airstrip WLT benefit Business Class Mexico: Ciudad Juárez 26min 18min 13min 8min \$6,500 Cayman Islands: George Town 35min 25min 18min 11min \$10,000 Canada: Toronto 41min 29min 20min 12min \$9,000 Hawaii: Honolulu 2h 14min 1h 34min 1h 7min 40min \$11,000 United Kingdom: London 2h 39min 1h 51min 1h 20min 48min \$18,000 Argentina: Buenos Aires 2h 47min 1h 57min 1h 23min 50min \$21,000 Switzerland: Zurich 2h 55min 2h 3min 1h 28min 53min \$27,000 Japan: Tokyo 3h 45min 2h 38min 1h 53min 1h 8min \$32,000 China: Beijing 4h 2min 2h 49min 2h 1min 1h 12min \$35,000 United Arab Emirates: Dubai 4h 31min 3h 10min 2h 15min 1h 21min \$32,000 South Africa: Johannesburg 4h 57min 3h 28min 2h 29min 1h 29min \$40,000 Carrying Items The default number of items that you may carry home from a destination is five per visit. There are upgrades that allow you to increase the number of items that you can carry. Adding an Airstrip and pilot to your property, owning a WLT benefit block or using a Business Class Ticket will change the base amount of items you can carry to 15. Suitcases are available for purchase in Hawaii: Small (\$2,000,000) - 2 additional items; Medium (\$4,000,000) - 3 additional items; Large (\$10,000,000) - 4 additional items. Only the biggest one will be used. Suitcases do not stack. The 3* Lingerie Store Job special adds an extra 2 items The 3* and 10* Cruise Line Agency Job Specials add an extra 2 and 3 items respectively. I.e. They stack. The Excursion faction special adds 1 item per upgrade up to a maximum of 10. Book : Smuggling For Beginners, Increases travel items by 10 for 31 days. Tourism day on the 27th of September doubles carrying capacity. 7* Flower Shop allow you to carry 5 additional flowers. 7* Toy Shop allow you to carry 5 additional plushies. The maximum number of items that you can carry is 44 items (on Tourism day, 88 items). Related Awards There are a large number of awards relating to traveling in Torn, some examples are below; Expand Travel A full list of all awards relating to Travel can be found here Historical Notes With the travel update on 02/03/12, the names of several flight destinations were changed to different cities within the same country. This was presumably due to the new travel times they calculated to these locations [1]. The old city names and travel times may be seen in the history of this page [2]. With the same 02/03/12 update to travel, flight times with a property Airstrip were increased slightly from 2/3rds to 70% of Standard (in addition to the adjustments to Standard flight times to all destinations). Also, prior to the update the WLT benefit only gave the 50% reduction to flight time; there was no +10 item carrying bonus. Prior to the 02/03/12 update, a Laptop had additional functions allowing you to also: check the Lowest Auction Bids for each Drug. check the Cheapest and Most Expensive Market Prices for each Drug. check the Lowest Auction Bids for each Item. check the Cheapest and Most Expensive Market Prices for each Item. - You can still access the laptop whilst flying to start programming viruses by going to (or by clicking the link in a previously programmed virus event). 16/04/13 Flight times have changed slightly, this was due to a repositioning of the physical location of Torn City in the world in preparation of a future update. Previously, player images could not be viewed through laptop (though could have when logged off). Back to Top Patch History Released prior to Patch list #1 Patch list #359 : 29/10/2024 Changed mission targets abroad to appear at the top of the first page of the People list Patch list #254 : 30/08/22 Added 'Abroad' status to user lists to differentiate from Traveling Added 'Hiding out' user status on Profiles when unattackable due to

being abroad and inactive for 7+ days Patch list #193 : 25/05/21 Changed behavior for the Rehab slider movement for when the user doesn't have enough money. Changed Lingerie Store special 'Concealment' (+2 travel capacity) from rating 5 to rating 3. Added Lingerie Store special 'Sex Appeal' to provide free Business Class travel at 10 stars. Patch list #189 : 20/04/21 Added 15 second attack grace period upon arriving at a destination after Traveling. Patch list #158 : 08/09/20 Removed target name from travel mission descriptions to help prevent accidental travel before accepting. Patch list #152 : 28/07/20 Released new travel styles / background in preparation for Dark Mode and Traveling Sidebar. Updated main backgrounds for regular / jail / hospital / abroad states. Patch list #121 : 10/12/19 Added additional locking to prevent traveling while being attacked Patch list #108 : 27/08/19 Re-enabled publicly visible personal stats for individual travel destinations. Patch list #106 : 13/08/19 Changed \"Times travelled to {Country}\" personal stats to be private. Patch list #90 : 16/04/19 Changed references of \"travelling\" and \"travelled\" to \"traveling\" and \"traveled\". Removed current page link from the links bar while traveling. Patch list #64 : 09/10/18 Removed the \"Talk to Kimshee\" button after one action of 'Fortune teller' is completed. Patch list #49 : 26/06/18 Added traveling icon. Patch list #48 : 19/06/18 Changed OC travel warning to appear only if initiation would be ready before a return trip. Patch list #47 : 12/06/18 Added Organised Crime warning to travel confirmation. Patch list #38 : 27/03/18 Enabled 'Personal stats' while travelling. Patch list #26 : 26/12/17 Added flight time variance of up to 3%.
References ↑ New travelling system + Cayman Islands ↑ Patch list #232 : 29/03/2022 ↑ Sidebar while traveling & abroad City West Side Education · Your Gym · Travel agency North Side Auction House · Church · Item Market · Points Building · Points Market Red-Light Casino · Dump · Loan Shark · Missions · Raceway Residential Your Property City Center Chronicle Archives · City Hall · Community Center · Hospital · Jail · Museum · Player Committee · Staff · Visitor Center Financial Bank · Donator House · Messaging Inc · Stock Market East Side Big Al's Gun Shop · Bits 'n' Bobs · Cyber Force · Docks · Estate Agents · Jewelry Store · Nikeh Sports · Pawn Shop · Pharmacy · Post Office · Print Store · Recycling Center · Super Store · Sweet Shop · TC Clothing · Token Shop"

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hunting 5 Honors 6 Further Reading 7 Patch History Overview Hunting becomes
available when you reach level 15; you can then travel to South Africa and use the
option to hunt for animals by spending 10 Energy and $500 in the hope of making a
profit. There is no time requirement for a hunting session; you get the result
immediately after you select the session type. There are 3 types of hunting
session: beginner, standard, and advanced session. All three will earn the same
amount of hunting skill (and reportedly a bit of leveling experience). The amount
of money earned will vary depending on your hunting skill and the session type
selected. A higher skill will result in more animals being killed and sold. A
higher session opens up additional animals to be hunted, although it appears
certain minimum skill levels are required before any animal of a given type will be
killed. For example, a hunting skill in the low 40's can get you giraffes and
cheetahs, but catching other animals in the standard session is very unlikely. The
session types and animal rewards are as follows: Beginner sessions allow you to
hunt only the following animals: Buffalo - $250 each Zebra - $350 each Baboon -
$500 each Warthog - $400 each Standard sessions allow you to hunt all the Beginner
animals, plus the following: Giraffe - $1,000 each Cheetah - $2,000 each Hippo -
$3,000 each Leopard - $2,500 each Advanced sessions allow you to hunt all the
Beginner and Standard animals, (some for more money) plus the following: Giraffe -
$1,500 each Hippo - $4,500 each Lion - $5,000 each Rhino - $8,500 each Elephant -
$12,000 each Hyena - $3,000 each Gorilla - $4,500 each Tiger - $20,000 each
Advanced sessions during the World Tiger Day Event allow you to hunt all the
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Beginner, Standard and Advanced animals plus the following: Addax - \$850,000 each Pangolin - \$1,400,000 each Cape Vulture - \$2,800,000 each White Tiger - \$5,000,000 each Hunting skill To get your hunting skill from 0 to 100 will take a lot of time (about 164,000 energy, which can be reduced by 25% with a 7* Meat Warehouse), and you will most likely lose out on a lot of Battle Stats. You start off at 1 hunting skill, and you begin with 1.0 for the very first hunt. However, as your hunting skill rises your skill gain per session will fall in an exponential relationship. For example, with a hunting skill of around 40, you will gain only roughly 0.025 per session and at skill 99 you gain 0.0003 per session. Which session? Generally, when hunting, you should start off with the beginner session. It will become more profitable to move on to standard sessions when your hunting skill reaches the mid-twenties. It will become more profitable to move from standard to advanced sessions when your hunting skill reaches the mid-seventies. At maximum skill, you should be making about 800K per full energy bar (if you are a donator). However, this will take a long time, and is a poor strategy for active players. Tips for hunting It's highly advisable to have donator status when hunting; the higher maximum energy and quicker regeneration time will help out greatly. It may be advisable to work in a Farm or Zoo; each has a 3-star hunting special which will give an additional 25% income when hunting. Faction perk 'Hunting (Secondary tree perk in Excursion branch)' can increase hunting income up to 30%. (3% per upgrade) Another way to boost profits is to complete the General Education course GEN 2120 Survival Skills, which gives a further boost of 15% to hunting income. If you are flower running or otherwise making only a short visit, be sure to spend your extra energy here before returning to Torn. The 3h 37min trip back (with an Airstrip) will generate 105-110 energy, so if you spend your energy down to 40 before leaving South Africa you will gain a little income from hunting and still should reach full energy (for a donator) close to the time you arrive back in Torn. Hunting exp is increased by x5 on International Tiger Day Event (July 28th 12:00 TCT to July 30th 12:00 TCT), each year. Additionally some more valuable animals are temporarily available for the duration of the event. Finally, if you plan to be away hunting for an extended time, it may be helpful to bank your money so that it may generate interest while you hunt. Honors There are three honor bars associated with the hunting skill. - Achieve 50 skill in hunting - Achieve 75 skill in hunting - Achieve 100 skill in hunting Further Reading Hunting Skill, The Complete Guide +World Tiger Day Patch History Released prior to Patch list #1 Patch list #366 : 17/12/2024 Changed Hunting skill to start at 1 rather than 0 (which also looked a bit glitchy upon the first hunting session) Patch list #202 : 27/07/21 Refactored very old Hunting system code and added World Tiger Day mini-event. Patch list #182 : 02/03/21 Changed racing and hunting to always show two decimal places for consistency (excluding personal stats). Patch list #106 : 13/08/19 Added \"Back\" link to the Hunting page. Patch list #71 : 27/11/18 Changed rounding of hunting skill gain to 4 decimal places."

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Witness 1.4 The Ceremony 2 Divorce 3 Benefits 4 Related Awards 5 Bugs 6 Historical
Notes The Basics In order to wed another player, you must have a ring and a witness
and visit the church. Both intended spouses and the witness must be in Torn for the
ceremony. The Ring You can obtain a ring through several different means: A
purchase from the Item Market A purchase from the Jewelry Shop Successfully
performing a four-nerve crime in Crimes 1.0, Shoplift a Jewelry Store Succeed in
various crimes like Shoplifting or Burglary in Crimes 2.0. Note that shoplifting
may return a watch, necklace or ring, and there is a high risk of being jailed.
There are currently four rings that can be used for proposals: Diamond Ring, Gold
Ring, Sapphire Ring, and Plain Silver Ring. See the Jewelry Store for more details
on rings. The Proposal After acquiring a ring, you can propose to someone by going
to the ring in your inventory and selecting \"use\" from item actions. This will
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prompt you to enter the name of the intended spouse. The person to whom you've proposed will receive an event and have an option to Accept / Reject your proposal. Once the proposal has been accepted, the marriage status of both players changes to \"Engaged\". Should you wish to cancel a proposal to another player you can do so by going to the church and clicking \"View Proposals\". If a proposal has been accepted, and you then wish to cancel the engagement, go to the Church, click Ceremony, then click Second Thoughts. The Witness You may invite more than one person to witness your wedding, though you are only required to have one. To obtain a witness, you must both visit the Church after you are engaged. Here you will each have the option to add witnesses. The witnesses must be selected off of your Friends list, and the witness must accept the request in order to be considered a valid witness. Players who are traveling, in hospital or in jail cannot accept. Note: After accepting the request, the witness receives an event suggesting that they send a wedding gift to the happy couple. The Ceremony Before the ceremony concludes at the Church , you each have to profess your marriage vows. This can be a sincere message or you can simply enter some filler text. Any entry will suffice. Once this has been done you can complete the marriage by clicking the 'kiss' button. Each spouse will then have their marriage status changed to \"Newlywed\". Divorce To end a marriage, either player may divorce the other. You may not divorce until you have been married for at least 7 days. Divorces are granted by going to the City and visiting the Church. If your spouse is living in your property, you must kick them out before being able to divorce them. Likewise, if you are living in your spouse's property, you must leave it before being able to divorce them. Benefits One of the benefits of marriage is the ability to share a property. Either player may move into a property owned or rented by the other player. However, the owner of the property has the ability to kick his or her spouse out of that property. Your spouse may not kick you from a property that you own. For properties with a vault, vault sharing was introduced on 29/09/2015. The owner of a property may choose to share or not to share their vault with their spouse (the default is not shared). The logs for all withdrawals and deposits can be viewed in the vault's 'Recent vault transactions' section. Spouses are unable (by default, can be changed) to access vaults on other properties. Related Awards Honors and Medals can be earned by staying married to the same person for increasing amounts of time. Below is a list of Marriage related honor bars; Expand Marriage related honors A list of marriage related medals can be found here Bugs An issue is sometimes caused with your account stating that you are already proposing to someone when you are not. If this is the case, then submit a Bug Report and wait for a staff member to fix the issue for you! It is unknown whether or not this has been fixed with the release of RESPO. Historical Notes The Church was added on 23 June 2014 (Respo update) which changed the way you get married. Back to Top"

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Torn, which generally give Medals along with Honors. Merits can be earned in many ways (e.g. achieving a certain level, stat point, number of attacks, etc.) and can also be bought at the points building for 300 points. There is a limit on the amount of merits that can be bought; one merit can be bought for every 2 levels you upgrade, leading to a maximum of 50 merits that can be bought at level 100. Merits can be reset for a cost of points. The first reset costs 500 points with each subsequent reset costing an additional 250 points (ie 750 for the second, 1000 for the third). This continues up to a cap of 5000 points per reset. Contents 1 Free Merit Reset 2 Upgrades 2.1 Fighting Stats 2.2 Weapons Upgrades 2.3 Miscellaneous Upgrades 3 See Also 4 Historical Notes 5 Patch History Free Merit Reset Free merit resets work in a similar fashion as the special (free) refills. These resets can be used whenever you want, but must be used before being able to purchase one with points. Using a free merit reset will not increase the points cost as it would for purchasing one, and will remain the same as it was--these do stack. Free merit

reset can be obtained upon completion of the Book : High School For Adults. Free merit resets have been awarded to all users every year since 2018 as part of seasonal Christmas gift. Sometimes on special occasion a free merit reset may be awarded by game admins due to extenuating circumstances. Upgrades Merits are used to gain bonuses, all of which are incremental (price increases by 1 merit after every upgrade) and you can upgrade them up to 10 times, at a cost of 55 merits in total. Fighting Stats You can spend merits to give you a passive bonus to Battle Stats (3% per upgrade). A passive bonus is constantly modifying your Fighting Stats, as they increase by a fixed percentage rate. Note: At 10/10 upgrades stats act as if they are boosted by 30%. Sharpness: Passive bonus to Speed Brawn: Passive bonus to Strength Protection: Passive bonus to Defense Evasion: Passive bonus to Dexterity Weapons Upgrades These upgrades will increase your accuracy and damage done with the weapon type of your choice: Note: Each upgrade adds 1% damage and 0.2 accuracy. Heavy Artillery Mastery Machine Gun Mastery Rifle Mastery SMG Mastery Shotgun Mastery Pistol Mastery Club Mastery Piercing Mastery Slashing Mastery Mechanical Mastery Temporary Mastery Temporary Mastery will increase the potency and accuracy of the following a damaging temporary weapons which include: Molotov Cocktail, Grenade, Stick Grenade, HEG, Brick, Claymore Mine, Fireworks, Nail Bomb, Ninja Stars, Snowball, Throwing Knife, Trout. Temporary Mastery will not increase the effect of a non-damaging temporary weapons, such as a Flash Grenade, Pepper Spray, Party Popper, Steroids or other similar. Miscellaneous Upgrades Nerve Bar: Increases maximum nerve bar by 1 point. Critical Hit Rate: Increases critical hit rate by 0.5% (Base critical hit rate is approximately 12%.) Life Points: Constantly modifies life by +5%. (As your life goes up as you level, spending your merits on this at level 1 and levelling up to 50 with them is the same as spending them on this at level 50 for the first time.) (Crimes 1.0) Crime Experience: Boosts crime experience by +3%. (Crimes 2.0) Crime Progression: Increases crime experience and skill gain by 1%. Education Length: Decreases education course length by 2%. Awareness: Increases ability to find items (note: even with 10/10 awareness, it is still possible to never find anything, it is down to luck, and this just increases your luck.) Bank Interest: Increases bank interest by 5%. Masterful Looting: Increases money gained from mugging by 5%. Stealth: Increases ability to do stealth attacks (unclear how much this determines the ability to \"Stealth\" someone.) Hospitalizing: Increases time when hospitalizing people by 5%. Addiction Mitigation: Reduces the negative effects of addiction by 2% Employee Effectiveness: Increases employee effectiveness by +1 (has no effect if you are the Company Director) See Also This comprehensive Guide to Easy Merits - written by Tempest [1867527] Historical Notes You used to be able to upgrade daily Casino token gain by +10 per level. This was removed on 02/03/12 when token refills were implemented. Merits used to be able to be spent on gaining stats, health, Yasukuni Swords, Rusty Swords, and Firewall Virus. Critical hit rate upgrade modified as part of this patch. Hospitalization merit changed from previous +10 minutes to +5% as part of the Medical Revamp 2021 Patch History Released prior to Patch list #1 Patch list #179 : 09/02/21 Changed critical hit merit upgrade from +10% (+7% actual) to +5%. Patch list #174 : 29/12/20 Added two new merit upgrades \"Addiction Mitigation\" and \"Employee Effectiveness\". Patch list #170 : 01/12/20 Changed short descriptions on Merits page on mobile view to ensure they all fit on a single line. Patch list #169 : 24/11/20 Changed Merits panel on the Awards page for mobile view to show current levels. Patch list #115 : 29/10/19 Credited a free merit reset to all players active in the last 31 days. Patch list #60 : 11/09/18 Added a second confirmation before resetting merits. Return to Down To Details Return to Main Page"

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number of different activities throughout the game. Your current energy status is
represented by the green bar in your Information sidebar panel. Contents 1

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Obtaining Energy 2 Using Energy 3 Losing Energy 4 Related Awards 5 Patch History 6

References

Obtaining Energy Your energy bar will replenish at a rate that completely fills it to \"Maximum\" every five hours. Depending on your donator status, this means either 5 energy every 10 minutes (up to 150), or 5 energy every 15 minutes (up to 100). Beyond this, there are several additional ways to obtain energy: The Drugs Xanax and LSD provide 250 and 50 energy respectively, provided you don't overdose. A Point refill can be used once a day to fill your energy bar up to its maximum. Energy Cans provide between 5 and 30 energy (base) and increase your booster cooldown by two hours. Feathery Hotel Coupons provide a refill to your energy bar and increase your booster cooldown by six hours. Mc Smoogle Corp(MSC) provides 100 energy for every stock block you own up to 1000 energy. You can collect this every 7 days. Inactivity refills are free refills that are earned for every week of inactivity from Torn, as an incentive for players to return to the game. The maximum amount of inactive refills one can obtain is 100, down from 250[1] and 1000[2] in the past. A maximum of 100 special energy refills can be used per week. Many Company specials allow players to exchange Job Points for energy. Players are limited to exchanging 100 JP per day on energy-granting specials. This daily limit is reset at 00:00 TCT every day. The 1* Furniture Store special \"Coffee Break\" gives +3 Energy for 1 job point. The 1* Pub special \"Pub Lunch\" gives +3 Energy for 1 job point. The 1* Restaurant special \"Free Meals\" gives +3 Energy for 1 job point. The 7* Candle Shop special \"Reinvigorating Therapy\" gives +5 Energy for 1 job point. The 10* Game Shop special \"Overpowered\" gives +5 Energy, +1 nerve, and +50 happiness for 1 job point. The 10* Farm special \"Early Riser\" gives +7 Energy for 1 job point. The 10* Television Network special Press Pass has a chance of granting 300 energy for 25 job points. Unlike other energy-granting specials, this one is not limited to 100 JP per day. See the Press Pass page for additional details. Each quarterly newsletter sent to the email address registered with your account contains a one-time use link that can be redeemed for 250 energy. Clicking the T of the TORN logo during the Torn Anniversary event provides the user with 50 energy. This action has a cooldown of 15 minutes between uses and 10 total uses. Green Easter Egg gives 500 energy when eaten and adds 6 hours of booster cooldown. When exchanging your treats obtained from Trick or Treat event and when you have Tier III upgrade named \"Dark Power\", you'll receive +5 energy for every treat exchanged. The Revitalize Bonus with advanced weapons can proc by the percentage of revitalize that the weapon has. A 19% revitalize will proc more frequently than a 12% revitalize for instance. (Proc = programmed random occurrence). There are several books that can change the amount of energy you can receive while using the book, dependent on how they are used. The books are: Book: Higher Daddy Higher, Book: Self Control is for Losers, Book: Fuelling Your Way to Failure, Book: Ugly Energy, Book: Memories and Mammaries. The maximum energy one can have at any moment is 1,000. Using Energy

There are numerous ways in which to spend your energy at various cost-levels: You can train your Battle Stats in the Gym. Depending on the gym, each individual train may use between 5 - 50 energy. You can Attack another player at a cost of 25 energy. You can Revive a player in Hospital at a cost of 25 - 75 energy, dependent on your faction's Fortitude upgrade branch. You can search the Dump at a cost of 5 energy. You can pray in the Church at a cost of 5 energy. You can increase your Happiness by playing on a games console at a cost of 5 energy. Losing Energy

There are also multiple mechanics that may cause a loss of energy, if you currently have any: Overdosing on certain drugs will cause your energy bar to be completely emptied. Using the drug \"Shrooms\" will cost up to 25 energy, if you currently have that in your energy bar. Opening a parcel that contains a Horse's Head will empty your energy bar. Being hit by radiation poisoning from a Dirty Bomb will empty your energy bar.

Related Awards Patch History Released prior to Patch list #1

Patch list #262 : 25/10/22 Added upper cap of 100 special refills so no more can be received above this via inactivity going forwards. Added use limit of 100 special energy refills per week to mitigate unfair advantage during timed events. Patch list #167 : 10/11/20 Changed inactive free refills maximum credit quantity from 250 to 100. Patch list #146 : 16/06/20 Changed energy/nerve/happy/life bars timer logic

in the sidebar to use absolute times. Patch list #139 : 28/04/20 Changed Energy Refills via Faction to require all Special Refills to be used first (to dissuade hoarding). Patch list #1 : 20/06/17 Inactive refills credited at once cap reduced from 1,000 (previously unreachable) to 250 Inactive refill crediting added to activity log References ↑ Chedburn, Patch list #167 (10/11/20) ↑ Chedburn, Patch list #1 (20/06/17)"

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Refilling your Nerve bar 4 References Nerve Nerve is a crucial attribute for many activities in the game, especially committing Crimes. It recovers at a rate of 1 nerve every 5 minutes until it reaches the maximum capacity of your nerve bar. You can also boost your nerve recovery by using Drugs, drinking Alcohol, spending 30 Points for a refill, getting the Herbal Releaf Co. Stock benefit, exchanging treats with 'Cold Sweat' basket upgrade during Trick or Treat event, or spending job points on nerve. Your natural maximum nerve grows along with your crime experience. You can further expand your nerve bar by up to 65 with all the bonuses: merit upgrades, company specials and faction specials. However, only your natural nerve bar reflects your crime experience. Nerve is a resource that is needed for committing Crimes, which are illegal activities that can earn money, items, or other benefits. The difficulty and reward of Crimes vary depending on the amount of nerve required. The natural nerve bar (NNB) is determined by the crime experience of the player, which reflects their ability to perform harder Crimes. Nerve can also be used for Busting, which is the action of freeing oneself or another player from Jail. Jail is a place where players are sent after failing a Crime or being arrested by another player. Busting oneself costs half of the total nerve bar, while Busting another player costs five nerve. The success rate of Busting depends on the level, bust skill, and other factors of the player. You can reduce the cost of nerve of busting yourself out of Jail by having completed education LAW2990. Busting skill can be increased by up to 50% with the use of Bust skill upgrades on the Criminality branch of faction specials. Nerve is not consumed by participating in Faction Organized Crimes, which are large-scale criminal operations that require coordination and planning among faction members. Organized Crimes can yield high rewards, but also carry high risks and require high crime experience and natural nerve bar. When a player has more Nerve than their maximum, Nerve will neither reset to the player's maximum like Happy does, nor will it increment on the 5 minute mark. There is an internal cap in the system for current nerve of 32,767 -- that is, even if a player uses drugs or alcohol, any nerve gained beyond 32,767 will be discarded. [1]. Increasing Your Maximum Nerve Bar The main way to increase your nerve bar is through doing Crimes; this both increases your crime experience and at certain milestones of CE also increases your nerve bar size by increments of 5. These points are often referred to as your \"natural nerve bar\". Spending Merits on your nerve bar allows you to increase your maximum nerve bar by up to 10 extra points. Joining a Faction with the Nerve Faction upgrades in the Criminality branch. Nerve increases your nerve bar by 1 per Nerve upgrade (up to a maximum of 40). Many Job and Company specials can provide bonuses to your nerve: The 5* Amusement Park special \"Unflinching\" gives user +10 maximum nerve. The 5* Meat Warehouse special \"Carnage\" gives user +10 maximum nerve. The 10* Pub special \"Buzzed\" gives user +15 maximum nerve. Nerve bar size and crime experience are also increased by busting others out of jail. It is unclear exactly how busting higher levels or longer jail times affects that. There is no limit to one's maximum natural nerve, although each increment will be harder to achieve (125 was the limit in the old system with 60 Natural Nerve Bar + 10 Merit upgrades + 40 Faction special + 15 from 10* Pub Special). However there is a realistic cap that is currently unknown.[2] Your nerve bar will update upon visiting the crimes page. Refilling your Nerve bar Many Job and Company specials can provide bonuses to your nerve: The Law Job special at the first rank gives \"+3 to current nerve\" for 5

job points. The 1* Amusement Park special \"Dauntless\", which gives +2 to current nerve for 1 job point. The 5* Candle Shop special \"Calming Therapy\" gives user +2 to current nerve for 1 job point. The 1* Firework Stand special \"Audaciousness\", gives user +2 to current nerve for 1 job point. The 10* Game Shop special \"Overpowered\", gives user 1 nerve, 5 energy, 50 happiness for 1 job point (there is a limit of 100 job point use for this special per day, as there is energy to be gained). The 1* Meat Warehouse special \"Blood Thirst\", gives user +2 to current nerve for 1 job point. The 5* Pub special \"Liquid Courage\", Refills users nerve bar for 25 job points. For 30 Points you can refill your nerve bar in Points Building. You can access this by clicking [Use] next to Points on the sidebar. As with the energy refill, you can only refill your nerve bar once a day. Alcohol bottles can be bought from shops or other players to replenish your nerve bar, these count towards your booster cooldown. The Cannabis drug provides 8-12 nerve when used. This amount is tripled during the 420 day event. The LSD drug provides 5 nerve when used. Herbal Releaf Co. (CBD) provides 50 nerve for every stock block you own. You can collect this every 7 days. During the Trick or Treat event, players who have the 'Cold Sweat' basket upgrade will get +1 nerve for every treat exchanged. See also: Crime References ↑ Bogie, Q&A Forums (25/07/19) ↑ Chedburn, CRIMES 2.0 - MORE ANSWERS! (16/09/23)\"

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although the precise extent of its influence in most areas remains uncertain. Your current happy status is represented by the yellow bar in your Information sidebar panel with timer next to it showing time until next happy increase. A player with maximum base happiness of 5025, with a timer indicating 14 minutes and 57 seconds until the next increment of happiness by 5. It's possible to surpass your maximum base happiness, but remember, that your happy resets every fifteen minutes on the hour at xx:15, xx:30, xx:45, and xx:00. A player with happiness temporarily above maximum, with a timer indicating 9 minutes and 4 seconds until happiness resets back to maximum. Always check the time before undertaking actions that increase happiness beyond its maximum. Temporary maximum happiness one can achieve is 99999. Reaching this for the first time will also reward player with the award. Contents 1 Using Happy 2 Increasing Base Happy 3 Obtaining Happy 4 Losing Happy 5 Candies 6 Company Specials 7 Drugs 8 Related Books 9 Special Events 10 Related Awards 11 Patch History 12 References Using Happy Happy plays a role in all aspects of the game. However, it's primarily used or maintained for improved gym gains. Happy significantly impacts gym gains, especially when your stats are at a lower level. In Crimes 1.0, happiness increased success rates, but the effect wouldn't have been that noticeable. Within Crimes 2.0, happiness increases crime skill and experience gains, not success rates. The exact amount that happiness improves gains has not been revealed. Source: Increasing Base Happy All players start with a base happy 100. Purchasing or renting Property from Estate Agents and hiring staff increases your base max happiness. Property Happy (with staff) Shack 100 Trailer 165 Apartment 188 Semi-Detached House 275 Detached House 500 Beach House 650 Chalet 725 Villa 800 Penthouse 1,150 Mansion 1,725 Ranch 1,925 Palace 2,550 Castle 3,475 Private Island 5,025 Obtaining Happy Your happy bar will replenish at a rate 5 happy every 15 minutes(or 480 happy in 24 hours) until it's base maximum. Various additional items exist that can assist in restoring or temporarily exceeding the base maximum level of happiness. Item Details Box of Tissues 5 to 20 happy up to 20% of max happy Erotic DVD 2500; or 5000 when working at 10* Adult Novelties Yellow Easter Egg 10000 happy, adds 6 hour booster cooldown; untradeable item found during Easter Egg Hunt event. Feathery Hotel Coupon 500 happy, adds 6 hour booster cooldown Ecstasy Doubles Happy, adds 200 to 231 minutes of drug cooldown. Rehab Travelling to Switzerland and rehabbing at cost of \$250,000, but you need to be under drug addiction EVL stock block You can collect 1000 happy every 7 days for every EVL block you own Strippogram Voucher Increases a target's happiness by

2,500. Poison Mistletoe Decreases a target's happiness by 25%, increasing your happiness by the same amount. Game Console Converts 1, 3 or 5 energy into happiness. Companies like Game Shop or Toy Shop special doubles happy gains from Game Console. Television Converts 1, 3 or 5 energy into happiness. CD Player Converts 1, 3 or 5 energy into happiness. MP3 Player Converts 1, 3 or 5 energy into happiness. Pink Mac-10 with Emasculate When used on finishing hit you gain 15%/16% of your base max happy. Torn Anniversary Clicking the R of the TORN logo during the Torn Anniversary event provides the user with 500 happy. This action has a cooldown of 15 minutes between uses and 10 total uses. Exchanging your treats When exchanging your treats obtained from Trick or Treat event and when you have a Tier III upgrade named \"Save Your Tears\", you'll receive +500 happiness for every treat exchanged. Various companies See below. Various candies Between 25 to 250 happy. See below. Various drugs Between 50 to 500. See below Standard Properties Increase max base happiness from 100 to 5025, while hiring staff in those properties. Losing Happy With each battle stat train in a gym, you will lose some happy. The amount of happy loss is 40-60% of the energy used per train. Happy loss can be reduced by 50% with 3* Fitness Center passive Goal Oriented. Log example: You used 400 energy and 210 happiness training your dexterity. There are also multiple mechanics that may cause a loss of happy. Overdosing on drugs like Ecstasy, Ketamine, PCP, Shrooms, Speed, Xanax will cause your happy bar to be completely emptied. Overdosing on Vicodin you lose 150 happiness and overdosing on LSD you lose 50% happiness. Opening a Parcel that contains a Horse's Head will empty your happy bar. 3* Oil Rig special Embargo can be used to halve target's happiness. Stink Bomb decreases occupant's happiness by 20% if successfully used on their property. Dog Poop decreases occupant's happiness by 20% if successfully used on their property. Toilet Paper decreases occupant's happiness by 20% if successfully used on their property. Poison Mistletoe decreases a target's happiness by 25%, increasing your happiness by the same amount. When Christmas Cracker is used on a target, provides gifts to one, and a 5% happiness decrease to the other. When Dirty Bomb is dropped on a faction, then it's member's happiness is set to 0(along with nerve and energy). Equipped Hazmat Suit will mitigate these effects. If a property's fees build up too much, then after a certain threshold of unpaid fees, the maximum happiness that the property provides will gradually decrease - all the way to 0 over a long period of time. - For example: having over 50 million of unpaid fees while living in Private Island will cause 1% drop of maximum happy. At 250 million of unpaid fees your happy will be 0. [1] Candies Consuming Candies will provide various amount happy and give 30 minutes of Booster Cooldown. Happy gain from Candies is improved during World Diabetes Day, using the Book : Yes Please Diabetes and via Faction Voracity Special Candy effect. All these can be combined for 9 x happy increase when eating candy. Image Name Happy gain Bag of Bon Bons 25 Bag of Chocolate Kisses 25 Box of Bon Bons 25 Box of Extra Strong Mints 25 Box of Sweet Hearts 25 Lollipop 25 Box of Chocolate Bars 25 Big Box of Chocolate Bars 35 Bag of Candy Kisses 50 Chocolate Egg 50 Bag of Bloody Eyeballs 75 Bag of Tootsie Rolls 75 Bag of Chocolate Truffles 100 Bag of Reindeer Droppings 100 Bag of Humbugs 150 Bag of Sherbet 150 Jawbreaker 150 Pixie Sticks 150 Birthday Cupcake 250 Company Specials Following company specials provide happiness in various amounts if job points are exchanged. Company Happy Amount Special Job Points 10* Sweet Shop 4,500 happiness Voracious 30 5* Sweet Shop 1,000 happiness Gluttony 10 3* Amusement Park 250 happiness for target Free Ride 10 1* Candle Shop 50 happiness Warming Therapy 1 1* Farm 50 happiness Fullfillment 1 1* Music Store 50 happiness Ambience 1 3* Property Broker 50 happiness Job Satisfaction 1 1* Sweet Shop 50 happiness Sweet Tooth 1 1* Toy Shop 50 happiness Memory Lane 1 1* Zoo 50 happiness Fullfillment 1 10* Game Shop 50 happiness(along with 1 nerve and 5 energy) Overpowered 1 1* Gents Strip Club 50 happiness Happy Ending 1 1* Ladies Strip Club 50 happiness Hot Flush 1 3* Fitness Center 50% reduction of happiness loss in gym Goal Oriented passive 5* Toy Shop 100% console happiness Gamer passive 5* Game Shop 100% console happiness Gamer passive Drugs Drug Happy gain Ecstasy Doubles happiness Xanax +250 happiness LSD +200 to +500 happiness PCP +250 Happiness Shrooms +500 happy Vicodin +75 happy Speed +50 happy Related Books Book Effect Book

: Yes Please Diabetes Doubles candy effects for 31 days. Book : Ignorance Is Bliss Happiness can regenerate above maximum for 31 days Special Events Date Name Effect November 13th - 15th World Diabetes Day 3x happy gain from eating candy World Diabetes Day offers 3x gains from eating candy, and when paired with the \"Yes Please Diabetes\" book for 2x gains, along with Faction Voracity Candy effects at 50% bonus, you have the opportunity to potentially increase your happiness gain from candy by 9 times. Lollipop at 25 base happy gives 225 happy. Related Awards Honor Bar Image Name Requirements Ecstatic Achieve the maximum of 99,999 happiness Patch History Released prior to Patch list #1 Happiness changes: 01/09/15 You can now achieve a maximum happiness of 99,999. Before, the imposed limit was 32,767 for technical reasons. Happiness now has more of an effect on gym gains, so it'll become noticeable when you upgrade your property or overdose. This should be very noticeable in the 0 - 5000 happiness range, and less noticeable with more and more happiness. Any perks or bonuses you have that increase stat gains, will also increase this new effect. Medical 2.0: 25/02/15 Happiness now shows duration until expiry when over full. References ↑ bug report"

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Classes 5 Racing Skill 6 Track List 7 Naming a Car 8 Honors 9 Miscellaneous Notes 10 Ultimate Racing Tournament 11 Historical Notes 12 References Information The Race Track (previously known as the Torn City Raceway) is accessible via the 'Red-Light' area of the City. It was added on 1 March 2007. [1] A Car and a Racing License are required before players can use the Race Track. The Racing License can be purchased at the Points Building for 50 points. Official Races There is no fee to take part in official races. Players will automatically be paired with five other racers in the same racing class. Official races will take 1 hour to be prepared, and will finish once all participants have crossed the finish line. After leaving an official race, there is a 15 minute penalty time before you can join another official race. Custom Races Players can create custom racing event. While no racing points are earned in custom events, players will earn driver skill. Unlike official races there is no waiting period to join or create a new custom race after leaving one. An entry fee can be added, with winnings going to the top three finishers. The following options need to be selected to start a custom race: Race name. Drivers required. (Max 6) Maximum drivers. (Max 100) Track. Number of Laps. (Max 100) Cars Allowed. Restrict entries to a certain class, or a single car. Upgrades Allowed. Choose to allow upgrades, or stock cars only. Bet Amount (Max \$10,000,000). Choose to bet on the race with the winnings going to the top 3 finishers. Wait time in minutes before the race starts (Max 2880) Password (optional). Notes: A custom race with only one player will time out and be deleted one hour after the wait time ends. If a player leaves a custom race or the race times out after paying a bet, the bet will be refunded in the form of a cashiers check at the bank. Classes Players start in Class E, and will advance through classes by earning Racing Points from placing top three in official races. 3 Racing Points for finishing in 1st place. 2 Racing Points for finishing in 2nd place. 1 Racing Point for finishing in 3rd place. Upgrading your Racing Class Class Requirements Class E 0 Racing Points earned Class D 25 Racing Points earned Class C 100 Racing Points earned Class B 250 Racing Points earned Class A 475 Racing Points earned If a player spends or loses points in a crash, the points will still count towards ranking up. Racing Points obtained through Company specials do not count towards ranking up a class; only points earned from Racing count. Racing Skill Racing skill is gained every race, whether official or custom. Owning the Torn City Motors Stock benefit block passively gives a 10% boost to racing skill. Longer track length and a better race end position give higher racing skill gains. Car type and race time has no effect on racing skill gains. Official races will give more racing skill compared to custom races of similar length to compensate for the longer wait times before the race starts. Racing Skill is capped at 100 Track List

There are a total of 16 tracks. Some tracks will not be accessible until you reach a certain class. Track List Name Image Length Uptown 2.25mi Withdrawal 3.4mi Underdog 1.73mi Parkland 3.43mi Docks 3.81mi Commerce 1.09mi Two Islands 2.71mi Industrial 1.35mi Vector 1.16mi Mudpit 1.06mi Hammerhead 1.16mi Sewage 1.5mi Meltdown 1.2mi Speedway 0.9mi Stone Park 2.08mi Convict 1.64mi Naming a Car

Players can give enlisted cars a unique name to make them more easily identifiable. This can be done by selecting the small pencil icon next to each enlisted car, typing the desired name into the edit box, and clicking on \"save\". Honors There are six honor bars that can be achieved by participating in Racing. - Reach Class A - 250 wins in the same car - Achieve a driver skill of 10 - Crash during a race - Win 100 races - Earn 2,500 Racing Points Miscellaneous Notes Players cannot travel while currently in a race. Players can only take part in one race at a time. Being hospitalized during a race will not influence the outcome. Cars can be bought from The Docks in the City, or from other players in the Item Market or Bazaars. Cars can also be obtained by performing the Grand Theft Auto crimes on the Crimes 1.0 system if you have not migrated to Crimes 2.0. After a race is finished, it can be replayed in the race log (linked in the completion event) to watch a replay. This can be sped up by x2, x4, x8, x10, x20, x40, x80, and x100. Players cannot enlist a car that is in a class higher than their class rating, but can use cars below their current class. Upgrades cannot be removed after they have been purchased and fitted. Upgrades can only be removed by purchasing a replacement upgrade (i.e. Adjustable Spoiler/Fixed Spoiler). Removing a car from enlistment will remove all upgrades from it and return the stock vehicle to the inventory. Wrecking a car also has the chance to remove fitted upgrades. Ultimate Racing Tournament Twice a year, the Ultimate Racing Tournament (URT) is held to test players' racing skill and luck, with the winner receiving a Bugatti Veyron and Gold Racing Trophy. Historical Notes Racing was originally limited to two tracks. The \"Drag\" course was for one-on-one races that lasted 15 minutes. The \"Round Track\" course was for challenging four other racers and lasted 5 minutes. [2] Races could not be watched- winners were decided based on car stats and luck. Participants would receive an event announcing the race's winner. A sample event: Player lost to you in a drag race by a few seconds. You have won the pot of \$20,000. Only four races could happen on either track at a time. Released prior to Patch list #1 Patch list #184 : 16/03/21 Added value of enlisted cars within the racing system to networth statistics. Patch list #182 : 02/03/21 Changed racing and hunting to always show two decimal places for consistency (excluding personal stats). Patch list #181 : 23/02/21 Changed custom racing bets to pay out as bank checks rather than direct to wallet. Patch list #175 : 12/01/21 Added gold flare to races created by official URT stewards. Patch list #152 : 28/07/20 Changed opacity of race status panel that appears over the map to make the text clearer. Patch list #149 : 07/07/20 Added race start time column to the custom races list on Racing. Patch list #144 : 02/06/20 Removed car selection confirmation when join official race. Patch list #133 : 17/03/20 Changed racing car list order to the sum of all combined stats descending. Changed official racing car selection to show track name at the top. Changed official races to select the car at the top of the list automatically by default in the background. Patch list #118 : 19/11/19 Added new racing category with 4 stats into personal stats. Patch list #116 : 05/11/19 Changed custom race creation queries for better security. Patch list #109 : 03/09/2019 Changed racing time formatting in events, statistics and in-race lists. Patch list #101 : 09/07/19 Changed racing car removal confirmation font color to red in an attempt to stop people deleting their own cars. Patch list #93 : 14/05/19 Added the ability to remove cars from the racing system that have had racing points spent on them. Patch list #89 : 09/04/19 Added 'new personal best lap' notification to racing result events. Patch list #88 : 02/04/19 Rebuilt class banners in the \"Torn City Raceway\" page. Patch list #82 : 19/02/19 Changed \"Start a custom race\" button to appear at the top of the page. Patch list #78 : 22/01/19 Added spectator mode for custom races. Increased maximum wait time for custom races. Patch list #55 : 07/08/18 Changed password fields in RR and racing to simple text. Patch list #49 : 26/06/18 Added race replay on racing log page. Patch list #47 : 12/06/18 Added racing log page (linked from event).

Changed enlisted cars order in racing to Class descending. Patch list #41 : 17/04/18 Added list of racing upgrades lost in events received after crashing. Patch list #19 : 10/11/17 Changed racing cars 'top speed' formula for car comparability. Patch list #17 : 24/10/17 Updated race statistics to show only unique users in global records. References ↑ Wollongong, Racing at the Torncity Racetrack (02/03/07) ↑ Wollongong, Racing at the Torncity Racetrack (02/03/07) City West Side Education · Your Gym · Travel agency North Side Auction House · Church · Item Market · Points Building · Points Market Red-Light Casino · Dump · Loan Shark · Missions · Raceway Residential Your Property City Center Chronicle Archives · City Hall · Community Center · Hospital · Jail · Museum · Player Committee · Staff · Visitor Center Financial Bank · Donator House · Messaging Inc · Stock Market East Side Big Al's Gun Shop · Bits 'n' Bobs · Cyber Force · Docks · Estate Agents · Jewelry Store · Nikeh Sports · Pawn Shop · Pharmacy · Post Office · Print Store · Recycling Center · Super Store · Sweet Shop · TC Clothing · Token Shop"

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Rules can be reported to staff by making a Player Report. On each player's profile page, there is a triangular icon with an exclamation point for reporting that player. Clicking on that icon takes you to the player report page, which has a form that allows you to make the report. Players must be at least 24 hours old to make a report. If a player under this age wishes to make a report they can contact a member of the staff team. There are 16 categories for reports, handled by moderators, officers and admins. Moderators can deal with the following reports: Spamming: Spamming is posting multiple messages, multiple events, multiple faction applications, etc... Profile Violation: This is for reporting users who have content in their profile against the game's rules. Newspaper: Any game violation that is found posted by a user in the newspaper, this can also include offensive content placed in bounty reasons. Forum Violation: This is for reporting users who have violated the forum conduct rules. Chat Violation: This is for reporting users who have violated the social guidelines on the chat system, however moderators can only access public chat logs, these reports are referred to officers if it involves private conversation. Officers can deal with the following reports, as well as all reports moderators are able to handle: Multiple Accounts: If you suspect a user is using more than one account. Account Sharing: More than one person using a single account. Hacking: Hacking is taking control of another user's account. Discrimination: Select this if you have been subjected to undue harassment or discrimination covered in the game rules. Harassment: This is for reporting users who have violated the Social Guidelines on harassment. Middleman/Same IP: Users who use a middleman to transfer cash to bypass the same IP block. Bug abuse: Abusing a bug for gain, validation of this however is confirmed with admins. The final categories of reports are dealt with only by admins, and not by any other staff: Staff violation: Use this category to report any violations of current Torn City staff Ban Dispute: If you have been banned for a reason and want to appeal it. Warning Dispute: If you have been warned for a reason and want to appeal it. To appeal a ban that you have received, file a player report on yourself. Player reports are not to be used for reporting game bugs, the in game bugs and issues forum board is for this. Misuse of this reporting system can result in jail time for the reporter. Bug Reports If you notice any bugs within the game then you are to report them on the Bugs & Issues forum. There are different levels of bugs which are changed by staff when needed, you may be required to give additional information in your initial report. Confirmed - This bug has been confirmed by a staff member and assigned to an admin/developer to be resolved. Info Required - This is when the report that you've sent in requires a little more information from you before staff can process the report further. Unconfirmed - This bug has probably not been seen by a staff member. NOTE: Please do not bump unconfirmed reports, this may lead to a ban as a staff member will respond to all reports in

due time. Fixed - When a reported bug has been fixed Closed - If a report isn't an actual bug. When your report is marked as confirmed it is often assigned to an admin or a developer to check further logs or fix the issue that's reported. Mail Reports To report an in-game mail you just hit the report link on the message. If you have received an offensive message that is marked as anonymous remember to still report it as staff are able to view who has sent the message, please be aware that a response is not issued by staff upon this report being resolved. Chat Reports To report offensive private chats simply hit the triangular report button in the bottom right of the chat box, this will send staff a copy of the recent conversation up to the time of the report, as with mail reports please be aware that a response is not issued by staff upon this report being resolved. Forum Reports To report offensive forum content you can hit the report button on the relevant forum post, you can add a reason for why you are reporting this for further clarity. Forum reports that are currently reported have the report button highlighted in red, these reports also do not have direct responses from staff, but they may post in the thread or edit the offending post to show players it has been resolved, or to explain why it is not an offence if there is confusion. See Also Player Policies Staff"

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variety of stocks, for investing in benefit blocks or speculative trading. Contents  
1 Stock Trading 1.1 Getting Started 1.2 Buying and Selling 1.3 Stock Prices 2 Stock  
Benefits 2.1 Summary Table 2.2 Additional Benefits Description 3 Patch History 4  
References Stock Trading Getting Started In order to use the stock market you must  
first own a Stock Ticker. This can be purchased for 50 Points from the Points  
Building. The stock market can be accessed via the URL: If you own any shares in  
any stock, you will also have the stock market icon displayed in your Information  
panel, with a direct link to the stock market. Buying and Selling To buy or sell  
shares in a particular stock, click on the cell in the \"Owned\" column. This will  
open up a panel where you can buy and sell shares, as well as a table of data  
regarding your current purchases. There are no limits to how many shares you can  
purchase, sell or own at any one time. Buying and selling shares is an  
instantaneous process, although if you attempt to do so while prices are updating  
it may take a few (~10) seconds before asking you to confirm the order again with  
the new share price. Buying doesn't come with any tax. Selling shares comes with a  
fee of 0.1% of the total value you sell. For example, if you sell $1,000,000 in  
total value, a fee of $1,000 is taken. This fee was waived between 06/04/21 and  
20/04/21. You can sell individual purchases via the link in the purchase history  
table, alternatively you can also input the number of shares to sell in the input  
field above this table. Purchases can be merged into a single \"position\"; doing  
this will average all of the data, including \"Bought price\", \"Bought  
date\", \"Profit\" and \"Change\". Stocks cannot be bought or sold while in  
hospital, jail or traveling. Stocks cannot be traded directly between players.  
Since shares are bought and sold instantaneously, there is no longer a requirement  
for P2P trading. All stocks will be bought and sold via the stock market. The  
profits, losses, and fees paid are included in the personal stats under  
'investments' heading. 'Profits/losses received' are not inclusive of 'fees paid'.  
This information is not visible to others. Stock Prices Regarding the prices of the  
stocks, Chedburn made the following comments.[1] Price movements are now every  
minute (instead of every 15 minutes) and are based on real-world stocks in the same  
industries as Torn's; we won't be able to provide any more information than this.  
Stock prices are expected to increase by an average of 10% per year; however, there  
are no guarantees. Some stocks can be incredibly volatile, doubling within a month  
or crashing significantly. Stock Benefits Stock Benefits come in two  
types: \"Passive\" or \"Active\". Passive benefits require owning the correct  
number of shares for 7 days before the benefit activates. Active benefits pay out
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dividends every 7 or 31 days. It is possible to own multiple \"increments\" of each Active benefit stock. Every successive increment costs double that of the previous increment. For example, a benefit block of FHG costs 2,000,000 shares - paying out 1 FHC every 7 days. This means the second increment costs 4,000,000 shares (for a total of 6,000,000) - paying out a second FHC every 7 days, and the third increment costs 8,000,000 shares (for a total of 14,000,000) - paying out a third FHC every 7 days. If you currently have time progression toward an Active benefit dividend, purchasing additional increments will not reset this progression. Instead, progression will continue for the previous amount owned until the dividend is ready, and after this time progression will begin toward multiple increments. For example: You have 1 increment of FHG and have owned it for 3 days. You then purchase 2 more increments. After 4 days, you will receive 1 FHC. At this point progression begins again and after 7 days you will receive 3 FHCs. Active benefits cannot be stored and must be claimed before any time progression can be made toward another. This means that if you are currently receiving 1 FHC per week, you cannot go inactive for 2 weeks and collect 2 FHC. Progression toward a benefit works on a daily cron at midnight, meaning there is a 24 hours window in which to collect dividends before any time progression toward the next dividend is lost. Since Energy is capped at 1,000 and Happiness is capped at 99,999, collecting a dividend that would result in going beyond these limits will waste this dividend. Thus purchasing more than 10 MCS increments will waste energy every 7 days. Once a dividend is available to collect you will receive the following event: \"A stock dividend from X is now available for withdrawal from the Stock Exchange.\"

Summary Table

Stock Name	Acronym	Shares	Type	Frequency	Benefit	Alcoholics
Synonymous ASS	1,000,000	Active	7 days	1x Six Pack of Alcohol	Big Al's Gun Shop	BAG
3,000,000	Active	7 days	1x Ammunition Pack	Crude & Co CNC	7,500,000	Active 31 days
\$80,000,000	Eaglewood Mercenary	EWM	1,000,000	Active	7 days	1x Box of Grenades
Empty Lunchbox	Traders	ELT	5,000,000	Passive	--	10% Home Upgrade Discount
Evil Ducks Candy Corp	EVL	100,000	Active	7 days	1000 Happy Feathery	Hotels Group
2,000,000	Active	7 days	1x Feathery Hotel Coupon	Grain	GRN	500,000
\$4,000,000	Herbal Releaf Co.	CBD	350,000	Active	7 Days	50 Nerve Home Retail Group
HRG	10,000,000	Active	31 days	1x Random Property	I Industries Ltd.	IIL
1,000,000	Passive	--	50% (Virus) Coding Time Reduction	Insured On Us	IOU	3,000,000
Active 31 days	\$12,000,000	International School	TC	IST	100,000	Passive -- Free Education
Courses	Legal Authorities Group	LAG	750,000	Active	7 days	1x Lawyer Business Card
Lo Squalo Waste Management	LOS	7,500,000	Passive	--	25% Boost to mission credits	and money earned
Lucky Shots Casino	LSC	500,000	Active	7 days	1x Lottery Voucher	Mc Smoogle Corp
MCS	350,000	Active	7 days	100 Energy Messaging Inc.	MSG	300,000
Passive -- Free Classified Advertising	Munster Beverage Corp.	MUN	5,000,000	Active	7 days	1x Six Pack of Energy Drink
Performance Ribaldry Network	PRN	1,000,000	Active	7 days	1x Erotic DVD	PointLess
PTS	10,000,000	Active	7 days	100 Points	Symbiotic Ltd.	SYM
500,000	Active	7 days	1x Drug Pack	Syscore MFG	SYS	3,000,000
Passive -- Advanced Firewall	TC Media Productions	TCP	1,000,000	Passive	--	Company Sales Boost
TC Music Industries	TMI	6,000,000	Active	31 days	\$25,000,000	Tell Group Plc.
TGP	2,500,000	Passive	--	Company Advertising Boost	The Torn City Times	TCT
100,000	Active	31 days	\$1,000,000	Torn & Shanghai Banking	TSB	3,000,000
Active 31 Days	\$50,000,000	Torn City Clothing	TCC	7,500,000	Active	31 days
1x Clothing Cache	Torn City Health Service	THS	150,000	Active	7 days	1x Box of Medical Supplies
Torn City Investments	TCI	1,500,000	Passive	--	10% Bank Interest Bonus	Torn City Motors
TCM	1,000,000	Passive	--	10% Racing Skill Boost	West Side University	WSU
1,000,000	Passive	--	10% Education Course Time Reduction	Wind Lines Travel	WLT	9,000,000
Passive -- Private Jet Access	Yazoo	YAZ	1,000,000	Passive	--	Free Banner Advertising

Additional Benefits Description

Syscore MFG (SYS) - Advance Firewall - provides protection to player and player's company against: Intricate Hack - Software Corporation Hack a company's bank account for up to 3% total cash Proxy Hacking - Software Corporation/Cyber Cafe Cancelling a targets virus programming IP Tracing - Cyber Cafe View lister of anonymous bounties Home Retail Group (HRG) - Random property - Each property between Trailer and Private Island has an equal chance (1/13) of being given. Insured on Us (IOU) - Possible chance to be involved

in a class action lawsuit (Receive cash) when somebody in the Law city job uses the Paralegal special. Patch History Released in Patch list #187 Patch list #259 : 04/10/22 Changed Mc Smoogle dividend increments to cap out at 10 (1,000 energy) Patch list #199 : 06/07/21 Released new stock Munster Beverage Corp. which provides Six Packs of Energy Drink. Fixed Monopoly requirements to be based on the current number of live stocks instead of simply 30. Patch list #198 : 29/06/21 Released new stock Alcoholics Synonymous which provides Six Packs of Alcohol Patch list #197 : 22/06/2021 Changed Stock Market sells to remove shares from the newest transaction rather than the oldest Patch list #190 : 27/04/21 Added red warnings to the Stock Market when selling shares that will interrupt a benefit or dividend cycle. Added ability to share Stock Market graphs by copying page URLs. Patch list #189 : 20/04/21 Added persistent column sorting on the Stock Market by tapping / clicking the headers Added gold variant of the Stock Market user icon to indicate collectable dividends Added 0.1% fee to Stock Market sales after the two week free period Added personal stat to record 'Stock fees paid' Added stock market price change headlines to the News Ticker Patch list #188 : 13/04/21 [API] Released 'user' -> 'stocks' and 'torn' -> 'stocks' selections for the new stock market Patch list #187 : 06/04/21 Released Stocks 3.0 References ↑ Chedburn, Stocks 3.0 (06/04/21). City West Side Education · Your Gym · Travel agency North Side Auction House · Church · Item Market · Points Building · Points Market Red-Light Casino · Dump · Loan Shark · Missions · Raceway Residential Your Property City Center Chronicle Archives · City Hall · Community Center · Hospital · Jail · Museum · Player Committee · Staff · Visitor Center Financial Bank · Donator House · Messaging Inc · Stock Market East Side Big Al's Gun Shop · Bits 'n' Bobs · Cyber Force · Docks · Estate Agents · Jewelry Store · Nikeh Sports · Pawn Shop · Pharmacy · Post Office · Print Store · Recycling Center · Super Store · Sweet Shop · TC Clothing · Token Shop"

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and controlled by Factions. While territories are owned by a faction they provide a  
small amount of daily respect in addition to any relevant Racket proceeds. Contents  
1 Claiming Territory 1.1 Cooldowns 2 The City Map 3 Territory Warfare 4 Control 5  
Trivia 6 Patch History 7 References Claiming Territory To claim a territory,  
Factions first must make their presence known in the outskirts of the city (sector  
7). From there, Factions can claim and assault adjacent blocks. When the assaulting  
faction has no territories to start with, it can start only one assault on any  
sector 7 block. If a sector 7 faction lost all its territories while participating  
in multiple wars simultaneously, the other wars (assaulting) can still be continued  
even when they were over the blocks deeper into the map (sector 6 or so). Cooldowns  
There are multiple cooldowns in place when it comes to claiming a territory, based  
on your faction's recent activity. If you abandon or lose (via war) your \"last\"  
or only territory, you must wait 72 hours before starting again and claiming a  
territory in Sector 7. If you lose a war on a particular territory, you may not  
initiate another assault on this territory until 72 hours have passed since your  
defeat. If you have warred a particular territory at all in the last 90 days, you  
are subject to an additional cooldown: you may not war this territory within 72  
hours of any other war on this territory -- even wars not involving your faction.  
The City Map The city map becomes a vital part of the territory update. If you  
click on the city, it will now show you the territories your faction owns as well  
as other nearby territories. Territories occupied by a faction are shaded with a  
random predetermined color, while unclaimed territories appear gray. If you want to  
see the entire territory map, there is a toggle switch below the map to enable  
this. To see further details on a territory, clicking on a territory brings up an  
interface with the following details: Name - The ID of the territory Sector - The  
zone the territory is in Size - Overall size of the territory. Density - What  
exists inside the territory. (e.g. buildings, empty) Slots - How many player slots
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the territory has for territory war. Daily respect - The amount of respect the territory generates per day if held by a faction. If the territory is currently being assaulted, the interface will also display basic war information, like how many people are participating and how close it is to victory. In your faction there is also a new tab called Territory you can click on, this will display a zoomed-in version of the map, with only your faction highlighted and some additional information at the side. Faction news regarding your territories should also be listed there. Territory Warfare When a territory is assaulted, a wall will appear, the size of which depends on the type of territory (between 5 and 30). This wall will automatically populate with the strongest available defenders from the defending faction. To knock people off of the wall, you must remove them by forcing them from the 'Okay' status (i.e. hospital or jail). If you are not initially on the wall when you knock someone off via combat, you automatically replace the opponent. If you are on the wall when you knock someone off via combat, you reserve the spot for your faction members for 60 seconds (the opposing faction can't jump back onto the spot). Anyone can see a faction's wall, but outside interference leaves emptied slots reserved to the victim faction for 60 seconds. If a spot is empty you can also join that at a cost of 5 energy. Every second a user spends on the wall provides a score of 1 for their faction - for the assaulting faction, this will go towards a goal of $50,000 \times \text{wall slots}$ (between 250,000 and 1,500,000), for defenders this will reduce the overall score back towards 0. If the score goal is not obtained by the assaulting team within 72 hours the territory assault will fail.[1] To forcibly end an assault, peace treaties can be used to settle the assault as a truce, this is done through a trade conducted between members of each faction with territory permissions. You must have at least 10 members to assault or claim territory, and room in your faction upgrades to do so. Multiple different territories can be under your assault. After losing or abandoning your final territory, a cooldown of 72 hours is imposed before claiming a new territory again. [2] Control Factions can control a certain amount of territories based on their faction upgrades (up to 17). While the territory is under a faction's control, they gain a small amount of daily respect, depending on the territory stats. If the territory is a Territory Racket, it also supplies a daily resource to the faction (with its daily respect). Rackets spawn at Level 1 and will occasionally level up or down between Level 1 and Level 5 (maximum). If a Racket de-levels below Level 1 it will despawn from the map. Main article: Racket Trivia Territory wars have a max duration of three days The fastest time you can claim victory on a territory is 14 hours. Patch History Released in Patch list #2 Patch list #183 : 09/03/21 Added clear red warning when a faction is about to abandon its final territory. Added 72 hour cooldown to claim or war territory again after abandoning or losing final one. Patch list #177 : 26/01/21 Added display of territory wall slot timer for the faction able to take it. Changed 'Full Territory View' on the City Map to default to off instead of on. Patch list #151 : 21/07/20 Added 5 energy usage for joining an empty slot on a territory wall. Patch list #143 : 26/05/20 Added Faction & Territory search tool to the City Map. Patch list #138 : 21/04/20 Changed contested territories so they will not split the territorial integrity of a faction. Patch list #137 : 14/04/20 Implemented new territory connections algorithm for better quality automated links. Patch list #135 : 31/03/20 Added visible territory connections when blocks are selected on the City Map. Patch list #131 : 03/03/20 Changed visibility of rackets on the city map to only show if the territory is also shown / loaded. Patch list #122 : 17/12/19 Added territory cooldown data to the territory tooltip on the City Map Patch list #121 : 10/12/19 Removed an old territory war cooldown (7 days) when claiming an available territory Patch list #119 : 26/11/19 Added system to prevent members from joining a territory wall if they joined the faction after the war started [API] Added raid and territory war information to 'faction' > 'basic' selection Patch list #111 : 17/09/19 Added exceptions to the bounty block for new players - if they are in a raid / on a territory war wall Patch list #110 : 10/09/19 Added territories count & link to see them on the map to faction profiles Changed full map mode to become enabled when attempting to use the territory tools on the city map Patch list #109 : 03/09/19

Released Territory Rackets Patch list #84 : 05/03/19 Changed territory wall removal to be upon receiving hospital time rather than defeat before selection option Patch list #78 : 22/01/19 Changed territory war cooldown system to prevent 'deadlocks' new system Patch list #71 : 27/11/18 [API] Added territorynews, chainnews and crimenews selections to faction category Patch list #48 : 19/06/18 Added territory war 'assaulting / defending' icon Patch list #39 : 03/04/18 Added ability to join territorial war from faction profile page Attacking respect & Chaining 2.0 released War attacks: Any war-related attack (such as removing a target during a territorial war) will yield a x2 bonus. Patch list #3 : 04/07/17 Added territorial war arrow animation to the wall Patch list #2 : 27/06/17 Released changes to territory warring system: No more energy cost simply for joining a wall. The two individual faction walls have been merged into a single one, fought over by both factions. All slots on the single wall are open to either faction involved. Successful attacks on opponents that are on the wall result in you replacing them. Removing opponents from the wall while you're on it will reserve that slot for your faction for 60 seconds. Outsider attacks result in a short slot cooldown of 60s, during which it can be reclaimed by faction. Territory wall view is now available to outside spectators again. The amount of available wall slots varies depending on territory size, between 5 and 30. Score requirement for winning depends on the number of slots (50,000 per slot). At the beginning of a war, the strongest available defenders will be auto-joined. Users on the wall now have their points gained during that session displayed. Users on the wall now have their icons displayed (on desktop). Slots now have a set order which doesn't change. Territories Beta - War mechanic changes 'tug of war' style Territories Beta - Challenge Conceding was disabled during the beta, due to an easy form of abuse, so once you're in a fight for territory there is no way to back out! Territorial Warfare & Upgrade trees - Details Details of the territory war to come Territory - Open beta Limited mechanics, primarily testing the map itself and the activity levels to follow References ↑ Chedburn, Territory warfare changes (27/06/17). ↑ Chedburn, Patch list #183 (09/03/21). Part of a series on Factions Respect Chaining · Organized Crimes Warring Territory · Rackets · Raiding · Ranked Warring · Outside Hits Management Upgrades · Recruit Status"

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5 Daily Items Allowance 6 City and Dirty Bombs 7 Quick Links 8 Removed Links 9
Patch History Information The city underwent a major overhaul with the release of
RESPO (June 2014), incorporating a map which will be used extensively for future
missions and faction warfare. The new city map has completely revolutionized the
way in which users interact with the city, whether it be through item finds or
accessing other areas of the game. View Chedburn's announcement on the release of
the city map here. You can find information on the city prior to the release of
RESPO here. City Map Previously, the city was a complete wall of text, with no
images. However, the release of RESPO completely changed that incorporating a fully
interactive map in its stead. The city map is the foundation for the future of
faction warfare, where factions fight over the city map to occupy certain areas.
The city map has been custom built from the ground up with the vision of future
missions and faction warfare in mind. Territories With the release of Territories
factions can now claim parts of the city to earn daily respect. Each faction's
territory is viewable on the city map and there are 5 different options under the
zoom tools to view how the city is divided: View territory: territories are shown
separated by who owns them View block racket: view details of rackets and the
associated blocks View block sector: view territories by what sector they are in;
there are 7 sectors View block density: view territories by daily respect given
with green being the lowest and red being the highest View block size: view by size
Territory Rackets are criminal enterprises which occasionally spawn on random
territories. Each block has a base respect of 15 and has multipliers based on its
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sector, size, and density listed below: Sector Size Density 1 x2.50 (Central) x1.00 (Very small territory) (Smallest 5%) x1.00 (Empty fields) 2 x2.25 x1.25 (Small territory) (Second smallest 20%) x2.00 (Buildings) 3 x2.00 x1.50 (Medium territory) (Middle sized 50%) x3.00 (Landmark) 4 x1.75 x1.75 (Large territory) (Second largest 20%) 5 x1.50 x2.00 (Very large territory) (Largest 5%) 6 x1.25 7 x1.00 By default, the full territory view is disabled. There is an option to turn it on under the map. Finding Items Prior to the RESPO release, you were able to find items solely by visiting the city link, however, this has since been changed. In order to find items, you must physically search the city map by zooming in and clicking on an item if it appears on the map. There is a possibility that: Once a day, at midnight (TCT), one or more items may spawn For more information see Awareness Daily Items Allowance Every player has the ability to purchase a maximum of 100 items per day from the shops in the City's East Side. Once this allowance has been used, no further items can be purchased in the East Side until the next Torn new-day, when the allowance is refreshed. Any attempt to buy extra items receives a \"You cannot purchase more than 100 items per day.\" message. (This is unconnected to the Item Market/Bazaars where there are no limitations to the number of purchases.) City and Dirty Bombs When a Dirty Bomb is activated, several parts of the city are temporarily closed (Airport & all of the East side -except the Estate Agents and Token Shop) Quick Links For those who are still unable to get to grips with the city map there is an option to select the quick links at the city, this is somewhat similar to the old city, however, it is missing a few links that were available prior to the release of RESPO. West Side: Education / Your Gym / Travel Agency North Side: Auction House / Church / Item Market / Points Building / Points Market Red-Light: Casino / Dump / Loan Shark / Missions / Race Track Residential: Your House Center: Chronicle Archives / City Hall / Committee / Community Center / Hospital / Jail / Museum / Staff / Visitor Center Financial: Bank / Donator House / Msg Inc / Stock Exchange East Side: Big Al's Gun Shop / Bits 'n' Bobs / Cyber Force / Docks / Estate Agents / Jewelry Store / Nikeh Sports / Pawn Shop / Pharmacy / Post Office / Print Store / Recycling Center/ Super Store / Sweet Shop / TC Clothing / Token Shop Note: Some areas are unlocked from leveling or completing certain education courses Removed Links To compare the current city to the old city layout click here. Most notably the \"Ask A Question\" feature hasn't been linked into RESPO, and the help.php has since been removed. Staff can still be contacted directly via mail or personal message. The Notebook can be now be accessed by donators via a button at the bottom right of their chat bar. The faction links have been completely removed from the city. Patch History Released prior to Patch list #1 Patch list #110 : 10/09/19 Changed full map mode to become enabled when attempting to use the territory tools on the city map. Patch list #85 : 12/03/19 Changed \"City\" top-right link / icon for all pages featured in the City. City West Side Education · Your Gym · Travel agency North Side Auction House · Church · Item Market · Points Building · Points Market Red-Light Casino · Dump · Loan Shark · Missions · Raceway Residential Your Property City Center Chronicle Archives · City Hall · Community Center · Hospital · Jail · Museum · Player Committee · Staff · Visitor Center Financial Bank · Donator House · Messaging Inc · Stock Market East Side Big Al's Gun Shop · Bits 'n' Bobs · Cyber Force · Docks · Estate Agents · Jewelry Store · Nikeh Sports · Pawn Shop · Pharmacy · Post Office · Print Store · Recycling Center · Super Store · Sweet Shop · TC Clothing · Token Shop"

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know for each job. Stat Gains, Income and Job Points are gained on a daily basis. For more Information see Back To Basics > Jobs For user-owned jobs see Company. For info on work stats see Working Stats Contents 1 Job Types 1.1 Army 1.2 Grocer 1.3 Casino 1.4 Medical 1.5 Education 1.6 Law 2 Notes 3 Historical Notes 4 Patch History Job Types In order to work at any of the Starter Jobs, you will be required to take part in a job interview. To pass the interview, all you have to do is answer

correctly three questions relating to the sector you want to work in. If you get a question wrong you fail the interview and will have to wait until the next day to re-apply. If you quit a job then choose to re-apply at a later date you will still have to retake the interview. There is an honor bar for offending all interviewers, but it is not recommended for player's looking for a place in Starter Jobs, because it disallows you to re-apply for around 3 days. Specials marked as Passive are in effect even if you are not working in that job anymore.

Army Position Required
Stats Stats Gained Pay Job Points Points for Promotion Job Special Man Int End Man Int End Private 2 2 2 3 1 2 \$125 1 5 Strength boost for army points Corporal 50 15 20 5 2 3 \$150 2 10 Sergeant 120 35 50 8 3 5 \$180 3 15 Steal weapon for 10 army points Master Sergeant 325 60 115 12 4 7 \$220 4 20 Warrant Officer 700 160 300 17 7 10 \$225 5 25 Lieutenant 1300 360 595 20 9 11 \$325 6 30 Defence boost for army points Major 2550 490 900 24 10 13 \$550 7 35 Colonel 4150 600 1100 28 12 15 \$755 8 40 Brigadier 7500 1350 2530 33 18 15 \$1000 9 45 General 10000 2000 4000 40 25 20 \$2500 10 Spy a player's battle stats for 10 army points and \$5,000

Grocer Position Required
Stats Stats Gained Pay Job Points Points for Promotion Job Special Man Int End Man Int End Bag Boy 2 2 2 2 1 3 \$150 1 5 Steal cash for 1 Grocer point Price Labeller 30 15 50 3 2 5 \$175 2 10 Steal a bag of Candy for 2 Grocer points Cashier 50 35 120 5 3 8 \$210 3 15 Steal a bottle of Alcohol for 5 Grocer points Food Delivery 120 60 225 10 5 15 \$250 4 20 Manager 250 200 500 15 10 20 \$300 5 Steal an Energy Drink for 25 Grocer points Note: Stealing Energy Drink includes all available energy drinks

Casino Position Required
Stats Stats Gained Pay Job Points Points for Promotion Job Special Man Int End Man Int End Dealer 2 2 2 1 2 3 \$250 1 5 + Money for 1 Casino point Gaming Consultant 35 50 120 2 3 5 \$350 2 10 +25 Casino Tokens for 1 Casino point Marketing Manager 60 115 325 4 7 12 \$500 3 15 Revenue Manager 360 595 1300 9 11 20 \$1000 4 20 + Money for 1 Casino point Casino Manager 490 900 2550 10 13 24 \$1750 5 25 Casino President 755 1100 4150 12 15 28 \$3500 6 + Money for 10 Casino points and \$100,000 [1] ↑ Payout ranges from approximately \$120,000 to \$160,000 (therefore profit is approximately \$20,000 to \$60,000)

Medical Position Required
Stats Stats Gained Pay Job Points Points for Promotion Job Special Man Int End Man Int End Medical Student 0 300 0 4 12 7 \$400 1 5 Houseman 100 600 150 7 17 10 \$600 2 10 Steal small first aid kit for 2 Medical points Senior Houseman 175 1000 275 9 20 11 \$950 3 15 Steal first aid kit for 4 Medical points GP 300 1500 500 10 24 13 \$1500 4 20 Steal morphine for 7 Medical points. Consultant 600 2500 1000 12 28 15 \$3000 5 25 Surgeon 1300 5000 2000 18 33 15 \$5,000 6 30 Brain Surgeon 2600 10000 4000 20 40 25 \$7,000 7 Revive someone for 75 energy (Passive)

Education Position Required
Stats Stats Gained Pay Job Points Points for Promotion Job Special Man Int End Man Int End Recess Supervisor 0 500 0 8 10 9 \$300 1 5 +100 Manual per 10 Education Points Substitute Teacher 300 750 500 13 15 14 \$400 2 10 Elementary Teacher 600 1000 700 15 20 17 \$600 3 15 +100 Endurance per 10 Education Points Secondary Teacher 1000 1300 1000 20 25 20 \$850 4 20 Professor 1500 2000 1500 25 30 25 \$1000 5 25 +100 Intel per 10 Education Points Vice Principal 1500 3000 1500 30 35 30 \$1750 6 30 Principal 1500 5000 1500 30 40 30 \$3250 7 Gain 10% passive decrease in completion time for all future education courses (Passive)

Law Position Required
Stats Stats Gained Pay Job Points Points for Promotion Job Special Man Int End Man Int End Law Student 0 0 1500 15 15 20 \$150 1 5 Gain 3 nerve for 5 law points. Paralegal 1750 2500 5000 17 20 23 \$600 2 10 Gain money for 100 law points. Probate Lawyer 2500 5000 7500 19 23 30 \$750 3 15 Trial Lawyer 3500 6500 7750 25 27 35 \$1500 4 20 Get someone out of jail for 15 law points Circuit Court Judge 4000 7250 10000 27 30 38 \$2500 5 25 Federal Judge 6000 9000 15000 30 33 45 \$5000 6 +5% in crime exp & skill gain (Passive) Notes Irritating all job interviewers grants The Affronted Honor Bar Historical Notes Old Medical Student Special: +1 Life per 1000 Medical Points Patch History Released prior to Patch list #1 Patch list #259 : 04/10/22 Changed job leaving notification panels to have a red confirmation and green success, like related areas Patch list #250 : 02/08/22 Rebuilt the Army's Strength & Defense job specials to use a similar (but half as powerful) variant of the [mechanism of gym gain cap removal beyond 50m] Patch list #198 : 29/06/21 Added system to fire people from starter jobs after 400 days of inactivity Back to Top"

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"url": "https://wiki.torn.com/wiki/Gym",

"content": "Contents 1 About 2 Standard Gyms Overview 2.1 Light-Weight Gyms

2.2 Middle-Weight Gyms 2.3 Heavy-Weight Gyms 3 Specialist Gyms & Requirements 4 Jail Gym (aka Crims Gym) 5 Related Awards 6 Notes 7 Training Formulas 7.1 Gym Gains Formula 7.2 Happy Loss 7.2.1 Historical Notes 8 Gym Training Stat Cap Removal 9 Patch History About New players automatically join the Premier Fitness gym. To find the Gym simply click Gym on your Sidebar, or from the West-Side of the City. There are thirty-three gyms in total, twenty-four \"standard\" gyms to progress to George's and nine special-use gyms. To unlock the new \"standard\" gyms all you have to do is train and pay the fee to open the new gym. You'll slowly gain gym EXP which will allow you to access new and better gyms. The next gym will be available for you once you have the required gym EXP to join. To join, click the [Activate] button next to the gyms name and click the Buy Membership button. All gyms have unique action text for each stat, for example: \"You managed to complete 1 bicep curl using the 23kg dumbbells\". You'll see this action text constantly improve as you increase your stats. Next to each stat, there are 10 individual bars (multipliers). How much you gain from each gym is indicated by how many bars are highlighted. For example, in the Global Gym each stat has 4 bars highlighted while Premier Fitness only has 2 bars highlighted for each stat. All gyms have a unique set of multipliers, some will provide more stats than others, some will not allow you to train certain stats at all. You can see the Gym Overview before you purchase a membership to see roughly what stats you'll be getting. Note for new players: The Defense gains in Crim's (the gym found in jail) are better than the Defense gains in any of the lightweight gyms. If you are a new player and find yourself in jail, consider training Defense in Crim's Gym. Once you reach the middleweight gym Pioneer Fitness there is no longer an advantage to using the jail gym. Standard Gyms Overview Note: In the API, the \"Gains\" are stored as a factor of 10 higher. E.g. for Premier Fitness, Strength is 20 rather than 2.0. Light-Weight Gyms Gym name Cost to Unlock Cost of One Train Strength gains Speed gains Defense gains Dex. gains Estimate E for next gym Premier Fitness \$10 5 energy 2.0 2.0 2.0 2.0 200 Average Joes \$100 5 energy 2.4 2.4 2.7 2.4 500 Woody's Workout \$250 5 energy 2.7 3.2 3.0 2.7 1,000 Beach Bods \$500 5 energy 3.2 3.2 3.2 - 2,000 Silver Gym \$1,000 5 energy 3.4 3.6 3.4 3.2 2,750 Pour Femme \$2,500 5 energy 3.4 3.6 3.6 3.8 3,000 Davies Den \$5,000 5 energy 3.7 - 3.7 3.7 3,500 Global Gym \$10,000 5 energy 4.0 4.0 4.0 4.0 4,000 Middle-Weight Gyms Gym name Cost to Unlock Cost of One Train Strength gains Speed gains Defense gains Dex. gains Estimate E for next gym Knuckle Heads \$50,000 10 energy 4.8 4.4 4.0 4.2 6,000 Pioneer Fitness \$100,000 10 energy 4.4 4.6 4.8 4.4 7,000 Anabolic Anomalies \$250,000 10 energy 5.0 4.6 5.2 4.6 8,000 Core \$500,000 10 energy 5.0 5.2 5.0 5.0 11,000 Racing Fitness \$1,000,000 10 energy 5.0 5.4 4.8 5.2 12,420 Complete Cardio \$2,000,000 10 energy 5.5 5.7 5.5 5.2 18,000 Legs, Bums and Tums \$3,000,000 10 energy - 5.5 5.5 5.7 18,100 Deep Burn \$5,000,000 10 energy 6.0 6.0 6.0 6.0 24,140 Heavy-Weight Gyms Gym name Cost to Unlock Cost of One Train Strength gains Speed gains Defense gains Dex. gains Estimate E for next gym Apollo Gym \$7,500,000 10 energy 6.0 6.2 6.4 6.2 31,260 Gun Shop \$10,000,000 10 energy 6.5 6.4 6.2 6.2 36,610 Force Training \$15,000,000 10 energy 6.4 6.5 6.4 6.8 46,640 Cha Cha's \$20,000,000 10 energy 6.4 6.4 6.8 7.0 56,520 Atlas \$30,000,000 10 energy 7.0 6.4 6.4 6.5 67,775 Last Round \$50,000,000 10 energy 6.8 6.5 7.0 6.5 84,535 The Edge \$75,000,000 10 energy 6.8 7.0 7.0 6.8 106,305 George's** \$100,000,000 10 energy 7.3 7.3 7.3 7.3 N/A ** After unlocking George's, you will no longer gain any gym exp. Specialist Gyms & Requirements To unlock a Specialist Gym, you need to meet certain requirements. If you no longer meet those requirements, you will be kicked out, however, you will keep your membership and can rejoin once you have met the requirements again. Gym name Cost to unlock Energy per train Strength gains Speed gains Defense gains Dex. gains Balboas Gym \$50,000,000 25 - - 7.5 7.5 Requirements: Cha Cha's Unlocked; Defense + Dexterity 25% higher than Strength + Speed. Frontline Fitness \$50,000,000 25 7.5 7.5 - - Requirements: Cha Cha's Unlocked; Strength + Speed 25% higher than Dexterity + Defense Gym 3000

\$100,000,000 50 8.0 - - Requirements: George's unlocked; Strength 25% higher than your second highest stat Mr. Isoyamas \$100,000,000 50 - - 8.0 - Requirements: George's unlocked; Defense 25% higher than your second highest stat Total Rebound \$100,000,000 50 - 8.0 - - Requirements: George's unlocked; Speed 25% higher than your second highest stat Elites \$100,000,000 50 - - - 8.0 Requirements: George's unlocked; Dexterity 25% higher than your second highest stat The Sports Science Lab \$500,000,000 25 9.0 9.0 9.0 Requirements: Last Round unlocked; a LESS THAN 150 Xanax and Ecstasy combined taken in total Fight Club \$2,147,483,647 10 10.0 10.0 10.0 10.0 Requirements: Well, unknown... \"Membership by invite only\" Jail Gym (aka Crims Gym) Crims Gym can only be accessed from inside jail, and it is the only gym you can use while you are in jail. While in jail, you are not permitted to refill your energy bar from your own supplies, either from the Points building or from your supply of cans, drugs or boosters. However, faction members can refill energy via the Armory points, cans, drugs or boosters if they have been granted access to those actions by their faction leadership. Gym name Cost to Unlock Cost of One Train Strength gains Speed gains Defense gains Dex. gains Jail Gym (Crims Gym) Unlocked automatically 5 energy 3.4 3.4 4.6 - Related Awards There are three honor bars relating to the purchase of gym memberships; Expand Gyms Notes More information about the certain stats and training is gathered in Battle Stats page. The Darkk-DemonSkye Gym Guide can be found here. Training Formulas Variables that affect stat growth: Happiness Gym (Gym Dots) Energy Faction Upgrades Education Company Specials Gym Gains Formula Currently the most accurate formula to predict your gym gains is: $*(\text{Modifiers}) * (\text{Gym Dots}) * (\text{Energy Per Train}) * [(a * \ln(\text{Happy} + b) + c) * (\text{Stat Total}) + d * (\text{Happy} + b) + e]$ Where a, b, c, d & e are constants, estimated values below: $a = 3.480061091 \times 10^{-7}$ $b = 250$ $c = 3.091619094 \times 10^{-6}$ $d = 6.82775184551527 \times 10^{-5}$ $e = -0.0301431777$ More information about this can be found in this thread by Vldar Happy Loss With each train, you will lose some happy. The amount of happy loss is 40-60% of the energy used per train. The happy loss wouldn't change with the source of the energy you used for training (natural/drugs/energy drinks/refills). *Ex: (5 x 10 E trains) You used 50 energy and 27 happiness training your defense 5 times in Force Training increasing it by xxxxx to xxxxxxxx Historical Notes When the cap on happiness was raised to 99,999 the formula changed entirely, this was the most accurate formula in the old system. The most accurate formula at the moment, according to Darkkk's Guide is: $*((\text{Gym Dots} * 4) * ((0.00019106 * \text{Stat}) + (0.00226263 * \text{Happy}) + 0.55)) * (1 + \text{Steadfast} + \text{Education Bonus}) / 150 * \text{Energy Used}$ **with the 0.006% - 0.169% margin of error.** Gym Training Stat Cap Removal On 02/08/22 Chedburn announced the Stat cap removal: After many months of careful consideration, we have decided to remove the gym 'stat cap', a limit that halts the growth of gym gains after reaching 50,000,000 in a stat. Beyond this point, gym gains will now continue to increase at a steadily decreasing rate, allowing for controlled, exponential growth more comparable with the gains received from stat enhancers. Everyone should now notice their gym gains increasing slightly with every training session, however, this change only makes a meaningful difference to those who have stats in the multiple billions. Heavy stat enhancer usage still provides significant gains far quicker than anything else can when stats are in the billions, but gym training now has some relevance again for those who had previously abandoned it. I have provided some rough examples to express the scale of change that's happening. Instead of stat growth stagnating before 5b stats, some level of limited growth continues. We define heavy training as using 1500e every day with the happiness of a fully upgraded PI in George's gym, but without Steadfast. Heavily training a 50m stat will yield 211.75% monthly growth, the same as before. Heavily training a 100m stat will now yield 108.05% monthly growth instead of 103.35%. Heavily training a 1b stat will now yield 12.87% monthly growth instead of 10.33%. Heavily training a 5b stat will now yield 4.47% monthly growth instead of 2.07%. Heavily training a 10b stat will now yield 3.37% monthly growth instead of 1.03%. Heavily training a 50b stat will now yield 2.40% monthly growth instead of 0.21%. Heavily training a 100b stat will now yield 2.24% monthly growth instead of 0.10%. Heavily training a 500b stat will now yield 2.03% monthly growth instead of 0.02%. Heavily training a 1t stat will now yield 1.97%

monthly growth instead of 0.01%. There are several strong reasons for making this change... Reducing the dependency on having to afford stat enhancers for end-game stat building. More variation of player stats at the end-game for those who don't have access to stat enhancers. The satisfaction of continued growth of gains per train, even if the difference isn't significantly meaningful to most. For further reading please also see the related newspaper article Patch History Released prior to Patch list #1 Patch list #276 : 14/02/23 Added gym logo button animations upon hover / tap Stat cap removal : 02/08/22 After many months of careful consideration, we have decided to remove the gym 'stat cap', a limit that halts the growth of gym gains after reaching 50,000,000 in a stat. Beyond this point, gym gains will now continue to increase at a steadily decreasing rate, allowing for controlled, exponential growth more comparable with the gains received from stat enhancers. Everyone should now notice their gym gains increasing slightly with every training session, however, this change only makes a meaningful difference to those who have stats in the multiple billions. Heavy stat enhancer usage still provides significant gains far quicker than anything else can when stats are in the billions, but gym training now has some relevance again for those who had previously abandoned it. Patch list #174 : 29/12/20 Added new modifier Addiction Mitigation which reduces all effects of addiction. Patch list #144 : 02/06/20 Changed gym gains to show only 2 decimal places instead of 4. Patch list #124 : 14/01/20 Added ability to set and save gym train quantity as '0'. Patch list #112 : 24/09/19 Added gym link after using Ecstasy. Patch list #57 : 21/08/18 Added special notices to gyms with additional requirements (I.e. SSL). Changed font style for the successful message after train in the gym. Patch list #56 : 14/08/18 Released Gym rebuild. Patch list #2 : 27/06/17 Disabled the gym buttons if there's not enough energy to complete at least one train City West Side Education · Your Gym · Travel agency North Side Auction House · Church · Item Market · Points Building · Points Market Red-Light Casino · Dump · Loan Shark · Missions · Raceway Residential Your Property City Center Chronicle Archives · City Hall · Community Center · Hospital · Jail · Museum · Player Committee · Staff · Visitor Center Financial Bank · Donator House · Messaging Inc · Stock Market East Side Big Al's Gun Shop · Bits 'n' Bobs · Cyber Force · Docks · Estate Agents · Jewelry Store · Nikeh Sports · Pawn Shop · Pharmacy · Post Office · Print Store · Recycling Center · Super Store · Sweet Shop · TC Clothing · Token Shop"

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in. All players have a default Shack that they start with (this can't be sold). The
primary purpose of having a property is to maximise one's max Happy. Upgrading
one's property usually results in increasing one's max Happy: with a higher Happy
value, the more Battle Stats one will gain. The three most expensive properties
also provide other benefits in addition to increased Happy. Contents 1 Lease 2
Owning 3 Moving 4 Upkeep 5 Properties 5.1 Standard Houses 5.2 Fully Upgraded Houses
(Without staff) 5.3 Fully Upgraded Houses (With staff) 6 House Upgrades 6.1
Facilities and Modification 6.2 Staff 7 Additional properties' benefits 8 Unique
Properties 9 Patch History Lease If the player doesn't have enough buying power to
purchase a type of Property, they can lease the type of property from other
players. The landlord has full control over leasing market price, leasing length,
and upgrades before the tenant \"accepts\" the terms. Once the lease is in effect,
neither party can alter the terms (price, length including cancelling the lease,
and upgrades). Leasing price is all paid upfront, no daily fees are paid to the
landlord. However, tenants can still choose to hire staff, for which fees still
apply, and which will rack up until the end of the lease. If there is an
outstanding upkeep on the property at the end of the lease, the debt is transferred
over to Duke [4] to manage. In rented properties, the vault upgrade cannot be
accessed. From 10/06/21, Property landlords can offer their tenants an extension to
their lease before the end of their contract. As long as the rental duration
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doesn't exceed a maximum of 100 days, contracts can be extended and renewed at any point during the occupancy. All property leases, when expiring, will end at 03:30 a.m Torn-Time, regardless of the time that the renter started the lease of the property. Owning There are various discounts that can reduce the price of purchasing/upgrading properties: ELT Stock Benefit - 10% discount to all home upgrade costs 10* Property Broker - 10% discount to all home upgrade costs LAW2910 - 5% discount to purchasing properties from the Estate Agents. Owners have the ability to share their vault with their spouse. This is disabled by default. By enabling it, your spouse will be able to deposit and withdraw from the same pool of money. There's also a log below the panel, displaying transactions to and from the vault.[1] You can also move into a different property without removing the funds from your old property's vault. The funds will remain inside that property until you move back in. Properties that are owned may be sold by placing the property into the Selling Market, or by selling directly to the Estate Agents. (Requires the property to be vacant) When selling the property back to the estate agents, then remaining unpaid upkeep and staff fees are deducted from sale value. Moving Move in: Once you own or rent a property, you will get an option to move in. You can only use the facilities of the property after moving in. Your spouse can also move in to any property owned/rented by you and not under lease. They can't hire staff. The vault can only be used with your permission, which you can revoke at any point of time. Move Out: You can only change in to another property to leave the present property. You can not move in to another property without first firing all the hired staff and clearing the balance upkeep. You need not kick your spouse to move out. They can continue staying in the property, but they can not hire any staff. If you are living in your spouse's property you can move in and out freely. Upkeep Whether you own or lease the property, there are daily upkeep and staff fees which can be paid by you and/or your spouse. If a property's fees build up too much then after a certain threshold of unpaid fees, the maximum happiness that the property provides will gradually decrease - all the way to 0 over a long period of time. The threshold for happiness reduction is equal to 10% of the property's original value without upgrades, and happiness reduction can be calculated using the following formula: if (upkeep >= 0.1 * property_cost): happy_reduction = (upkeep - 0.1 * property_cost) / property_cost * 2.5 else: happy_reduction = 0 If either spouse works in a 7* Lingerie Store, the upkeep and staff costs for the property they reside in are waived. (If you had previously unpaid fees, then your debt is not cancelled when joining a company, your fees simply will not increase.) Properties Standard Houses Information on Houses bought from the City (No upgrades/staff)

Standard Properties	Name	Cost at Estate Agency	Base Happy	Daily Upkeep	\$ per Happy
Shack	\$0 100 \$0 \$0	Trailer	\$5,000	110	
\$10 \$45 \$3,750	Apartment	\$25,000	125	\$25 \$200	\$18,750
Semi-Detached House	\$75,000				
150 \$70 \$500 \$56,250	Detached House	\$300,000	200	\$150 \$1,500	\$225,000
Beach House	\$500,000				
300 \$200 \$1,666 \$375,000	Chalet	\$750,000	350	\$300 \$2,142	\$562,500
Villa	\$1,250,000				
400 \$350 \$3,125 \$937,500	Penthouse	\$2,000,000	450	\$450 \$4,444	\$1,500,000
Mansion	\$3,000,000				
500 \$500 \$6,000 \$2,250,000	Ranch	\$15,000,000	600	\$1,000 \$25,000	\$11,250,000
Palace	\$65,000,000				
1,000 \$3,000 \$65,000 \$48,750,000	Castle	\$200,000,000			
1,500 \$10,000 \$133,333 \$150,000,000	Private Island	\$500,000,000	2,000	\$100,000 \$250,000	\$375,000,000

Fully Upgraded Houses (Without staff) Fully Upgraded Properties (without Staff)

Properties (without Staff)	Name	Cost at Estate Agency	Base Happy	Daily Upkeep	\$ per Happy
Shack	\$0 100 \$0 \$0	Trailer	\$7,500	165	\$10 \$46
Apartment	\$37,500	188	\$25 \$200		
Semi-Detached House	\$141,500	275	\$70 \$515		
Detached House	\$979,000	500	\$150 \$1,958		
Beach House	\$1,279,000	650	\$200 \$1,968		
Chalet	\$1,654,000	725	\$300 \$2,282		
Villa	\$2,404,000	800	\$350 \$3,005		
Penthouse	\$3,538,000	925	\$450 \$3,825		
Mansion	\$5,038,000	1,000	\$500 \$5,039		
Ranch	\$23,288,000	1,200	\$1,000 \$19,408		
Palace	\$196,038,000	1,875	\$3,000 \$105,968		
Castle	\$415,788,000	2,725	\$10,000 \$152,586		
Private Island	\$1,952,788,000	4,225	\$100,000 \$462,222		

Fully Upgraded Houses (With staff) Information on Houses bought from the City then Fully Upgraded (Includes staff). Fully Upgraded Properties (with Staff)

Properties (with Staff)	Name	Cost at Estate Agency	Base Happy	Daily Upkeep	\$ per Happy
Shack	\$0 100 \$0 \$0	Trailer	\$7,500	165	\$10 \$46
Apartment	\$37,500	188	\$25 \$200		
Semi-Detached House	\$141,500	275	\$70 \$515		
Detached House	\$979,000	500	\$150 \$1,958		

\$150 \$1,958 Beach House \$1,279,000 650 \$200 \$1,968 Chalet \$1,654,000 725 \$300
\$2,282 Villa \$2,404,000 800 \$350 \$3,005 Penthouse \$3,538,000 1,150 \$47,950 \$3,118
Mansion \$5,038,000 1,725 \$198,000 \$3,035 Ranch \$23,288,000 1,925 \$198,500 \$12,201
Palace \$313,038,000 2,550 \$200,500 \$125,295 Castle \$532,788,000 3,475 \$232,500
\$153,387 Private Island (*) \$940,788,000 4,500 \$352,500 \$209,142 Private Island
\$1,835,788,000 5,000 \$352,500 \$367,228 Private Island (**) \$1,952,788,000 5,025
\$352,500 \$388,684 (*) Private Islands with 4500 happy are most common, and this was
previously a fully upgraded property before Yachts were introduced. (**) This is a
fully upgraded PI, both a yacht and the XL vault. All fairly new additions. House
Upgrades Note: Purchasing a lower-tiered upgrade does not decrease the cost of the
next one. For example, if you purchase the 'Large' vault upgrade for \$98,000,000,
you will still need to pay the full \$215,000,000 for the 'Extra Large'. Facilities
and Modification Generic Upgrades Name Interior Modification Hot Tub Sauna Pool
Advanced Shooting Range Open Bar Sufficient Superior Small Medium Large Cost 1/4 of
House Cost 1/2 of House Cost \$17,000 \$12,000 \$35,000 \$100,000 \$500,000 \$250,000
\$9,000 Effect 1/4 of Standard House Happy 1/2 of Standard House Happy 25 Happy 25
Happy 100 Happy 125 Happy 150 Happy 50 Happy 50 Happy Shack No No No No No No No No
No Trailer Yes Yes No No No No No No No Apartment Yes Yes No No No No No No No
Semi-Detached House Yes Yes Yes Yes No No No No No Detached House Yes Yes Yes Yes
Yes Yes Yes No No Beach House Yes Yes Yes Yes Yes Yes Yes No No Chalet Yes Yes Yes
Yes Yes Yes Yes No No Villa Yes Yes Yes Yes Yes Yes Yes No No Penthouse Yes Yes Yes
Yes Yes Yes Yes No Yes Mansion Yes Yes Yes Yes Yes Yes Yes No Yes Ranch Yes Yes Yes
Yes Yes Yes Yes Yes Yes Palace Yes Yes Yes Yes Yes Yes Yes No Yes Castle Yes Yes
Yes Yes Yes Yes Yes Yes Yes Private Island Yes Yes Yes Yes Yes Yes Yes Yes High
Valued Upgrades Name Vault Medical Facility Airstrip with Plane Private Yacht Small
Medium Large Extra Large Cost \$20,000,000 \$42,000,000 \$98,000,000 \$215,000,000
\$17,000,000 \$75,000,000 \$895,000,000 Effect 50 Happy 75 Happy 100 Happy 125 Happy
50 Happy 250 Happy 500 Happy Holds \$100 Million Holds \$300 Million Holds \$500
Million Holds \$1 Billion Regenerates additional 1% of your Health every tick (5
Minutes) from 5% (requires Doctor) Can Transport +10 Items, 30% off Travel Times
and Free Travel (requires Pilot) Other effects unknown at this time Palace Yes Yes
Yes Yes No No No Castle Yes Yes Yes Yes Yes No No Private Island Yes Yes Yes Yes
Yes Yes Yes Staff Name Maid Service Butler Service Guard Service Doctor Pilot 1x 2x
3x 5x 1x 2x 3x 1x 2x 3x 5x 10x Cost (Daily) \$5k \$10k \$15k \$25k \$7k \$15k \$22.5k \$15k
\$30k \$45k \$75k \$150k \$25k \$30k Happy Gains 50 75 85 100 75 100 125 100 150 200 300
500 25 50 Shack No No No No No No No No No No No No No No No Trailer No No No No No No
No No No No No No No No No Apartment No No No No No No No No No No No No No Semi-
Detached House No No No No No No No No No No No No No No No Detached House No No No No
No No No No No No No No No Beach House No No No No No No No No No No No No No No
Chalet No No No No No No No No No No No No No No Villa No No No No No No No No No
No No No No No Penthouse Yes Yes Yes Yes Yes Yes Yes No No No No No No No Mansion
Yes Yes Yes Yes Yes Yes Yes Yes Yes Yes Yes No No Ranch Yes Yes Yes Yes Yes Yes
Yes Yes Yes Yes Yes Yes No No Palace Yes Yes Yes Yes Yes Yes Yes Yes Yes Yes Yes
Yes No No Castle Yes Yes Yes Yes Yes Yes Yes Yes Yes Yes Yes Yes Yes No Private
Island Yes Yes Yes Yes Yes Yes Yes Yes Yes Yes Yes Yes Yes Yes Additional
properties' benefits Since 24/05/12, you can have 4 additional perks, thanks to
property upgrades: Property: + Access to Airstrip Property: + 1% Life Regeneration
(Medical facility) Property: + 2% Damage (Shooting range) Property: + 2% Gym Gains
(Swimming pool) Those benefits were added in the 4.4.08 update, but most players
haven't been aware of the last two. Unique Properties In addition to the standard
14 properties in Torn, from a Trailer to a Private Island there are also an
additional 12 unique properties. These were originally auctioned off in 2011 in a
one-off event with one property being sold each month, players at the time could
bid an amount to win the property with a finish time of 30 days for the auction,
last-minute bids were not possible in this event as any bid below a 12 hour time
window reset the bidding time to 12 hours, this was to ensure a true earned winner
for the house at the fairest possible price for the time. These properties sold for
values between 12 and 23 billion dollars each in the original auctions, the only
way to buy one nowadays is to purchase from a player who previously owned it. The

most recent purchase was in May 2020 where the St Paul's Abbey was sold for 70 billion dollars, previous notable sales include the Royal Penthouse in 2016 for a 75 billion dollar value. Information on houses: current happiness at maximum staffing and upgrades. Unique Properties Name Happy Daily Upkeep Current Owner Queen Eleanor 7975 \$250,000 David [132845] Drakkar Sea Fort 7725 \$250,000 bogie [148747] Eagle Island 7275 \$250,000 BigNemesis [74296] Royal Penthouse 7225 \$250,000 beaker [371096] Cerium Temple 7225 \$250,000 xxx_alone_xxx [1306506] Trekant Tower 7225 \$250,000 LeukyBear [83808] St. Pauls Abbey 7225 \$250,000 pokey477 [1271316] Iron Fist Hill 7150 \$250,000 Healen [78092] Presidential Bunker 6775 \$250,000 deft [979003] Maidengrave 6775 \$250,000 rudias [391053] USS Bloodbath 6325 \$250,000 diON [432049] Silo X17 6025 \$250,000 Tezwar [1034523] All of them have the normal house staff except some don't have airstrips, so not all have pilots. All have medical facilities so all can hire doctors, as well as the normal guards/maids/butlers. Eagle Island, Iron Fist Hill, Maidengrave, Presidential Bunker and Silo X17 all have airstrips. Not all have yachts either, only Drakkar Sea Fort and Eagle Island have yachts (although that's only extra happiness) The USS Bloodbath, however, doesn't have a swimming pool and is the only unique property without one of those, which means it lacks the +2% gym gains gained from a pool. Patch History Released prior to Patch list #1 Patch list #196 : 15/06/21 Released property rental extensions. Property rental extensions Property landlords can now offer their tenants an extension to their lease before the end of their contract. As long as the rental duration doesn't exceed a maximum of 100 days, contracts can be extended and renewed at any point during the occupancy. Patch list #194 : 01/06/21 Added ignore list checks and spam protection to property giving and lease offers. Patch list #184 : 16/03/21 Added saving of selected All / Your / Spouse's tabs on Properties so the same one is selected when returning. Patch list #157 : 01/09/20 Changed property network values to reflect the estate agent sale values instead of default costs (-25%). Patch list #155 : 18/08/20 Changed other user property lists to be ordered by happiness descending after property type. Patch list #151 : 21/07/20 Added option to decline a Property Rental offer sent by someone. Patch list #145 : 09/06/20 Changed property rental expiry warning event to appear 1 day before completion instead of 2 days. Patch list #127 : 04/02/19 Added property upkeep icon. Changed recent vault transactions to load more when scrolling down on the Property Vault page. Patch list #104 : 30/07/19 Changed 'rental expiration' and 'kick spouse' to move users into the best available property instead of Shack. Patch list #100 : 02/07/19 Changed \"Estate\" to \"Property\" on the mobile top-bar for consistency with sidebar \"Properties\". Patch list #90 : 16/04/19 Changed property staff hiring to immediately add payable upkeep upon increasing daily costs. Changed property staff upgrades to allow hiring / firing whenever (no longer need to wait a day). Patch list #88 : 02/04/19 Added \"Do not fall for scams!\" warning message while giving a property. Patch list #86 : 19/03/19 Removed unnecessary upkeep buttons appearing on properties that are listed for sale or rent. Patch list #80 : 05/02/19 Changed properties to show the one you're living in first always. Patch list #77 : 15/01/19 Changed maximum property price in estate listings to 10 digits. Patch list #67 : 30/10/18 Added 3 day warning on expiring rental agreements. Patch list #62 : 25/09/18 Added 'currently due property fees' to the Property Information section on home page. Patch list #51 : 10/07/18 Added spouse filtering on 'Your properties' list. Patch list #47 : 12/06/18 Added more informative error when double clicking to rent a property to prevent duplicate rentals. Patch list #41 : 17/04/18 Added 'happiness value' to property sale and rental events of sellers. Patch list #38 : 27/03/18 Added possibility for \$0 private lease agreements (for those with negative network). Patch list #34 : 27/02/18 Removed properties appearing on 'add to trade' list if they are up for rent or on market. City West Side Education · Your Gym · Travel agency North Side Auction House · Church · Item Market · Points Building · Points Market Red-Light Casino · Dump · Loan Shark · Missions · Raceway Residential Your Property City Center Chronicle Archives · City Hall · Community Center · Hospital · Jail · Museum · Player Committee · Staff · Visitor Center Financial Bank · Donator House · Messaging Inc · Stock Market East Side Big Al's Gun Shop · Bits 'n' Bobs ·

Cyber Force · Docks · Estate Agents · Jewelry Store · Nikeh Sports · Pawn Shop · Pharmacy · Post Office · Print Store · Recycling Center · Super Store · Sweet Shop · TC Clothing · Token Shop ↑ Property upkeep and vault changes (29/09/15)"

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Bachelors Biology · Business Management · Combat Training · Computer Science · General Studies · Health & Fitness · History · Law · Mathematics · Psychology · Self Defense · Sports Science  
Gains Perks · Honors Contents  
1 Information  
2 Advantages of Education  
3 How to shorten Education time  
4 Historical Notes  
5 Patch History  
Information  
Education is available from either the sidebar or the West Side of the City and is extremely beneficial as it can enhance nearly every aspect of your game. To enroll in an Education course you need to have the required amount of money, which varies for each course. Some Education courses require you to complete a certain prerequisite course before enrolling. Starting an education course will cost a player some money. If a player owns the IST Benefit Block, their education fees will be waived. While enrolled in an education course, a player can be kicked out of the course for drug usage. If this happens, a player will need start the course again from the very beginning.  
Advantages of Education  
Earn Working Stats  
Boost gains in the Gym  
Earn passive buffs to Battle Stats  
Unlock Hacking Crimes, and Driving-related Crimes  
Transport Drugs and Arson  
Boost your crime success rate  
Earn 16 awards (Honors + Merits), 12 for completing a degree and 4 for completing a certain number of classes  
Reduce the cost of Bails, Property upgrades and Company advertising  
Increase Bust success rate and gain the ability to Bust yourself out of jail  
Unlock kick attack when in a battle  
Increase the effectiveness of Weapons and temporary weapons (known as Steroids) found in the Pharmacy  
Gain the ability to earn weapon experience for increased damage and accuracy in specific weapons used  
Unlock new locations on the map: the Museum and the Sports Shop  
Increase Ammunition effectiveness  
Increase Business Efficiency  
Gain the ability to code Viruses  
Gain the ability to send anonymous E-mails  
Gain the ability to find Artifacts  
Gain the ability to exchange Museum items (plushies, flowers, and artifacts) for Points  
Gain the ability to draw blood and use Blood Bags  
Boost Awareness by a large amount  
How to shorten Education time  
Currently, there are six ways to shorten Education time:  
Through the 1* Fitness Center special \"Healthy Mind\". Each job point used will reduce education time by 30 minutes.  
Through the 7* Hair Salon special \"Cutting corners\". Each job point used will reduce education time by 30 minutes.  
Using \"Book of Carols\" lowers current education time by 6 hours. This item spawns in Christmas Town.  
Spending Merits on decreasing education time. The merit upgrade removes 2% of the education time per upgrade, up to a maximum of 20% shorter education time with 10 upgrades.  
Promoting to the top rank of the starter job Education (Principal) you will gain a passive 10% decrease in education time. You will keep this passive even if you leave the starter job.  
Having a West Side University (WSU) Stock Block of 1,000,000 shares will reduce education time by 10%.  
Using job points in Fitness Center or Hair Salon will reduce your current education time by 30 minutes per.  
Book of Carols will reduce your current education time by 6 hours.  
Promoting to Principal, investing Merits in 'Education Length', or acquiring the WSU benefit block will reduce the length of any subsequent courses – having no effect on a course that has already been started.  
Education reductions are calculated additively (I.e full education merits, WSU, and principal perk would be a 40% reduction)  
Historical Notes  
Previously percentage reductions to education time were calculated separately (I.e full education merits, WSU, and principal perk would not be a 40% reduction, but would work out to be 35%.)  
If you would like to calculate how long your education will last you can use the following formula:  $(1-x)*(1-y)*(1-z)*l$   
x = 0.10 from WSU  
y = 0.20 from merits  
z = 0.10 from job  
l = Education length  
This was changed in April 2024  
Patch History  
Released prior to Patch list #1  
Patch list #368 : 07/01/2025  
Fixed ability to program Firewalk Virus not being mentioned in the Algorithms & Advanced Programming course  
Patch list #334
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: 16/04/24 Changed Education course time reduction bonuses to be additive instead of multiplicative Patch list #259 : 04/10/22 Changed method of leaving education courses to be more consistent with leaving factions, companies, and jobs Patch list #196 : 15/06/21 Fixed Sports Medicine education course not providing 10% to temporary booster passive stat increases Patch list #188 : 13/04/21 Renamed Recoil Pad's \"control\" and Education's \"ammo management\" bonuses to \"ammo conservation\". Patch list #185 : 23/03/21 Changed \"Master of Self Defense\" course name to \"Bachelor of Self Defense\". Patch list #179 : 09/02/21 Changed 'Anatomy' education course from +5% (+3.5% actual) to +3%. Patch list #174 : 29/12/20 Added new modifier Addiction Mitigation which reduces all effects of addiction. Patch list #172 : 15/12/20 Added an event which is received when an education course is completed (only educations after today). Patch list #132 : 10/03/20 Changed 'rate of fire' educations / weapon mod to be additive and use stochastic rounding. Reduced Bachelor of Mathematics education to provide 20% ammo management instead of 30%. Patch list #103 : 23/07/19 Changed Self Defence bachelor bonus to affect the final damage of fists instead of internal damage modifier. City West Side Education · Your Gym · Travel agency North Side Auction House · Church · Item Market · Points Building · Points Market Red-Light Casino · Dump · Loan Shark · Missions · Raceway Residential Your Property City Center Chronicle Archives · City Hall · Community Center · Hospital · Jail · Museum · Player Committee · Staff · Visitor Center Financial Bank · Donator House · Messaging Inc · Stock Market East Side Big Al's Gun Shop · Bits 'n' Bobs · Cyber Force · Docks · Estate Agents · Jewelry Store · Nikeh Sports · Pawn Shop · Pharmacy · Post Office · Print Store · Recycling Center · Super Store · Sweet Shop · TC Clothing · Token Shop"

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are welcome to assist in its construction. Please direct your questions to the
editors or contributors. These can be found here. Alternatively please comment
here! Crimes 2.0 is a major expansion in the works for the Crimes 1.0 system. The
update was first announced in September 2012[1] and went live on 20 June 2023.
Crimes 2.0 will be put out through a staggered release. As of January 22, 2024 new
players will now be automatically enrolled into the crimes 2.0 system. [2] Players
who created their accounts before this will still have a choice between migrating
to 2.0 or continuing to use the old crime system for some time - however once an
account is migrated it will never be able to return to the old system. [3] Contents
1 Introduction 1.1 Crime Categories 1.2 Outcomes 1.3 Unique Outcomes 1.4 Crime
Chains and Progression 2 Crimes 2.1 Search For Cash 2.2 Bootlegging 2.3 Graffiti
2.4 Shoplifting 2.5 Pickpocketing 2.6 Card Skimming 2.7 Burglary 2.8 Hustling 2.9
Disposal 2.10 Cracking 2.11 Forgery 2.12 Scamming 2.13 Future Crimes 3 Award
Migration 4 Patch History 5 References Introduction All crimes require Nerve to
perform. Successful crimes provide Crime Experience (CE) and Crime Skill (CS),
introduced with Crimes 2.0. CE is a hidden metric that determines your natural
nerve bar (NNB) and influences success rates in Organised Crimes (OCs). It is not
specifically tied to a particular crime or OC. Unlike with Crime there is no cap to
NNBs, however each increment of 5 is harder to achieve. CS is a metric measured in
levels, individually for each crime, displayed with a progress bar on each crime
page. Each crime has a number of subcrimes. By default at level 1 in any given
crime, some subcrimes will be available and some subcrimes will be locked.
Depending on the subcrime you may be able to unlock it in different ways: By
obtaining a special item. By leveling up in the crime. For example, in the \"Search
for Cash\" crime, immediately available are the Trash, Subway and Junkyard. The
Beach and Cemetery are unlocked by obtaining the Metal Detector and Cemetery Key
respectively, and the Fountain is unlocked by reaching level 75 in Search for Cash.
It is unknown if Battle Stats or Work Stats affect success rates in the Crimes 2.0
system. [4] Crime Categories Committing up to 10,000 crimes in each category will
earn you 15 medals per category. 12 crimes are currently divided into six
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categories. Theft: Search For Cash, Shoplifting, Pickpocketing and Burglary Counterfeiting: Bootlegging and Forgery Vandalism: Graffiti Fraud: Card Skimming, Hustling and Scamming Illicit Services: Disposal Cybercrime: Cracking Extortion: no crimes released yet Illegal production: no crimes released yet Outcomes There are three basic results from doing any crime: Success: this will provide cash, items or a mix, in addition to some amount of CE and CS. Fail: these are orange and will provide no reward, but also no loss of CE or CS. Critical Fail: these are red and will result in a significant loss of CE and CS (you may notice you drop down an entire level) as well as the possibility of one of the following: Jail time Loss of Life Hospital time Item or money loss Penalties specific to the crime, such as losing card details in Card Skimming Each outcome also temporarily affects your progression from future crimes - discussed below. Success rates for each subcrime depend on unique time-dependent factors; for example, a player will have a much higher chance of success doing \"Search the Cemetery\" while the groundskeeper is not on duty. These subcrime success rates can be seen in a tooltip: Each Search for Cash crime provides money and/or items as rewards, however it is currently unknown whether this will be the case for every further crime once the system is fully released. Unique Outcomes Crimes now feature some outcomes that a player can obtain a single time, i.e. \"uniquely\". Unique outcomes may give slightly more valuable rewards, or even special items required by subsequent subcrimes (e.g. finding the Metal Detector is a unique outcome from Search the Junkyard). When available, unique outcomes are indicated by a star on the subcrime button: When a unique outcome is triggered, this star will turn gold for a few seconds, and there will be a small delay before you can attempt another crime. Unique outcomes are available only when certain conditions are met: Some unique outcomes are Crime Skill dependent - if you drop down a level due to a critical fail, you may lose access to a unique outcome. Some unique outcomes may be time-dependent based on the same mechanics that govern success rates. For example in the Search the Beach subcrime, there is a unique outcome that is only available at high-tide. Crime Chains and Progression Crime Progression is a new perk for Crimes 2.0 that increases how much CE and CS you gain with each crime. All preexisting perks with respect to CE have been merged into crime progression, and they are combined additively to provide a total percentage bonus to your CE and CS gains: +10% from Criminality Faction upgrades +10% from Crime Progression Merit upgrades +10% from Education +5% from the relevant Crime Enhancer +5% from completing the Law starter job (up to) +15% from Company specials. Note: The Criminality special \"Crimes\" providing a passive bonus to your CE, which can be upgraded from 1 to 25, is still in effect for players that have not yet migrated. On your personal perks page you will see the correct effect description, however until a full rollout of Crimes 2.0 is complete, the Criminality page will still display the old bonus. For Crimes 2.0 players, every bonus past \"Crimes X\" has no effect. A Crime Chain is something that builds up slowly as you have more crime successes. Higher chains result in increased CE and CS gains from subsequent successful crimes (all crimes, no matter which crime was used to build the chain). A Failure will halve your current crime chain bonus. A Critical Failure will also demoralize you when performing crimes in the future, resulting in reduced CE and CS gains. This effect will wear off gradually with subsequent successful offenses in any crimes. Crimes Search For Cash Read the main article: Search For Cash for full details on each subcrime. Search for cash is the first type of crime released for Crimes 2.0. It is a Theft crime, with the subcrimes: Search the Trash Search the Subway Search the Junkyard Search the Beach (requires a Metal Detector) Search the Cemetery (requires a Cemetery Key) Search the Fountain (requires level 75 crime skill) Enhancer: Glasses Search For Cash has 34 unique outcomes in total. Note: It is possible to have a critical fail when attempting search for cash in which you will lose your Glasses enhancer Bootlegging Read the main article:: Bootlegging for full details on each subcrime. Bootlegging is the second type of crime released for Crimes 2.0. It is a Counterfeiting crime, with the subcrimes: Copy DVDs (requires a Personal Computer, Laptop or Gold Laptop) Sell counterfeit DVDs (requires in stock DVDs) Set up online store (requires level 50, completion of

the \"CMT2230 Web Design and Development\" Education course and a computer) Bootlegging requires players to use Blank DVDs. Blank DVDs can be added to the crime interface from a player's inventory. Once DVDs are made into copied DVDs, they can be sold via the \"Sell counterfeit DVDs\" crime. Enhancer: High-Speed Drive Bootlegging has 4 unique outcomes in total. Note: It is possible to have a critical fail when copying DVDs in which a player will lose their High-Speed Drive enhancer or PC. Graffiti Read the main article:: Graffiti for full details on each subcrime. Graffiti is the third crime released for Crimes 2.0. It is a Vandalism crime, with the subcrimes: East Side West Side North Side Residential District Red-Light District Financial District City Centre Graffiti requires players to use spray cans. Spray cans can be added to the crime interface from a player's inventory. The cans are eventually used up and must be replaced. Graffiti has five reputation stars for each subcrime. Players will only gain progress towards reputation stars (and the occasional spray can) when first attempting the crime, but cash payouts and unique results are given as a player gets a higher reputation. A player's reputation in an area is independent from reputation in other areas. Reputation will decrease slowly over time as authorities cover a player's graffiti. Enhancer: Paint Mask Graffiti has 41 unique outcomes in total. Shoplifting Read the main article: Shoplifting for full details on each subcrime. Shoplifting is the fourth crime released for Crimes 2.0. It is a Theft crime, containing eight shops available for shoplifting: Sally's Sweet Shop Bits 'n' Bobs TC Clothing Super Store Pharmacy Cyber Force Jewelry Store Big Al's Gun Shop Shoplifting does not require any special item currently to conduct the crime, but a Torn City Times will add extra outcomes. Every attempt at shoplifting will increase a player's notoriety in that particular shop. Notoriety gains will depend on the types of successes or failures. Each shop features one or two security statuses that may occasionally become disabled. Security statutes being on/off will affect possible outcomes and notoriety gains. It is intended that a player can still succeed with a reasonable success rate, even with high notoriety. Enhancer: Mountain Bike Shoplifting has 55 unique outcomes in total. Note: It is possible to have a critical fail when shoplifting in which a player will lose their mountain bike. Pickpocketing Read the main article: Pickpocketing for full details on each subcrime. Pickpocketing is the fifth crime released for Crimes 2.0. It is a Theft crime. This crime involves players targeting unsuspecting pedestrians for pickpocketing. No additional item necessary. There are 22 mark types, each with a unique outcome. All of the different marks are immediately available to everyone at skill level 1, however some marks are much more difficult than others. Enhancer: Cut-Throat Razor Pickpocketing has 22 unique outcomes in total. Card Skimming Read the main article: Card Skimming for full details on each subcrime. Card Skimming is the sixth crime released for Crimes 2.0. It is a Fraud crime. Card Skimming requires players to use a Card Skimmer and a Spy Camera This crime involves the use of skimmers to acquire credit card details, an a Spy Camera to observe the pin code entered. Once a skimmer has been installed, it will slowly collect details from those who use the ATM. At a time of your choosing, you may then recover your skimmer from the ATM to collect and sell the details contained within. Both items are returned upon the successful recovery of the Skimmer. The longer you leave Card Skimmer and Spy Camera, the chance increases that a player will lose either or both item. A player can only have a maximum of 20 concurrent active skimmers. Enhancer: Duct Tape Card Skimming has 0 unique outcome at the time of the release. Burglary Read the main article: Burglary for full details on each subcrime. Burglary is the seventh crime released for Crimes 2.0. It is a Theft crime. This crime involves players scouting for ideal locations to burgle, with 34 unique locations available. Players can then optionally case discovered locations to increase their success chance before burglarizing the property. If a player fails a casing or burglary, the property may become too dangerous to attempt again for a short time. Each property has a \"recommended\" item that is not required to have, but will increase the rewards pool if a player possesses the corresponding item when attempting to burglarize a property. Scouted properties will disappear from a player's list if they have not been interacted with for some time and you can have maximum 100 scouted properties

available at once. Enhancer: Flashlight Burglary has 34 unique outcomes, one for each unique burglary target. Hustling Read the main article: Hustling for full details on each subcrime. Hustling is the eighth crime released for Crimes 2.0. It is a Fraud crime. This crime involves you first gather an audience, demonstrate the confidence trick to them, then persuade them to place bets. From here, you can then intentionally lose money to further capture their attention, thus increasing the chance and size of their bets, before you start cashing in on them. When you start winning, the audience members will start getting suspicious, which may prevent them from betting further, or even leaving altogether. Enhancer: Megaphone Hustling has 0 unique outcome at the time of the release. Disposal Read the main article: Disposal for full details on each subcrime. Disposal is the ninth crime released for Crimes 2.0. It is an Illicit Services crime. This crime has 12 job categories, each of which has between 3 and 5 disposal methods available. Every method uses a different amount of nerve and may require the use of certain items, some of which will be consumed upon their use. To ensure your success, you must determine the correct method based on your intuition and prior experience. Players are only offered a limited number of jobs per day, and upon completion (irrespective of the outcome) of the daily jobs, no further activities will be available until the next day. Enhancer: Latex Gloves Disposal has 11 unique outcome at the time of the release. An honor bar is available upon achieving level 100 in Disposal. Another is available for dissolving a dead body in acid. Cracking Read the main article: Cracking for full details on each subcrime. Cracking is the tenth crime released for Crimes 2.0. It is a Cybercrime. Each target has a randomly determined password character length, and passwords can be cracked character by character by brute forcing them using computer resources. Players also have the option to guess obscured password characters that don't have layers of encryption. Up to three incorrect guesses are allowed per password before being locked out of further attempts. Additional targets with increasingly advanced passwords and levels of encryption will become available as skill level increases. Players can initially only use their Computer or Laptop. At level 25, the first of three rig chassis becomes available. Chassis can be equipped with CPU and cooling components to enhance a rig's MIPS. This increases its brute-forcing strength, allowing more characters to be revealed each cycle. Enhancer: Office Chair Cracking has no unique outcomes. An honor bar is available upon achieving level 100 in Cracking. Another is available for successfully guessing 250 password characters. Forgery Read the main article: Forgery for full details on the crime. Forgery is the 11th crime released for Crimes 2.0. It is a Counterfeiting crime. Forgery allows players to create new items out of raw materials. The following 12 items can be created: Driver's License Parking Permit Concert Ticket Diploma Birth Certificate License Plate Skeleton Key Prescription ID Badge Travel Visa ATM Key Bank Check Police Badge Passport Enhancer: Magnifying Glass Forgery does not have any unique outcomes at the time of the crime's release. An honor bar is available upon achieving level 100 in Forgery. Another is available for having ten projects in a state of cooldown at the same time. Note: It is possible to have a critical fail when forging in which a player will lose their printer. Scamming Read the main article: Scamming for full details on the crime. Scamming is the 12th crime released for Crimes 2.0. It is a Fraud crime. Scamming allows players to amass a collection of email addresses, and proceed to launch spam waves at those email addresses in the hope of receiving some responses from interested targets. While the simplest scams may only provide limited rewards, you will eventually progress towards more complex scams, which will provide good results, assuming you have a big enough database of email addresses. There are three new education courses available that will aid your Scamming effort. Enhancer: Ergonomic Keyboard Scamming does not have any unique outcomes at the time of the crime's release. An honor bar will be available upon achieving level 100, with another available for responding to a victim's Temptation, Sensitivity, Concern, and Hesitation within a single successful scam. Future Crimes Coming soon... Award Migration This infographic displays how awards from the old crime system are migrated into the Crimes 2.0 regime. Patch History Released in Patch list #294 Patch list #325 : 13/02/24 Changed crime skill bar

animation to stop fading out to avoid players thinking it's related to crime chaining Patch list #323 : 23/01/24 Added new player tutorial missions involving Crimes 2.0 which is now enabled by default for all new players Changed wording in the Crimes Migration Wizard now that the initial release of the first 10 crimes is complete Patch list #294 : 20/06/23 Released the Crimes 2.0 migration system Released the Search for Cash crime for those who have migrated to Crimes 2.0 Changed crime bonuses (job, comp, edu, enhancer, merits) to provide crime exp & skill gains for migrated users Fixed log categories 'Crime success', 'Crime failure' and 'Crime critical failure' not appearing on dropdown list References ↑ Chedburn, Torn 2.0 21/09/12 ↑ Chedburn, Patch list #323 : 23/01/2024 (23/01/24) ↑ Chedburn, Crimes 2.0 early access is now open (20/06/23) ↑ Bogie, Crimes 2.0 and stats (04/07/23)"

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here! Contents 1 Introduction 1.1 Standing 1.2 Difficulty 1.3 Mission credits 2  
Details 2.1 George 2.2 Anonymous 2.3 Duke 2.3.1 Contracts 2.4 Amanda 2.5 Other  
Agents 3 Honors 4 Patch History Introduction Standing As you successfully complete  
contracts for Duke or any other agent, you will gain standing. You can lose  
standing by failing or declining contracts. By successfully completing many  
contracts, the difficulty level, rewards and amount of contracts available will  
begin to rise. If you decline a contract you will lose less standing in comparison  
to when you fail a mission. So don't just accept your contracts willy nilly!  
Missions can be left completed, but rewards unclaimed, indefinitely. Simply  
click \"complete\" to officially end the mission and receive mission credits and  
any additional rewards. Contract with an asterisk (*) beside the name indicates a  
new contract that you have not receive before Difficulty Upon first meeting a  
contract giver/mission agent, everyone will start on Easy difficulty. As an example  
with Duke, the targets and challenges you face will be very simple and the rewards  
will be low - this will change dramatically as difficulty increases. In contrast,  
some Expert contracts may be impossible to complete without assistance from others,  
but they'll provide on average 16x higher money rewards and 5x mission credit  
rewards. You can increase the difficulty of contracts he provides by increasing  
your standing with him. There are 5 levels of difficulty: Easy, Medium, Hard, Very  
hard and Expert. Each tier dramatically increases the money and mission credit  
reward and will unlock more contracts that were previously unavailable. It is  
possible to still receiving contracts in lower difficulty than your current  
standing; i.e., if you have Expert level unlocked it is still possible to receive  
Medium difficulty contracts. Before you can unlock a new difficulty level, Duke  
will provide a special contract that you must complete. By completing these special  
contracts, future contracts will have a chance to spawn at a higher difficulty.  
Some specific contracts have set difficulty levels, so you may sometimes receive  
lower difficulty contracts than you're expecting. Mission credits The mission  
credits panel (seen at the bottom of the Missions page) is where you can spend your  
mission credits. Mission credits are a new currency given when missions and  
contracts are completed. They can also be obtained by trading job points in a 10  
star Private Security Firm. Six random rewards will spawn here at a time. When one  
is purchased, it will be replaced by another one. Every unpurchased reward will be  
replaced by a new one every 7 days. The rewards may appear expensive at first due  
to the amount of mission credits received at lower difficulties. The team behind  
Torn also wants the special rewards to actually be special - by keeping their  
prices high. Rewards to look out for are books, attachments and Special ammunition.  
Details George George gives new players introductory missions to get them going in  
the game, more information about these missions can be found Here. Anonymous  
Anonymous is a mission agent, who will introduce you to all others. Currently, he
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only has one mission, which is an introductory mission for Duke, which requires you to complete 10 contracts. Upon completion, you will gain an honor bar, and 100 mission credits. Anonymous is unlocked once reaching level 5. Duke - the Loan Shark - is a mission agent, who will ask you to complete contracts in return for Mission credits. Contracts are like mini-missions. You'll be asked to complete fairly simple randomly generated tasks that utilize already existing game mechanics. Duke currently provides 67 separate contracts of which most are repeatable. We'll also constantly be adding new ones based on feedback and suggestions. Every agent we add will have a different theme. Duke's contracts are almost entirely focused around attacking (a sensible starting point), so most of the tasks will be somewhat similar--although receiving the same contract with the same task and target more than once is very rare. Duke will provide one contract per day, at midnight. You can have up to three available or in-progress contracts at a time (this could be increased to five when working in a Logistics Management company ranked three stars or higher). Amanda Professor Amanda Ravenscroft, a mission giver that has yet to be released. Other Agents As of 07/03/2024, there is no information regarding the release of additional agents beyond Duke and Amanda.

Honors There are three honor bars that can be achieved by completing missions.

- Complete the mission Introduction: Duke - Earn 10,000 mission credits - Complete 1,000 contracts

Patch History Released prior to Patch list #1 Patch list #328 : 05/03/24 Reduced the mission credit cost of most items sold in the Mission Shop based on their current market prices Patch list #323 : 23/01/24 Added new player tutorial missions involving Crimes 2.0 which is now enabled by default for all new players Patch list #259 : 04/10/22 Changed the "A Problem at the Tracks" contract to have clearer objectives Patch list #187 : 06/04/21 Added purple egg to the Easter Egg Hunt which provides +10 mission credits upon pickup. Patch list #179 : 09/02/21 Changed mission target selector to include twice as many inactive players if available. Patch list #176 : 19/01/21 Changed Double Jeopardy mission trigger to check last bounties instead of being locked to the first one. Patch list #175 : 12/01/21 Changed 'Make it slow' mission target selection to avoid targets who are 25 levels lower. Patch list #165 : 27/10/20 Changed item removal logic from completed missions to remove the last one received (with highest ID). Patch list #158 : 08/09/20 Removed target name from travel mission descriptions to help prevent accidental travel before accepting. Patch list #127 : 04/02/19 Removed redundant text from ammo rewards title on missions rewards panel. Patch list #126 : 28/01/19 Increased Damage & Accuracy of the Trout to reduce difficulty of the 'Red Faced' mission contract. Changed 'Plainleth Dentitht' target difficulty (-1). Changed 'Fireworks' base rounds fired requirement from 500 to 250 (halved). Changed 'Field Trip' money win requirement from \$1,000 base to \$100 (\$1m maximum at expert). Changed 'Make it Slow' minimum turns difficulty increment from 2 to 1 (13 to 9 maximum at expert) Increased 'Against the Odds' base rewards from 8 to 9 credits and from \$5,000 to \$5,500. Increased 'Emotional Debt' base money reward from \$3,000 to \$4,500 to cover Pepper Spray cost. Increased 'Undercutters' base rewards from 11 to 14 credits and from \$6,500 to \$8,000. Increased 'Unwanted Attention' base rewards from 13 to 18 credits and from \$8,500 to \$11,000. Increased 'Wrath of Duke' base rewards from 12 to 16 credits and \$7,500 to \$10,000. Increased 'Drug Problem' base rewards from 14 to 22 credits and \$9,000 to \$14,000. Increased 'Tree Huggers' base rewards from 15 to 26 credits and \$9,500 to \$16,000. Increased 'An Honorary Degree' base rewards from 6 to 7 credits. Increased 'Graffiti' base money reward from \$3,000 to \$4,500 to cover Pepper Spray cost. Increased 'A Problem at the Tracks' base rewards from 12 to 16 credits and \$8,000 to \$10,000. Increased 'No Man is an Island' minimum difficulty level to Hard. Increased 'Charity Work' base rewards from 7 to 9 credits. Increased 'Rabbit Response' base rewards from 7 to 14 credits and \$4,500 to \$8,000. Increased 'Hands Off' base rewards from 12 to 17 credits and \$8,000 to \$10,500. Increased 'Bare Knuckle' base rewards from 14 to 16 credits and \$8,500 to \$12,000 Increased 'Candy From Babies' base rewards from 12 to 15 credits. Increased 'Get Things Jumping' base rewards from 12 to 14 credits. Increased 'Big Tub of Muscle' base rewards from 5 to 7 credits and \$3,000 to \$4,000. Increased 'Hare, Meet Tortoise' base rewards from 5 to 7 credits and \$3,000

to \$4,000. Increased 'Party Tricks' base rewards from 5 to 7 credits and \$3,000 to \$4,000. Increased 'Immovable Object' base rewards from 5 to 7 credits and \$3,000 to \$4,000. Increased 'Batshit Crazy' base rewards from 8 to 10 credits. Increased 'Cracking Up' base rewards from 9 to 11 credits and \$5,500 to \$6,500. Increased 'Loud and Clear' base rewards from 13 to 17 credits and \$8,500 to \$10,000. Increased 'A Thor Loser' base rewards from 10 to 12 credits. Increased 'Keeping Up Appearances' base rewards from 5 to 7 credits and \$0 to \$5,000. Increased 'Swan Step Too Far' base rewards from 5 to 9 credits and \$3,000 to \$5,500. Increased 'Swan Step Too Far' minimum difficulty level to Hard. Increased 'Dirty Little Secret' base rewards from 11 to 12 credits. Increased 'Proof of the Pudding' base rewards from 5 to 8 credits and \$3,500 to \$4,500. Increased 'Army of One' base rewards from 9 to 16 credits and \$5,500 to \$10,000. Reduced 'Family Ties' base rewards from 18 to 15 credits and from \$11,500 to \$9,500. Reduced 'Lost and Found' base rewards from 19 to 17 credits and from \$12,000 to \$10,500. Reduced 'Pass the Word' base rewards from 12 to 6 credits and \$7,500 to \$3,500. Reduced 'Some People' base rewards from 12 to 6 credits and \$7,500 to \$3,500. Reduced 'Birthday Surprise' base rewards from 11 to 8 credits and \$6,500 to \$5,000. Reduced 'Bakeout Breakout' base rewards from 9 to 7 credits and \$6,000 to \$5,000. Patch list #124 : 14/01/20 Changed 'Sellout Slayer' contract to allow direct sales back to shops. Patch list #119 : 26/11/19 Increased quantities of special ammo provided by Companies, Stocks & newly spawned mission rewards. Changed mission credit costs of special ammunition (reduction). Patch list #114 : 22/10/19 Changed 'fight lose' trigger to automatically assign a new target if current one is fedded. Patch list #113 : 15/10/19 Changed random hospital time from the dirty bomb building process to avoid potential mission targets. Patch list #110 : 10/09/19 Changed 'Sell' and 'Weapon use' triggers on 'Sellout Slayer' contract to count any weapons of the same type. Patch list #92 : 07/05/19 Changed \"The Executive Game\" mission trigger to not fail on wrong weapon use. Patch list #89 : 09/04/19 Updated a few mission triggers to use new fight items equipped log. Patch list #88 : 02/04/19 Added system to prevent timeout of contracts if all tasks are completed. Patch list #87 : 26/03/19 Changed \"Painleth Dentitht\" mission trigger to count hits from \"Penelope\" item. Patch list #82 : 19/02/19 Changed 'Hammer time' mission trigger to also count hits made with Duke's hammer. Patch list #66 : 23/10/18 Added Fruitcake item to appear in Bits 'n' Bobs shop occasionally. Patch list #65 : 16/10/18 Changed minimum level of \"Out of the Frying Pan\" contract to 20. Patch list #42 : 24/04/18 Added ignore list exception for mission messages. Patch list #41 : 17/04/18 Changed 'no second chances' mission trigger to not count group attacks as fail criteria. Patch list #39 : 03/04/18 Increased Frenzy contract credit & money rewards. Patch list #37 : 20/03/18 Changed missions triggers to count fists and kick as melee weapons. Patch list #36 : 13/03/18 Changed 'Birthday Surprise' trigger to use average market price of the item as additional money reward. Patch list #35 : 06/03/18 Changed tutorial mission crimes trigger to check current inventory. Patch list #34 : 27/02/18 Added automated fed-jailed targets change for missions 'fight win' tasks. Changed mission book bonus to work for all current contracts instead of newly spawned. Patch list #26 : 26/12/17 Changed 'A Thor Loser' contract basic task value to 6 instead of 8. Patch list #20 : 14/11/17 Added city quick links highlight for missions. Patch list #18 : 31/10/17 Increased inactivity requirements for mission targets from 7 to 14 days. Added hospital and jail time check to mission targets selection. Patch list #15 : 10/10/17 Changed some mission lose triggers to only count damaging hits. Changed missions rewards section to handle the multi-tab accidental buys. Patch list #8 : 08/08/17 Changed missions target selection formula to prevent 'too high defense' matches. Missing: pre #8 patches. To view missions that were available prior to RESPO [click here](#). City West Side Education · Your Gym · Travel agency North Side Auction House · Church · Item Market · Points Building · Points Market Red-Light Casino · Dump · Loan Shark · Missions · Raceway Residential Your Property City Center Chronicle Archives · City Hall · Community Center · Hospital · Jail · Museum · Player Committee · Staff · Visitor Center Financial Bank · Donator House · Messaging Inc · Stock Market East Side Big Al's Gun Shop · Bits 'n' Bobs · Cyber Force · Docks · Estate Agents · Jewelry Store · Nikeh Sports · Pawn Shop · Pharmacy

· Post Office · Print Store · Recycling Center · Super Store · Sweet Shop · TC Clothing · Token Shop"

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Torn City Times, TC Times, Torn Times, or simply the \"Newspaper,\" is the official  
Newspaper for Torn. Its articles are updated regularly and you can view these by  
simply clicking on the Newspaper link on the Sidebar! Contents 1 Articles 2  
Reporters 2.1 Historical Note 3 Other Pages 3.1 Archive 3.2 Job Listings 3.3  
Properties 3.4 Freebies 3.5 Classified Ads 3.6 Personals 3.7 Bounties 3.8 Comics  
3.9 Chronicles 4 Advertising 4.1 Placing a graphical advertisement 5 Historical  
Notes 6 Patch History Articles On the front page of the Torn City Times, you are  
presented with one new article, and 6 older ones (if you want to see older ones,  
you can use the Archive page!) Articles are written out by the Newspaper's  
Reporters, and published by the Newspaper's Lead Reporter, sugarvalves. Having an  
article published will credit you with the Journalist honor bar, and 250 points!  
Reporters If you would like to have an article published, you can send a mail to  
sugarvalves [1963573]. Simply explain your idea, and he'll give you the go-ahead to  
write it! You can also use the Tell Your Story feature to pitch your idea.  
Historical Note Applications to become a Reporter used to be opened periodically.  
The first wave of Reporters were chosen prior to the release of RESPO by mailing -  
Clansdancer an Article -- showing that they had the ability to create high-quality  
material in the Newspaper. Other Pages Archive The Archive section of the Newspaper  
is a list of all of the past articles that have been published in the Newspaper.  
Job Listings Under Job Listings, you can select which Job you wish to work at. You  
can choose from the various Starter Jobs, or from the wide selection of Companies,  
and apply to them! Properties Under properties, you can either buy a property from  
the Estate Agent, or view the rental or selling markets. Freebies Available in the  
Freebies section of the Newspaper, are dozens of Torn City wallpaper images free to  
download. Classified Ads Here you can place an advertisement in the newspaper. The  
fee for listing one is $250,000. But with the Stock Bonus from Messaging Inc.  
classified ads listings are free. The links are hyperlinked automatically when you  
post the ad. Personals If you're looking for a spouse, in the Personals section of  
the Newspaper you can place an advertisement for the price of $10,000. Bounties You  
can place a bounty on another player at a cost; other players can look at this  
section for bounties available and can claim them for the reward. Full Article:  
Bounties Comics In this part of the Newspaper, you can read the Comics submitted by  
other players that have been accepted. You can submit a comic here yourself by  
selecting \"Submit\" at the bottom of the page and follow the rules carefully. If  
your Comic is accepted, you will be rewarded with an honor bar, and 250 points. You  
must be level 10 to submit a comic. Chronicles The Chronicles encompass much of  
Torn City's past. It chronicles major events that have taken place and many parts  
of Torn in general. Note: The ability to submit a Chronicle has been closed for  
some time. Advertising Along with the Classified Ads, you can also submit a banner,  
advertising your services or what you're buying, that will be shown -- at random --  
at the bottom of the Newspaper pages. Placing a graphical advertisement The cost  
for placing one is $500,000 per day; you can select to display it for between 7 and  
90 days. It will need to be accepted before it can be shown. If you have a block of  
1,000,000 shares in Yazoo, you are entitled to place graphical advertisement  
banners in the Newspaper for no fee! Note: With Yazoo, you are still required to  
have the funds on-hand when submitting your banner as the cost is refunded when it  
has been accepted or declined. Historical Notes Prior to the release of RESPO users  
were able to view horoscopes from the paper. Prior to the release of RESPO there  
was a local gyms section to the newspaper. Prior to the release of RESPO users were  
able to submit articles to the newspaper for a reward. There used to be a link to  
the Hall of Fame. This was removed. Patch History Released prior to Patch list #1  
Patch list #270 : 20/12/22 Added automatic hyperlinking of links added to
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Classified Ads Patch list #167 : 10/11/20 Released News Ticker. Patch list #141 : 12/05/20 Released Chronicle Archives. Patch list #124 : 14/01/20 Changed newspaper adverts to provide refunds via cashier's checks. Patch list #98 : 18/06/19 Updated comic submission guidelines on the comic submit page. Patch list #56 : 14/08/18 Added 3 submissions per day limit on 'Tell your story' newspaper feature. Patch list #54 : 31/07/18 Added green 'Newspaper' highlight on sidebar to indicate a new article. Patch list #49 : 26/06/18 Changed views counter position on newspaper article page. Patch list #39 : 03/04/18 Released rebuilt newspaper. City West Side Education · Your Gym · Travel agency North Side Auction House · Church · Item Market · Points Building · Points Market Red-Light Casino · Dump · Loan Shark · Missions · Raceway Residential Your Property City Center Chronicle Archives · City Hall · Community Center · Hospital · Jail · Museum · Player Committee · Staff · Visitor Center Financial Bank · Donator House · Messaging Inc · Stock Market East Side Big Al's Gun Shop · Bits 'n' Bobs · Cyber Force · Docks · Estate Agents · Jewelry Store · Nikeh Sports · Pawn Shop · Pharmacy · Post Office · Print Store · Recycling Center · Super Store · Sweet Shop · TC Clothing · Token Shop"

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are welcome to assist in its construction. Please direct your questions to the
editors or contributors. These can be found here. Alternatively please comment
here! Contents 1 In Jail 2 Busting 3 Self bust 4 Bail 5 Helpful things 6 Related
Awards 7 Side notes 8 See Also 9 Patch History In Jail City Jail is where you go
when you get caught by violating city law and enter into conflict with police. The
following actions will send you to Jail: Failing a Crime (getting a red result)
this will result in jail time and a loss of Crime Experience. Failing a Bust
Failing an Organised Crime (getting a jail result) this will result in jail time
and a smaller loss of Crime Experience. Getting arrested by another player. There
is a massive difference in jail time, it can range from ten minutes to over several
hours. Whilst in the City Jail you have restricted access to the game until you
escape or are busted out. You can do your gym training at Crims. You cannot train
dexterity, but you can train the other three stats. Note that the strength and
speed gains are better at Crims than the first four lightweight gyms, and the
defense gains at Crims are better than ALL of the lightweight gyms and the first
middleweight gym (Knuckle Heads). Busting Busting is an attempt to free an
imprisoned person from the Jail by someone outside. The following things impact the
chance to successfully bust a player from jail: Perks from faction (In the
Criminality tree, bust success can be increased to up to 50%) Perks from Education
(Law) Perks from job (Working at a Law Firm makes busting easier and also shows the
bust success chance) Your total number of already completed busts (the more you've
done the easier it is) Level (Being a higher level increases the bust chance, and
busting lower levels is easier) Time (Multiple busts in quick succession lower
success rates) Every bust attempt costs 5 nerve, which can reduced by up to 3 with
the relevant faction upgrades in the Criminality tree. There are three possible
outcomes to a busting attempt: Success: The jailed player receives the
event \"[busting player] busted you out of jail.\" Failure: The jailed player
remains in jail and the buster loses five nerve, but is not jailed. The jailed
player will receive the event \"[busting player] failed to bust you out of jail.\"
Jailed: The busting player fails the bust and is also sent to jail. The jailed
player receives the event \"[busting player] was caught trying to bust you out of
jail.\" A failed bust will result in jail time of one to three hours. A player is
more easily busted the lower their level and jail time is. The reason a player is
in jail does not appear to be a significant factor in the difficulty of a bust[1].
Busting is an especially difficult activity for new, low-level players. The
education classes in Law can help with busting for new players. Self bust
Attempting a self bust will cost half of a player's max nerve bar (rounded up).
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Completing the LAW2990 education reduces the self bail nerve requirement from one half to one third. Failure when self busting will add to a player's Jail time. Bail In addition to busting someone, there is also the option to buy someone out of jail costing an amount in dollars equal to (100 * remaining Jail time in minutes * inmate level). However this cost can be reduced by up to 57.25% through education and 50% through the Law Firm 1* Company Special. You are able to buy yourself out of prison by the completion of Common law Helpful things You can improve your break out ability by: Participating in law education courses, which can grant perks such as: reduced chance of being caught when trying to escape from Jail reduced amount of Nerve required to escape from Jail. the ability to buy yourself out of Jail. give a total 15% bonus to your skill in Busting and the same discount when buying people out of Jail. Bachelor of Law makes busting 50% easier and buying out 50% cheaper. Joining a 5* or better law firm. The 5* special 'Closing Argument' allows for a longer bust chain, and the 10* special 'Educated Decisions' allows you to see the success chance of your busts. Using a Lawyer Business Card will instantly get you out of jail, though this item is consumed on use. It is available via LAG's stock benefit. Players in the Law job who have reached the position of Trial Lawyer can get a player out of jail in exchange for 15 job points. Related Awards You can receive 7 medals for successful busts and there are 5 honors available for Jail related activities; Expand Jail related awards Side notes Self busting used to give a free boost to your dexterity (0.1% of current stat). This was later changed to 0.05%, before being removed. Self busting used to only be possible if your jail time was lower than 200 minutes. This was since removed because of a bug report. Definitive information on busting and crime experience can be found in this announcement from May, 2014. In the past, your dexterity contributed to your bust success chance, but this is no longer the case. See Also Federal Jail Patch History Released prior to Patch list #1 Patch list #185 : 23/03/21 Changed hospital time to override & replace jail time (can no longer be in both at once). Changed faction money & points depositing to not be possible while in hospital or jail. Patch list #171 : 08/12/20 Added link to 'Jail' after using alcohol. Jail crime experience loss Now, upon going to jail, the maximum crime experience you can lose is a static value of around 20x what you would have gained upon success. If this loss is more than 1% of your total crime experience, then 1% will be removed instead. Patch list #164 : 20/10/20 Changed crime exp loss upon jail to be far less significant. Patch list #152 : 28/07/20 Updated main backgrounds for regular / jail / hospital / abroad states. Patch list #131 : 03/03/20 Changed attack log results to 'Interrupted' instead of 'Escaped' when target goes to hospital / jail during attack. Patch list #128 : 11/02/20 Added auto-leave when defeating a target and then being jailed (I.e. via organised crime). Patch list #61 : 18/09/18 Changed stock market to allow access while in Hospital / Jail. Patch list #44 : 15/05/18 Disabled blood withdrawal and some various boosters while in jail. Patch list #20 : 14/11/17 Changed jail/hospital page access permissions while hosped/jailed at the same time. City West Side Education · Your Gym · Travel agency North Side Auction House · Church · Item Market · Points Building · Points Market Red-Light Casino · Dump · Loan Shark · Missions · Raceway Residential Your Property City Center Chronicle Archives · City Hall · Community Center · Hospital · Jail · Museum · Player Committee · Staff · Visitor Center Financial Bank · Donator House · Messaging Inc · Stock Market East Side Big Al's Gun Shop · Bits 'n' Bobs · Cyber Force · Docks · Estate Agents · Jewelry Store · Nikeh Sports · Pawn Shop · Pharmacy · Post Office · Print Store · Recycling Center · Super Store · Sweet Shop · TC Clothing · Token Shop ↑ Nosy, Advanced Jail Bust Guide (22/10/20)"

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initiates and loses a fight, or if a fight times out after 5 minutes if a player is attacked and loses a fight lose a game of Russian Roulette after failing certain Crimes and Organized Crimes using Felovax when in the jail as a result of the

casino game \"spin the wheel\", with outcomes such as \"face punch,\" \"kick to the throat,\" or \"choke hold.\" randomly, if drug addiction exceeds 9% while training at the gym without being under the drug cooldown. when unsuccessfully using Stink Bombs, Dog Poop or Toilet Paper on a player that has very high stat difference relative to the player using the item When using a blood bag that is incompatible with a player's blood type, or an Ipecac Syrup or Blood Bag : Irradiated A player's faction is targeted, or as a random victim of a Dirty Bomb Contents 1 How to Get out? 1.1 Revive 1.2 Items 1.2.1 Small First Aid Kit 1.2.2 First Aid Kit 1.2.3 Morphine 1.2.4 Blood Bags 1.2.5 Opium 1.2.6 Neumune Tablet 1.3 Early Discharge 1.4 Elimination 2 Restrictions 3 Historical Notes 4 Patch History 5 References How to Get out? Revive Being Revived will remove you from hospital and replenish a percentage of your life based on the revive skill of the reviver. This costs the reviver 75 energy, with the cost being reduced by 5 energy for every upgrade their faction has in the \"Reviver\" branch in the Fortitude tree, to a minimum of 25 energy. Being under the effects of Love Juice during the Valentine's Day Event also reduces the energy cost by 10 energy, which results in the minimum cost to revive being 15 energy. To gain the ability to revive, a person must first reach the brain surgeon rank in the medical starter job. Items The following items aid with getting out of hospital: Small First Aid Kit First Aid Kit Morphine Blood Bags Neumune Tablet Opium Every mentioned item, except Opium, will add time to your medical cooldown after use. Your medical cooldown is a timer that increases each time you use a medical item. When it goes over 6 hours, you cant take more medical items until it goes under 6 hours. You can view your current medical cooldown (if you have any) by clicking/hovering over the medical cooldown icon in your icons. The maximum medical cooldown can be increased through faction upgrade up to 9 hours. You can improve the effectiveness of all the medical items up to 50% through Education (+20%) and Faction special upgrades (+30%). Medical items compared with hospital time removed and % of life restored

Item	Standard	20%	30%	50%	Minutes / Life
Only Edu	Only Faction	Edu + Faction	Small First Aid Kit	20 minutes	5% life
24 minutes	6% life	26 minutes	6.5% life	30 minutes	7.5% life
First Aid Kit	40 minutes	10% life	48 minutes	12% life	52 minutes
13% life	60 minutes	15% life	Morphine	70 minutes	15% life
84 minutes	18% life	91 minutes	19.5% life	105 minutes	22.5% life
Blood Bags	120 minutes	30% life	144 minutes	36% life	156 minutes
39% life	180 minutes	45% life	Small First Aid Kit	Small First Aid Kit, also known as an \"SFAK\" is obtained by stealing it from the hospital while in the medical job. There is a 1/3 chance of getting 50 of these when opening a box of medical supplies, acquired through the THS stock benefit. You can also buy these from the Pharmacy for \$7,500 each. The \"SFAK\" will take 20-30 minutes off your hospital time and restore 5%-7.5% of your total Life and add 10 minutes to your medical cooldown depending on Education courses you have taken and your faction special upgrades. First Aid Kit First Aid Kit, also known as a \"FAK\" is obtained by stealing it from the hospital while in the medical job. There is a 1/3 chance of getting 30 of these when opening a box of medical supplies, acquired through the THS stock benefit. You can also buy these from the pharmacy for \$15,000 each. The \"FAK\" will take 40-60 minutes off your hospital time and restore 10%-15% of your total Life and add 15 minutes to your medical cooldown depending on Education courses you have taken and your faction special upgrades. Morphine Morphine is obtained by stealing it from the hospital while in the medical job. There is a 1/3 chance of getting 20 of these when opening a box of medical supplies, acquired through the THS stock benefit. You can also buy these from the pharmacy for \$20,000 each. Morphine will take 70-105 minutes off your hospital time and restore 15%-22.5% of your total Life and add 20 minutes to your medical cooldown depending on Education courses you have taken and your faction special upgrades. Blood Bags Blood bags can be filled by using an empty blood bag, and used once the Education Intravenous Therapy has been completed. Filling a blood bag will take 30% of your life, add 1 hour to your medical cooldown, and give you one filled blood bag of your blood type. Blood bags can be bought from the pharmacy for \$15,000 each. Blood bags will take 120-180 minutes off your hospital time and restore 30%-45% of your total Life and add 30 minutes to your medical cooldown depending on Education courses you have taken and	

your faction special upgrades. A table on which Blood Bags you can use as which group can be found below: Opium Opium is a drug which can be purchased from China, Japan and South Africa. It can also be bought from other players. Opium will remove all standard hospital time, replenish 50% of your life and provide a 30% passive bonus to your defense. It does not add to your medical cooldown, but instead adds a 120-180 minutes drug cooldown. To find out more about Opium and other drugs click here. Neumune Tablet Main article: Neumune Tablet This is the only Medical item that will remove Hospital time if you have Radiation Poisoning due to a Dirty Bomb either in construction or detonation or due to the use of an irradiated blood bag. As of 23/02/21, using a Neumune Tablet will increase Medical Cooldown by 3 hours, decrease Hospital time by 3 hours, and reduce Radiation Poisoning by 12 hours (1.5%). It will not remove Hospital time for any other reason. It is available to buy in Switzerland for \$6,500,000. Early Discharge Following the Medical Revamp 2021[1], a mechanic called 'Outsider Hits' was introduced to balance faction warring, and create a more competitive environment. Main article: Outside Hit An Early Discharge allows a player to leave the hospital with no medical items or medical cooldown used. An alternative hospital icon is activated for when the early discharge is available to the player.[2] Players will have their health bar recovered to whatever it was before they were attacked by the outside hitter.[3] Early Discharge will be immediately available at the start of Ranked Wars and Territory Wars for all incoming outside hits. [4] The flowchart below shows how an outside hit is determined: Elimination An addendum has been placed on the definition of an \"Outside Hit\" regarding the Elimination competition that runs in September. All Elimination hits will be considered \"Inside Hits\", and thus will not qualify a user for Early Discharge. Restrictions Regular consumables can be used while in hospital (medical items, candy, alcohol, drugs) but not special consumables (boosters, eggs, or stat enhancers). Parcels and supply packs may be opened while in hospital, but empty boxes cannot be used to make a new parcel. Trades can be initiated, commented on, added to, removed from, declined, accepted, or canceled from hospital. Historical Notes Neumune Tablet used to take off 24 hours hospital time Medical items and reviving was updated on 23/02/21 in the Medical Revamp 2021 Patch History Released prior to Patch list #1 Patch List #322 : 16/01/24 Changed wrong blood bags so they can be used whenever - even while on full life and out of the hospital Patch list #191 : 11/05/21 Added additional text to revive confirmations to say if the patient has Early Discharge available. Patch list #185 : 23/03/21 Changed hospital time to override & replace jail time (can no longer be in both at once). Changed faction money & points depositing to not be possible while in hospital or jail. Patch list #184 : 16/03/21 Added warning if Early Discharge is available on medical item use confirmation Changed Early Discharge to only become available after the faction has first received excessive outside hits. Patch list #183 : 09/03/21 Added alternative hospital icon when outside hit mitigation (Early Discharge) is available to the user. Patch list #182 : 02/03/21 Added Early Discharge system to handle 'outside hit' mitigation which removes hospital time and restores life. Removed 'no medical cooldown for medical items' outside hit mitigation now replaced by Early Discharge. Medical revamp 2021 Added revive skill from 0 to 100 which has been pre-generated from historical data. Added outside attack mitigation so war participants gain no medical cooldown when alleviating hospital time. Changed maximum medical cooldown from 24 / 36 hours to 6 / 9 hours. Changed medical item base hospital time minute reductions from 20/50/100/100 -> 20/40/70/120. Changed medical item base life recovery from 3.25 / 7.50 / 15.00 / 20.00 -> 5/10/15/30. Changed medical item cooldown minutes from 15/30/60/60 -> 10/15/20/30 Changed Neumune tablet cooldown of 6 -> 3 hours, radiation reduction -50%, hospital time 4h -> 3h. Changed Empty Blood Bags to require and use 20% -> 30% life but reduced cooldown from 3 -> 1 hours. Changed base maximum medical cooldown from 24 hours -> 6 hours. Changed 'Medical Cooldown' faction tree special to increase medical cooldown up to 3 additional hours. Changed hospitalization base time range from 180-300 minutes -> 180-210 minutes. Changed Hospitalizing merit to increase hospitalizing times from +100 minutes -> +50%. Changed Hospitalization faction tree special to increase

hospitalizing times from up to +25% -> +50%. Changed Opium to only recover up to 50% of maximum life but is now affected by medical effectiveness. Changed Opium to provide +30% defense for its reduced duration of 2-3 hours. Changed revives to have the possibility of failure /w visible chance % of which a higher revive skill improves. Changed revive button styles on hospital to show which people are not accepting your revives. Changed revive life recovery to be based on reviver's revive skill (I.e. Level 23 reviver will recover to 23% life). Patch list #181 : 23/02/21 Released Medical Revamp 2021. Patch list #173 : 22/12/20 Changed Neumune tablet time reduction to also benefit from medical effectiveness. Patch list #156 : 25/08/20 Changed irradiated blood bags to provide hospital time and continuous radiation increases. Changed irradiated blood bags to only be used when in hospital or on low life (like other blood bags). Patch list #152 : 28/07/20 Updated main backgrounds for regular / jail / hospital / abroad states. Patch list #133 : 17/03/20 Changed high drug addiction gym hospitalization to not trigger if the user is under attack. Patch list #131 : 03/03/20 Changed attack log results to 'Interrupted' instead of 'Escaped' when target goes to hospital / jail during attack. Patch list #130 : 25/02/20 Changed hospital cross color to black for the hospital user icon. Patch list #115 : 29/10/19 Changed withdrawing blood while under radiation sickness to produce Blood bag : Irradiated. Patch list #113 : 15/10/19 Changed random hospital time from the dirty bomb building process to avoid potential mission targets. Patch list #112 : 24/09/19 Changed radiation poisoning hospital time to remove the player from jail first. Patch list #84 : 05/03/19 Changed drugs to prevent their usage while in hospital for radiation poisoning. Patch list #80 : 05/02/19 Changed "\"Withdraw blood\" button label on touchscreen view to "\"Use\"". Patch list #79 : 29/01/19 Enabled medical item usage while in jail and hospital at the same time. Patch list #61 : 18/09/18 Changed stock market to allow access while in Hospital / Jail. Patch list #44 : 15/05/18 Disabled blood withdrawal and some various boosters while in jail. Patch list #20 : 14/11/17 Changed jail/hospital page access permissions while hosped/jailed at the same time. Patch list #1: 20/06/17 Using incorrect blood bag no longer overrides hospital reason if it doesn't affect hospital time. Medical 2.0 released : 25/02/15 Life bar added. Medical items now give life. Revives have no cooldown, and only provide 25% life increase. Blood types, blood bags and a new educational course released. Radiation sickness - new status effect caused by Dirty Bombs - released. References ↑ Chedburn, Medical Revamp 2021 (23/02/21) ↑ Chedburn, Patch list #183 (09/03/21) ↑ sugarvalves, AMENDMENTS MADE TO MEDICAL SYSTEM Newspaper Article (02/03/21) ↑ Chedburn, Ranked Warring meta shakeup '24 — City West Side Education · Your Gym · Travel agency North Side Auction House · Church · Item Market · Points Building · Points Market Red-Light Casino · Dump · Loan Shark · Missions · Raceway Residential Your Property City Center Chronicle Archives · City Hall · Community Center · Hospital · Jail · Museum · Player Committee · Staff · Visitor Center Financial Bank · Donator House · Messaging Inc · Stock Market East Side Big Al's Gun Shop · Bits 'n' Bobs · Cyber Force · Docks · Estate Agents · Jewelry Store · Nikeh Sports · Pawn Shop · Pharmacy · Post Office · Print Store · Recycling Center · Super Store · Sweet Shop · TC Clothing · Token Shop"

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Player Level Requirements 4 Casino Self-Exclusion 5 Related Awards 6 Patch History
Casino Tokens Casino Tokens are received daily at New Day in Torn, you receive an
initial 75 tokens per day but can receive more via alternative means. Most games
require 1 token per play. You can refill your Casino Tokens to 75 by spending 30
points at the Points Building. You can obtain 25 tokens per job point by working at
a Cruise Line Agency (1* special Bursar), and at the Casino City Job You can get 50
more tokens by using a Casino Pass, which can be found in the City. A successful
Counterfeiting casino tokens crime can earn up to 30 tokens (an unsuccessful one:
time in jail). There is a daily chance to win additional Casino Tokens by playing
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each of the three wheels in the Spin The Wheel game. These can give 5,10, or 25 tokens respectively. Casino Games Articles relating to Casino games Poker Bookie Blackjack Russian Roulette Slots Spin The Wheel Roulette Lottery High-Low Keno Craps Chess was also available to play against other players. More information can be seen on its own page Chess. Unlocking Casino - Player Level Requirements Level Unlock 2 Unlock Bookies 3 Unlock Lottery 4 Unlock Blackjack 5 Unlock Poker 6 Unlock Russian Roulette 7 Unlock Spin The Wheel Casino Self-Exclusion You can ban yourself from being able to use casino (including lottery vouchers) by self-excluding yourself from the in-game settings. Keep in mind, that you won't be able to withdraw a cashier's check from a bookie bet until the casino ban is lifted and you cannot complete any missions(if accepted) that require a trip to the casino. Related Awards There are a number of honor bars available relating to games within the casino; Expand Casino Patch History Released prior to Patch list #1 Patch list #192 : 18/05/21 Changed Blackjack to use eight decks instead of one. Patch list #186 : 30/03/21 Changed Craps casino game to only deduct casino tokens. Patch list #148 : 30/06/20 Changed player names appearing in Russian Roulette to link to profiles (enabling mini-profiles). Patch list #145 : 09/06/20 Changed High Low to disable 'Higher' button when dealer has Ace, and 'Lower' when dealer has Two. Patch list #124 : 14/01/20 Changed Russian Roulette lobby to update every 2 seconds and removed the refresh button. Patch list #120 : 03/12/19 Changed Russian Roulette last games log ordering to use last action timestamp instead of time created. Patch list #115 : 29/10/19 Changed slots money counter animation speed when spinning rate is faster. Patch list #113 : 15/10/19 Changed Slots animation to increase in speed after several consecutive spins in a row. Changed Slots chance of jackpot to increase with higher bets, I.e. x2 for \$100, up to x64 for \$10,000,000. Patch list #110 : 10/09/19 Changed the 10 last jackpot winners panel to display 100 on the Slots Statistics page. Patch list #91 : 23/04/19 Changed \"Lucky Shot(s) Casino\" title on the Slots page. Patch list #80 : 05/02/19 Changed Blackjack 'Five Card Charlie' to 'Six Card Charlie'. Patch list #77 : 15/01/19 Increased Russian Roulette timeout timer back to 3 minutes. Patch list #75 : 26/12/18 Added casino ban system to staff tools. Patch list #67 : 30/10/18 Added event for players who timed out in Russian Roulette (when their opponent used 'Take action'). Changed Russian Roulette timeout time required to use 'Take action' option. Patch list #55 : 07/08/18 Changed password fields in RR and racing to simple text. Patch list #52 : 17/07/18 Changed Russian Roulette games in progress to be hidden from lobby view. Patch list #38 : 27/03/18 Removed re-splitting on Blackjack after first split. Changed second Blackjack split playthrough to have fresh overturned dealer cards. Changed blackjack doubledown to be available on both hands of the split. Patch list #31 : 06/02/18 Changed Russian Roulette to skip hospitalization when being attacked. Patch list #30 : 30/01/18 Changed Blackjack to shuffle deck after every game. Patch list #26 : 26/12/17 Added additional protection from script abusers in slots. Patch list #15 : 10/10/17 Spin the wheel changed to issue result only when the wheel has stopped. Patch list #12 : 05/09/17 Changed casino cards deck shuffle mechanics (frequency increased). City West Side Education · Your Gym · Travel agency North Side Auction House · Church · Item Market · Points Building · Points Market Red-Light Casino · Dump · Loan Shark · Missions · Raceway Residential Your Property City Center Chronicle Archives · City Hall · Community Center · Hospital · Jail · Museum · Player Committee · Staff · Visitor Center Financial Bank · Donator House · Messaging Inc · Stock Market East Side Big Al's Gun Shop · Bits 'n' Bobs · Cyber Force · Docks · Estate Agents · Jewelry Store · Nikeh Sports · Pawn Shop · Pharmacy · Post Office · Print Store · Recycling Center · Super Store · Sweet Shop · TC Clothing · Token Shop"

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are welcome to assist in its construction. Please direct your questions to the
editors or contributors. These can be found here. Alternatively please comment

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here! Torn's Forums is a location of both public and private discussion under several categories: Announcements My Forums Main Forums (Torn-Related) Non-Related Forums (Non Torn-Related) Torn's forums can be found here. Contents 1 Rules and Guidelines 2 Functions 3 Categories 3.1 Announcements 3.2 My Forums 3.3 Main Forums 3.4 Non-Related 4 Forum Search 5 Karma 6 See Also 7 Historical Notes 8 Patch History Rules and Guidelines To protect users, there are social guidelines that must be adhered to avoid an excessively toxic environment. Please see the current rules under Social Violations. Functions Players can post text, tables, hosted images, and hosted videos (using BBCode). Forum posts are editable (only the time of last edit will be seen at the end of the post) by author and staff. Players can accumulate Karma through upvotes for their threads or posts. Downvotes can give negative karma. A player's karma cannot go below zero. Categories Announcements This is the category where Admins post updates to the game, a weekly patch list that highlights developers current focus, downtime notifications, and applications for staff and the player committee. This allows players to stay informed about the recent happenings in Torn. Players cannot post in this section. My Forums These are player specific forums which may change from time to time depending on the status of the player. When the status of the player changes, they may no longer be able to access the corresponding forums. The posts made by players while accessing the forums will stay even after they leave. They can be viewed by new players who get access later on. My Faction (Contains threads related to the faction the player is currently part of.) My Company (Contains threads related to the company the player is currently part of.) Donator Forum (Exclusive for players with donator/subscriber status.) VIP Corner (Exclusive for those with at least 1,000 positive karma.) Christmas Town (Exclusive for players who made a Christmas town map.) Wiki (Exclusive for Wiki contributors and editors.) Reporter Panel (Exclusive for players who have Reporter status for Torn City Times Newspaper.) Elimination Team forum during the Elimination competition in September. Main Forums These forums are accessible to all torn players at all times. The ability to post in them may be revoked by staff accordingly. Main Forums General Discussion (Discussion regarding Torn-related subjects.) Questions & Answers (Where players can ask their doubts and other players, staff, or admins can answer) Tutorials & Guides (Contains player-written guides and tutorials regarding various game play mechanics) Trading Post (A channel for traders and customers to interact with each other) Fun & Games (A place for fun player-run) Community Events (Place for admin-run events for players. In this forum, players cannot create threads) Achievements (An area for players to brag about their successes in Torn) Faction Discussion Faction Recruitment Company Discussion Company Recruitment Attacking (Services related to attacks: loss selling, mercenary services, etc...) Stock Market Properties (Related to properties sharing or trading) Gambling Poker Racing Missions Graphics Tools & Userscripts Discord API Development Bugs & Issues (Bug or issue reporting area for players) Suggestions (Players can suggest any game-related changes. Admins will respond once the suggestion gains more than 250 upvotes) Graveyard (A place for removed threads from other forums under various circumstances) BBCode Testing Forum Non-Related These forums are intended for discussion that is not related to Torn. Players should still abide to the forum rules. The non-related forums can be accessed by all players. Non-Related Forums All non-related Politics & Law General Non-related Gaming TV & Movies Music Sports Technology Roleplay Art & Literature Hobbies & Interests Food & Cooking Health & Fitness Travel & Culture Science Paranormal Animals & Nature Motoring Forum Search The search engine is powered by Sphinx, looking for keywords that are a maximum of 5 words apart at most. A few commands can be used to enhance your search: Hyphen/Minus (-) - Find posts that do not contain the following word. list safe -crime Doesn't contain \"crime\" Equal Sign (=) - Find posts where the following word is exactly this (no plural forms). list safe =crime Contains exactly \"crime\" Circumflex Accent (^) - Find posts that begin with the following word list ^beginning crimes Begins with \"beginning\" Dollar Sign (\$) - Find posts that end with the preceding word list ending\$ crimes Ends with \"ending\" Double Less-Than Sign (<<) - Find posts with the preceding word preceding the following word one << four << two The word \"one\" must come

before \"four\", and \"four\" must come before \"two\" (by:) - Find posts created by the specified user by:Chedburn Searches for posts created by Chedburn More details on the above punctuations can be found at the sphinx documentation depending on what the developer has enabled. Karma A player's karma is a measurement of the likes and dislikes their forum posts have received. The lowest possible karma a player can have is zero, regardless of the number of dislikes their posts have received. Upon reaching a total of 1000 karma, players are given access to a special forum called \"VIP Corner\". A player will not receive/lose karma in the following scenarios: The post is under thirty characters long The thread is locked or in the graveyard The thread is in your faction's forum, company forum or elimination contest forum The post is a comment in the Trading Post forum The person liking/disliking the post is a new player, or has not posted in the forum in a long time The person liking/disliking the post has been mass-rating a single user's posts Do be aware that once you rate a post, you only have a short period of time to change your rating before it becomes permanent. See Also Messages Chat (Related Archived) IRC Chat Historical Notes The Forum currently uses TinyMCE During the RESPO update the 'Old Forums' were archived, threads created before this update can still be viewed here. Patch History Released prior to Patch list #1 Patch list #165 : 27/10/20 Changed forum posting cooldown from 30 seconds to 60 seconds for non-donators. Patch list #153 : 04/08/20 Added ability to add a quote when editing post. Increased forum search results amount to 1,000 pages. Patch list #151 : 21/07/20 Added Forum Search history dropdown panel (saves most recent 5 searches). Patch list #149 : 07/07/20 Improved forum search tool and added new operators. Patch list #126 : 28/01/19 Changed \"Pin post\" to be available on Faction Forums for users with FO permissions. Patch list #119 : 26/11/19 Disabled down-rating threads & posts for new players. Patch list #115 : 29/10/19 Changed forum search to allow \"by: 1\" or \"by: playername\" : I.e. \"by: Chedburn testing\". Patch list #105 : 06/08/19 Removed Politics and Law threads appearing in Popular Threads panel. Patch list #100 : 02/07/19 Added ability to quote another post when editing. Patch list #93 : 14/05/19 Added ability for staff and owners to remove forum polls when editing a thread. Patch list #87 : 26/03/19 Changed links in forum posts to open in new tabs. Patch list #84 : 05/03/19 Added new text editor to the forums and converted all existing posts for compatibility. Patch list #71 : 27/11/18 Added tooltips for long thread titles when viewing the thread. Patch list #52 : 17/07/18 Merged Bulletin Board with Announcements. Patch list #43 : 08/05/18 Changed Graveyard forum to allow replies to threads. Patch list #39 : 03/04/18 Added BBCode testing forum. Patch list #36 : 13/03/18 Added Tools & Userscripts forum. Patch list #19 : 10/11/17 Changed karma mechanics to be a purer representation of likes vs dislikes. Patch list #16 : 17/10/17 Removed graveyarded threads from popular list. Patch list #8 : 08/08/17 Added Wiki forum for editors & contributors."

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Extra 5 Patch History Hall Of Fame Prior to the release of RESPO the Hall Of Fame was much more restricted, you can view information on the old Hall of Fame here.

Previously a player was only able to see the top 20 in any specific record.

However, with the introduction of RESPO the Hall of Fame became much more competitive with the introduction of more stats and many more of the redundant records removed. The current Hall Of Fame displays all user rankings and a user is able to view how many ranks they have gained in the current month, week or day in a specific listing, it also displays the users above and below them which you are able to view at your leisure. Some user names remain hidden to others, such as battle stats ranking, however, it does indicate where you stand in the whole game in comparison to the rest of the player base. You can access the Hall Of Fame via the Sidebar. In addition to the main Hall Of Fame listings, there are three specialized rankings that are not available on the main Hall Of Fame page. These

include Racing Wins, Racing Points, and Racing Skill, which can instead be accessed in the \"Statistics\" section of the Race Track area. HOF Listings Level Offences Rank Attacks Defends Busts Revives Travel Time Networth Battle Stats Work Stats Awards Faction Rank Faction Respect Faction Chains Historic Listings Below are listings that were available on the Hall Of Fame prior to the release of RESPO, for more information on the old Hall Of Fame click here. Casino Casino Streak Most Wanted (Still there, renamed to Offences) Points (This used to be a hidden stat, setting the type parameter to \"points\". It is no longer available at all) Extra If you are interested in other -unofficial- halls of fame you can always have a look at these places: Battlestats hall of fame: Battle Stats hall of fame by Proxima Top 50 on most personal stats in the entire game, requires an account. Tornstats' Halls of fame Patch History Released prior to Patch list #1 Patch list #344 : 25/06/24 Added racing hall of fame leaderboards for wins, points and skill to the racing statistics page Patch list #258 : 27/09/22 Replaced the 'Times Traveled' HOF with a far more meaningful 'Amount of time spent traveling' HOF Patch list #245 : 28/06/22 Added Faction Rank, Faction Chains and Awards leaderboards to the Hall of Fame Patch list #177 : 26/01/21 Added client caching to Hall of Fame duration selection. Patch list #176 : 19/01/21 Added ability to see position changes Weekly or Daily via dropdown on the Hall of Fame."

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application is accepted, all other related applications will be removed. So as a Faction leader, all of the applications you see will be from players who are available to join now. If an application is declined or withdrawn, the player will not be able to reapply again for 72 hours. This restriction can be overridden by the Faction by toggling \"Allow applications\" off and on again. Applications expire after 72 hours if they have not been accepted or declined. Faction Warfare These are features/play styles used by factions in order to gain respect, climb the Hall of Fame and get recognized by the Torn community. Respect Respect is what most factions will fight and die for. It can be used to show the Torn community how good your faction is, it can be used as bragging rights or it can be used for upgrading faction specials. Respect is gained and lost in many ways. Gaining Respect Attacking and chaining against other players. Consecutive attacks in a short time period is known as chaining and is the most efficient way of gaining respect. See Gaining Respect You can also accumulate respect, on a daily basis, by owning Territory blocks. Most factions will run Organized Crimes for the purpose of gaining respect, as well as some money in the process. They range in difficulty and number of members required. The Television Station company special 'Propaganda' allows an employee to spend job points on gaining respect for the faction they are in. The faction news log will also have a record of this. Losing Respect When a faction is hit by a Dirty Bomb, it will lose a large amount of respect, and suffer from several other effects. When a member of a faction is attacked, the faction will lose 25% of the respect that the attacking player gained Chaining View the main article on Chains Chaining is a warring tool designed to supplement warring between two factions. Successive hits made on players outside of your faction will build a \"chain\", gradually earning more respect as the chain builds - and occasionally reaching \"bonus\" hits for large additional respect gains. Chaining must be unlocked by spending respect. Once a faction has completed a chain of set length, it may unlock the next length chain. These purchases are non-refundable. The first 10 hits in a chain must be made within 5 minutes. Beyond this, each successive hit must be made within 5 minutes or the chain will enter its cooldown state. As the chain progresses, the respect earned will gradually increase - scaled logarithmically. At 13 possible points in a chain, designated \"bonus hits\", a hit will produce a large flat respect bonus. Once a chain breaks, it will enter its cooldown state, which lasts 10 seconds for every hit made in the chain (e.g. 100 seconds for a 10-hit chain). Chaining was completely redesigned in 2017 and unveiled in November as the first update in a much larger Warring 2.0 upgrade. Full details on the subject can be found on the Chain page. Faction Raiding Raiding is a purely destructive form of warring that was released on 08/01/19. Any faction may begin an indefinite raid against another faction, during which respect may only be taken from the opposition, rather than earned. During a raid, attacks made by either side during a raid will cause 100% respect loss (compared with the 25% loss caused by regular attacks). Respect that you take from the opposing faction will be added to your faction's raid score. As with ranked wars and territory wars, full stats and graphs are available in a raid report once a raid is complete. Initiating a Raid Factions must have a minimum of 10 members to be able to declare a raid. A faction may only begin a raid with one faction at time. If your faction is involved in a raid, it will not be able to start another until the current raid is ceased. However, your faction may be raided by an unlimited number of factions at the same time. Note: If your faction starts a raid, it will force any current chain into its cooldown state, so chains should be finished before or started after your faction declares a raid. Ceasing a Raid Once 24 hours has elapsed, the faction with the highest score (most respect taken) gains the option to \"Cease\" the raid. The losing Faction can also cease the raid if any of the following criteria are met: No attacks are made by either party for 72 hours The winning side has less than 10 members [2] The faction with the lowest score may also choose to surrender at any time, however all this does is notify the opposing faction that you wish for the raid to be over. They may choose to accept your surrender and cease, or ignore it and continue. Traded peace treaties will cease & block raids for the agreed duration. In rare cases a faction's total respect may reach 0, in which the faction

is destroyed. Faction Destruction When a faction hits zero respect, they will be permanently destroyed. The faction will not be fully deleted, but it will enter an irrecoverable death state - this means the faction cannot be accessed, but its profile - showing its name, image, and previous leader - will be retained forever. Upon destruction, all members of the faction will be removed and any inventory which isn't loaned out will be moved to the leader including money and points. Territories For more information on the obtaining of territories, check here. Ranked Warring For more information on the Ranked Warring, check here. Outsider vs. Insider Hits The criteria for an outside hit is shown below: Early Discharge, for Outside Hits, is available at the start of a faction war. [3] Organized Crime Panel Main article: Organized Crime The Organized Crime Panel allows for planning of Organized Crimes. An Organized Crime is a group activity performed by members of a Faction in order to gain cash and respect for that faction, as well as Crime Experience for the members involved. This panel allows for those with the proper permissions to plan and initiate Organized Crimes, and individuals who plan to leave the faction to cancel their own Organized Crime. Upgrades Panel The upgrades panel is the nuts and bolts of faction management. It is split into two sections, the core branch and the special upgrades branch. An upgrade from a core branch cannot be undone, so be careful when selecting these. This includes member capacity, armory upgrades, dirty bomb lab, territory upgrades, and chaining upgrades. The special upgrades branch is where you can select your specials, you can choose up to 6 trees from a list of 8 trees. These can be swapped out instantly with another 'loadout' of upgrades.[4] Armory Armory Upgrade Respect Challenge Weapon Armory 1,000 N/A Armor Armory 1,412 N/A Temporary Armory 3,067 N/A Medical Armory 3,067 N/A Drug Armory 6,662 N/A Booster Armory 6,662 N/A Point Storage 15,773 N/A Laboratory 105,027 Acquire 25 faction members Chaining Chaining Upgrade Max Chain Size Respect Challenge Chaining I 10 1,412 N/A Chaining II 25 2,173 Achieve a chain of 10 Chaining III 50 3,067 Achieve a chain of 25 Chaining IV 100 4,719 Achieve a chain of 50 Chaining V 250 6,662 Achieve a chain of 100 Chaining VI 500 10,251 Achieve a chain of 250 Chaining VII 1,000 15,773 Achieve a chain of 500 Chaining VIII 2,500 22,265 Achieve a chain of 1,000 Chaining IX 5,000 34,258 Achieve a chain of 2,500 Chaining X 10,000 48,358 Achieve a chain of 5,000 Chaining XI 25,000 74,404 Achieve a chain of 10,000 Chaining XII 50,000 105,027 Achieve a chain of 25,000 Chaining XIII 100,000 161,596 Achieve a chain of 50,000 Capacity Member Capacity Upgrade Capacity Respect Challenge I 10 1,000 N/A II 15 1,412 N/A III 20 2,173 Achieve a faction age of 10 days IV 25 3,067 Achieve a faction age of 20 days V 30 4,719 Achieve a faction age of 30 days VI 40 6,662 Achieve a faction age of 40 days VII 50 10,251 Achieve a faction age of 50 days VIII 65 15,773 Achieve a faction age of 75 days IX 80 22,265 Achieve a faction age of 100 days X 100 34,258 Achieve a faction age of 150 days Territory Territory Capacity Upgrade Capacity Respect Challenge Territory I 1 1,295 N/A Territory II 2 1,678 Hold 1 territory for 3 days Territory III 3 2,173 Hold 2 territories for 3 days Territory IV 4 3,067 Hold 3 territories for 3 days Territory V 5 3,972 Hold 4 territories for 3 days Territory VI 6 5,144 Hold 5 territories for 3 days Territory VII 7 6,662 Hold 6 territories for 3 days Territory VIII 8 8,628 Hold 7 territories for 3 days Territory IX 9 12,180 Hold 8 territories for 3 days Territory X 10 15,773 Hold 9 territories for 3 days Territory XI 11 20,427 Hold 10 territories for 3 days Territory XII 12 26,453 Hold 11 territories for 3 days Territory XIII 13 37,341 Hold 12 territories for 3 days Territory XIV 14 48,358 Hold 13 territories for 3 days Territory XV 15 62,625 Hold 14 territories for 3 days Territory XVI 16 81,100 Hold 15 territories for 3 days Territory XVII 17 105,027 Hold 16 territories for 3 days Special Branches Special branches are bonuses that all of your faction members receive. You can assign your respect to these specials. Be wary though, specials can only be unset 72 hours after being set, so you can't just change up your specials constantly. Additionally, the upgrade cost is dependent on which slot the branch presides in, with the first slot being the base costs listed below, and each subsequent slot being double the cost of the previous one (An upgrade costing 1000 respect in the first slot will cost 2000 respect in the second, 4000 in the third, etc.) To unlock additional specialization branches, a faction must have a specified

number of upgrades active at the same time. Once the requirement to unlock a specialization branch is reached, it will be permanently unlocked, even if the total amount of upgrades the faction currently has drops below the specified number. Branch Unlock II: 20 upgrades Branch Unlock III: 45 upgrades Branch Unlock IV: 75 upgrades Branch Unlock V: 110 upgrades Branch Unlock VI: 150 upgrades If you are interested in the old upgrades system, you can view those on this page. This section is directly copied from Everything about faction specials by Harley [258120] You can find more information on all the challenges you need to complete on this spreadsheet by FIN [527880] and Franky [1529693]. The Respect Simulator on YATA by Kivou [2000607] can also be used to predict respect required for each upgrade.

Toleration Main tree: Addiction: Reduce drug addiction up to 50%. (2% per upgrade) **Secondary trees:** Overdosing: Decrease overdose chance up to 30%. (3% per upgrade) **Note:** No specials that reduce OD chance apply to Cannabis - source. **Side effects:** Reduce passives negatives from drug effects and addiction up to 30%. (3% per upgrade) **Total Cost:** 254,884

respect Steadfast Main trees: Speed training: Increase speed gym gains up to 10%. (1% per upgrade) Strength training: Increase strength gym gains up to 10%. (1% per upgrade) Defense training: Increase defense gym gains up to 10%. (1% per upgrade) Dexterity training: Increase dexterity gym gains up to 10%. (1% per upgrade) **Secondary trees:** An extra 5% on speed or strength An extra 5% on defense or dexterity **Tertiary tree:** An extra 5% on a stat, dependant on the specializations you chose previously. **Total Cost:** 249,498

Respect (This is with 2 branches at std10, one at std15 & one at std20) **Aggression Main trees:** Speed: Increase speed passively up to 20%. (1% per upgrade) Strength: Increase strength passively up to 20%. (1% per upgrade) **Secondary trees:** Accuracy: Increase accuracy up to +2.0. (+0.2 per upgrade) Hospitalization: Increase outgoing hosp times up to 50%. (5% per upgrade) Damage: Increase all damage up to 10%. (1% per upgrade) **Total Cost:** 563,249

respect Excursion Main tree: Travel capacity: Increase travel capacity up to 10. (1 per upgrade) **Secondary trees:** Travel cost: Reduce traveling fees up to 75%. (15% per upgrade) Hunting: Increase hunting income up to 30%. (3% per upgrade) Rehab cost: Reduce rehab cost up to 20%. (2% per upgrade) Overseas banking: Increase Cayman Island interest with a multiplier up to 25%. (5% per upgrade, this means you can get up to 0.625% interest instead of the base 0.5%. This can be further increased to 0.6875% with the 7* Oil Rig job special) **Total Cost:** 320,921

respect Fortitude Main tree: Hospital time: Reduce all hospital times up to 25%. (1% per upgrade) **Secondary trees:** Life regeneration: Regenerate up to 4% more life per tick. (0.2% per upgrade) Reviving: Reduce reviving cost down to 25 energy. (5 per upgrade) Medical cooldown: Add up to 3h of med cooldown. (15m per upgrade) **Tertiary trees:** Medical effectiveness: Gain up to 30% extra medical effectiveness. (2% per upgrade) **Total Cost:** 526,142

respect Voracity Main tree: Booster cooldown: Adds up to 24h of booster cooldown. (1h per upgrade) **Secondary trees:** Alcohol effect: Increase nerve gain from alcohol up to 50%. (5% per upgrade) Candy effect: Increase happy gain from candy up to 50%. (5% per upgrade) Energy drink effect: Increase energy gain from cans up to 50%. (5% per upgrade) **Total Cost:** 275,581

respect Criminality Main tree: Crimes: Provides up to 25% increase in crime skill and exp boost. (1% per upgrade) **Players in Crimes 2.0** can only receive a maximum boost of 10% **Secondary trees:** Jail time: Decreases jail times up to 30%. (2% per upgrade) Nerve: Increase maximum nerve up to 40 extra nerve. (1 per upgrade) **Tertiary tree:** Bust skill: Increase bust skill up to 50%. (5% per upgrade) **Quaternary tree:** Bust nerve: Decrease nerve bust cost up to 3. (1 per upgrade) **Total Cost:** 593,993

respect Suppression Main trees: Defense: Increase Defense passively up to 20%. (1% per upgrade) Dexterity: Increase dexterity passively up to 20%. (1% per upgrade) **Secondary trees:** Escape: Increases dexterity by up to 500% upon escape attempt. (50% per upgrade) Maximum life: Increase maximum life up to 20%. (1% per upgrade) **Total Cost:** 500,004

respect Challenges For more information on faction challenges, please view the Faction Challenges page. **Controls Panel** This is where modifications of faction profile, newsletter sending, editing of user permissions and the creation dirty bombs takes place. **Give To User** Allows the faction leader, co-leader or anyone who has been given 'Money Giving' & 'Points Giving' permission to see the money and points balance of all members of the

faction in the \"Give to user\" panel, and to give money or points to members. These balances increase when members donate money/points and decrease if they are given money/points. The 'payday' feature will not affect money balances. The balances can be adjusted to any value by the leader or co-leader; this only changes the member's displayed balance and has no other effect. Members can see their own personal balance on the armory page. You can now use a URL request data to prefill the name & amount fields on the Give to user tab, to either give money or points, or add money or points to the user's balance. This will be in the format: To give money To give points Faction Communication Faction Forums: The faction forums are a place for you to talk to your members, post ideas, services from the faction and offers. It is also the main place for any up-to-date news from the faction and a well-run forum is vital for a faction to succeed. All faction members can make threads and post in them, but only certain faction staff can delete threads that aren't theirs or make stickies. Faction chatbox: This is for faction members to talk in real-time, it is useful during chainings or asking for help with regards to the faction. Newsletter: Some Faction staff can send newsletters out, usually, these letters have important information regarding the faction and it is usually best to pay attention to these. Pay Day Allows members with the money giving permission to send money to multiple faction members at the same time. Applications Here, you can view, accept or decline the applications of users who have applied to your faction. Users that have withdrawn their application from the management tab will show the 'Withdrawn Status'. Members This is where you find a full list of all members in your faction and change their positions accordingly. Positions Only the leader or co-leader can create positions and edit permissions for each position. New members will receive a 'Recruit' position by default and will have limited access to the faction. After 72 hours, members receive the faction's default position which can be renamed by Leaders and Co-Leaders. Permissions Level Permission Green Medical Item Usage Booster Item Usage Drug Item Usage Energy Refill Usage Temporary Item Loaning Weapon & Armor Loaning Item Retrieving Organized Crimes Faction API Access Orange Item Giving Money Giving Points Giving Forum Management Application Management Red Kick Member Balance Adjustment War Management Upgrade Management Black Newsletter Sending Announcement Changes Description Changes Laboratory In the Laboratory you can build a Dirty Bomb. More details here. Deletion The Leader and only the leader of a faction may choose to delete their faction. This cannot be done however, if the faction has over 100,000 respect. [5] Factions delete hourly and only after that is the leader able to leave the faction permanently. Historical Notes Inactive Faction Leader Didn't Promote Correctly - Changed daily inactive faction leader replacement to be the co-leader or longest serving member online in the last 24 hours Previously, the firework stand company had a special that would allow a user to spend job points to reduce the respect of an enemy faction. This special was removed when company specials were given a major overhaul in May, 2015. Previously, a player needed to be a member of a faction for four days before receiving cash or points via the 'Give to Player' function. If you lose or abandon a territory, you will not be able to attempt to take that territory again for 7 days. - As of December 2019, this rule has been removed. Previously, after ceasing a raid both factions were unable to raid each other again for 90 days. This cooldown was later removed. Patch History Released prior to Patch list #1 Patch list #332 : 02/04/2024 Released previously announced Ranked Warring meta shakeup '24 updates & changes Patch list #261 : 18/10/22 Added 'add to balance' system to the 'give money' and 'give points' Faction controls panel Simplified the pre-fill URLs used on the Faction Controls page I.e. &addMoneyTo={user}&money={value} Patch list #255 : 06/09/22 Added archive to ensure the preservation of historical chain and raid reports older than 1 year Patch list #240 : 25/05/22 Added ability for scripts to prefill player names & values into the faction's Give to User form via URL. Patch list #194 : 01/06/21 Added ability to loan and recover multiple temporary items at once via the Faction Armory. Changed chain reports to not include bonus hits in the 'average respect' column. Changed chain reports to automatically sort by attacks descending by default. Changed chain reports to highlight your row (if you appear on the table).

Changed reapply block timeout for declined Faction / Company applications timeout to 72 hrs. Patch list #193 : 25/05/21 Added view button for faction / company applications that were previously accepted / declined / withdrawn. Patch list #187 : 06/04/21 Changed the faction deletion system limiting it to factions under 100,000 respect. Changed automatic temporary item reequipping to prioritise faction loaned items first. Patch list #185 : 23/03/21 Changed faction money & points depositing to not be possible while in hospital or jail. Patch list #183 : 09/03/21 Added clear red warning when a faction is about to abandon its final territory. Added 72 hour cooldown to claim or war territory again after abandoning or losing final one. Patch list #182 : 02/03/21 Added Early Discharge system to handle 'outside hit' mitigation which removes hospital time and restores life. Patch list #181 : 23/02/21 Added outside attack mitigation so war participants gain no medical cooldown when alleviating hospital time. Patch list #179 : 09/02/21 Added [view] links to attacks in faction news. Patch list #178 : 02/02/21 Changed faction newsletters to also send to Co/Leaders no matter which group of members are selected. Patch list #177 : 26/01/21 Added dropdown for sending faction newsletters to specific groups of members. Added display of territory wall slot timer for the faction able to take it. Patch list #176 : 19/01/21 Added optional reason entry field while kicking / firing a user from a Faction / Company. Patch list #175 : 12/01/21 Added additional news ticker announcement slots for faction leadership. Changed image size limits for faction and company profile images from 150KB -> 500KB. Patch list #174 : 29/12/20 Changed faction tree special Side Effects to increase a user's Addiction Mitigation. Patch list #172 : 15/12/20 Added inventory size limits for users and factions (100,000 items). Patch list #167 : 10/11/20 Added total user / faction balance information on the \"Give to user\" panel for money and points. Patch list #166 : 03/11/20 Added timer to hover-over tooltip of personal Faction Recruit icons. Patch list #155 : 18/08/20 Changed \"\$\" button logic when giving money from faction to use the selected user's balance. Patch list #153 : 04/08/20 Added Peace Treaty trading for those with War Management permissions. Changed faction member lists to include 'Days' where possible. Patch list #152 : 28/07/20 Added confirmation message when the Co-Leader removes themselves from co-leadership. Added Faction recruit position check while Trading. Changed faction member list visible columns that appear in mobile view for each area. Patch list #151 : 21/07/20 Released faction positions system. Added forced 'Recruit' position for 72 hours after joining a faction. Added 5 energy usage for joining an empty slot on a territory wall. Added ability to pre-fill Faction Pay Day check-boxes with URL request data. Patch list #148 : 30/06/20 Changed respect bonus icon tooltips to still show for disabled bonuses. Changed members in factions that do not have tags to display \"N/A\" instead of just blank. Patch list #143 : 26/05/20 Added Faction & Territory search tool to the City Map. Added toggle option to show or hide your Battle Stats or Working Stats on Faction & Company applications. Patch list #142 : 19/05/20 Changed applications that have been accepted / declined / withdrawn to remain on the list for 3 days. Changed incoming applications to provide news and events to those with permissions to handle them. Changed declining applications to provide news. Patch list #140 : 05/05/20 Released Application System overhaul for Factions and Companies. Changed Hazmat Suit to armor so it can be donated to faction armories. Changed attacks in progress appearing in Faction Attacks to show 'Undecided' instead of 'None'. Patch list #139 : 28/04/20 Changed Energy Refills via Faction to require all Special Refills to be used first (to dissuade hoarding). Patch list #138 : 21/04/20 Changed contested territories so they will not split the territorial integrity of a faction. Removed automatic 90 day Raid cooldowns (Traded peace treaties will cease & block raids for agreed duration). Patch list #131 : 03/03/20 Added raid score increase upon faction member using a dirty bomb against the target faction. Patch list #130 : 25/02/20 Added link to chain report when clicking on the chain bar while chain is in cooldown. Patch list #129 : 18/02/20 Added the ability to cease a raid as loser if it's inactive for more than 72 hours (instead of automatic finish). Patch list #128 : 11/02/20 Added 10 member requirement for declaring a raid Added option to cease a raid after 24 hours if the opponent faction has less than 10 members. Added events

for all faction members in the event of wars starting or ending. Added 'War hits', 'Bonus hits' and 'Average respect' to chain report table. Patch list #127 : 04/02/19 Added ability to set multiple upgrades in a branch with one action on Faction Trees. Patch list #126 : 28/01/19 Added bonuses list to chain reports. Changed \"Pin post\" to be available on Faction Forums for users with FO permissions. Patch list #124 : 14/01/20 Added Faction News search tool. Changed faction Co-Leadership requirement to being in the faction for at least 3 days (from 7 days). Patch list #119 : 26/11/19 Added system to prevent members from joining a territory wall if they joined the faction after the war started. Patch list #115 : 29/10/19 Removed old rank column from faction search. Patch list #113 : 15/10/19 Improved 'Faction co-leader change' faction news and events. Patch list #110 : 10/09/19 Changed treaties display system on faction profiles. Patch list #109 : 03/09/2019 Changed daily inactive faction leader replacement to be the co-leader or longest serving active member. Patch list #107 : 20/08/19 Improved News and Armory tabs on the Faction page by switching to pure css & added ARIA labels. Patch list #99 : 25/06/19 Changed faction member count / faction capacity to be consistent with company employee capacity. Changed \"Factions\" top-bar title to \"Faction\" on mobile. Patch list #93 : 14/05/19 Changed fallen faction members to not be included in the total member counts. Patch list #91 : 23/04/19 Added the ability for co-leaders to cease raids or request surrender. Patch list #90 : 16/04/19 Added system to recalculate faction member counts upon leave, kick & accepting applications. Patch list #89 : 09/04/19 Added confirmation message while changing faction leader / co-leader. Changed faction lists & pay day to order by name ascending. Patch list #87 : 26/03/19 Added system to take ownership of items loaned from old / destroyed factions upon return attempt. Patch list #86 : 19/03/19 Added amount shortcuts for points input fields in the faction page. Changed order of faction permissions list to alphabetical name ascending. Patch list #84 : 05/03/19 Added commas on faction respect in the faction search results. Added ability for members to leave a faction during Dirty Bomb construction if they joined after it started. Changed faction news tabs system (old logs may appear in wrong tabs) Changed faction news timestamp format Changed faction search results ordering to respect descending Patch list #78 : 22/01/19 Added Armor details in faction armory & removed mods column for weapons. Patch list #77 : 15/01/19 Added event sent to the previous co-leader when co-leadership is changed. Faction Destruction, Raiding & Dirty bombs : 08/01/19 Faction Destruction When a faction hits zero respect, they will be permanently destroyed. The faction will not be fully deleted, but it will enter an irrecoverable death state - this means the faction cannot be accessed, but its name and profile will be retained forever. Upon destruction, all members of the faction will be removed and any inventory which isn't loaned out will be moved to the leader including money and points. There is no way to recover once a faction reaches 0 respect. Loaned items after destruction will belong to those who were loaning them. All items, money and points in the faction will go to the current leader. When a faction is destroyed, their profile will remain, showing its name, image and previous leaders. Raiding: During a raid, attacks will cause 100% damage rather than 25%, but produce no respect, only destruction. There is no way to end a raid without the faction in the lead ceasing it or the other faction's destruction. The faction with the lowest raid score can surrender. This will not end the raid unless the other faction accepts and ceases it. After ceasing a raid, the two factions cannot raid each other again for 90 days. Full stats and graphs are available after completing a raid within the raid report, like in territory warring. A faction cannot have an existing chain before starting a raid, it will be forced into a cooldown state. Chains can be used to their fullest extent after the raid has started. Patch list #76 : 08/01/19 Released Raiding. Reopened Dirty bombs. Added dead faction profiles. Patch list #75 : 26/12/18 Added link to direct war wall to user wall icon. Patch list #70 : 20/11/18 Added 'Crimes' tab to the faction news panel for organised crime related news. Changed faction news tab selection on mobile to a dropdown menu. Patch list #68 : 06/11/18 Changed faction balances editing rights to only leader / co-leader. Chaining & respect loss changes : 30/10/18 Incremental bonus hits now provide a set amount of respect regardless of

the target. No additional bonus can affect the respect gained during incremental bonus hits, it will always be the same. Respect loss has been increased from 10% to 25%. Faction banking & Organized crime updates : 30/10/18 Those with the relevant permissions will now see the money and points balance of all members of the faction in the \"Give to user\" panel. These balances increase when they donate money / points, and decrease if they are given money / points. The 'pay day' feature will not affect money balances. The balances can be adjusted to any value by the leader or co-leader, this only changes the balance of the user and has no other effect. Members can see their own personal balance on the armory page. Organised crimes can now be easily planned again with the same members immediately after completion. Simply click the \"Plan again\" button. Patch list #67 : 30/10/18 Added faction member balances system. Added organised crime re-planning. Changed chaining incremental bonus hits to apply fixed amounts of respect. Changed respect loss from 10% to 25%. Patch list #64 : 09/10/18 Added inactive faction members to chain reports, highlighted by a red background color. Added Armory weapon information in Faction Weapons list. Patch list #60 : 11/09/18 Changed chain report order sort on the first click. Patch list #57 : 21/08/18 Added 7 day faction membership requirement for 'Co-leadership'. Patch list #54 : 31/07/18 Added 7 day faction membership requirement for 'Full Ordnance Management' (after 62 incidents). Patch list #48 : 19/06/18 Changed style of faction icon for leader / co leader. Patch list #47 : 12/06/18 Added payday initiator's name to events and faction news. Patch list #42 : 24/04/18 Removed old faction rank from home page. Patch list #41 : 17/04/18 Added the name of the faction member who selected OC participants to the faction news. Patch list #39 : 03/04/18 Added ability to join territorial war from faction profile page. Patch list #38 : 27/03/18 Added chain hit and respect modifiers to faction attacks API. Added 'from' and 'to' inputs to faction attacks API. Added transaction on faction payment to fix issue with money being sent from the faction. Patch list #36 : 13/03/18 Changed Armoury/Armour names to Armory/Armor on Faction page. Patch list #35 : 06/03/18 Added 'last_action' to faction members in faction 'basic' on API Added 'maximum' to chain bar details on API Changed fallen faction members to no longer use up member capacity Patch list #33 : 20/02/18 Released 25,000 faction chains. Removed 5 minute timer from faction retaliation hits. Patch list #32 : 13/02/18 Added individual attack chain bonus icons to hitlist. Added chain status to faction API. Changed incremental chain bonuses to no longer stack with other bonuses. Changed position of faction members on chain hitlist to always appear on the left side. Increased base respect gains to compensate for incremental bonus stacking change. Patch list #30 : 30/01/18 Added \"Select / Clear all\" functionality on Faction Permissions page. Changed peace treaties to end wars currently in progress and block future ones. Changed faction retaliation hits to require hospitalization. Removed factions peace treaty block on profile attack buttons. Patch list #29 : 23/01/18 Removed faction NAPs (converting Peace Treaties in progress). Removed faction peace treaty 'attack block' from attacking. Disabled retaliation respect bonus temporarily (will be enabled again today or tomorrow). Patch list #28 : 16/01/18 Added default maximum 'fair fight bonus' for attacks between those with very high stats. Reduced requirements of maximum 'fair fight bonus'. Changed 'retaliation bonus' to trigger only on the first retaliation after initial hit. Patch list #25 : 19/12/17 Released chain 10,000 faction tree upgrade. Patch list #23 : 05/12/17 Released chain 5,000 faction tree upgrade. Patch list #22 : 28/11/17 Released chain 2,500 faction tree upgrade. Increased base respect gains to original x2 modifier. Patch list #21 : 21/11/17 Changed base attacking respect gain increase from x2 to x1.66 to align with modifier fixes. Changed 'war bonus' to only provide multiplier if opponent is being knocked off of wall. Patch list #20 : 14/11/17 Increased maximum chain tree upgrade to 1,000. Increased base attacking respect gain by x2 (initial increase). Attacking respect & Chaining 2.0 released : 10/11/17 Any successful attack made by your faction members will now generate respect. Factions: Level: higher levelled targets will provide more respect than lower levelled ones. Stat difference: The similarity in stats between you and the target (fair fights) can yield a bonus of up to x3. Retaliation: If you attack someone who's just defeated one of your

faction members, a bonus of x1.5 is applied. Overseas: Attacking a target while you're overseas will provide a bonus of x1.25. Group attack: A depreciating bonus of x1.25 will be applied for each additional friendly attacker. War attacks: Any war-related attack (such as removing a target during a territorial war) will yield a x2 bonus. The result: Leave & hospitalize provide the same amount of respect, while mugging has a slight reduction. If the target is also in a faction, they will lose 10% of the respect that was gained. All bonuses can be combined with each other, and can be further increased by chaining. To enable chaining the first upgrade will need to be unlocked. Further chaining upgrades can be unlocked once challenges are met to increase the maximum possible size of chains. The faction must complete 10 attacks successfully within 5:00 minutes to start a chain. After this, each additional attack will reset the timer. Chains can apply additional bonuses to the respect gained: Chain scaling: A bonus of up to x2 is applied depending on the current level of the chain. Chain increments: Reaching 13 specific chain increments will give a one-time bonus to the respect gain made from an attack. Patch list #19 : 10/11/17 Released attacking respect gain for faction members Released Chaining 2.0 (chaining upgrades now available) Closure of ranked wars & chaining : 29/08/17 Ranked warring and chains have been closed as of 12/09/17. Patch list #6 : 25/07/17 Changed 'Faction' search position from last to second place. Removed 'Faction' link for users without factions using 'Vicodin' item. Patch list #5 : 18/07/17 Added faction tag next to faction name faction search (mobile). Added automatic loaned item return to armoury upon leaving factions. Removed armoury loan retrieval message / confirmation prior to kicking. Removed 'Opponent busy' entries appearing on attack logs (hidden to reduce noise). Changed faction 'Quit' references to 'Leave'. Run away / Escape changes Escape' faction tree upgrades increase dexterity on escape attempt turns References ↑ CloudJumper, B&I Faction Applications (12/10/24) ↑ Chedburn, Raid Ceased by Losing Faction (14/02/22) ↑ 332 ↑ War Mode ↑ bogie, Private communication (25/11/21). Back to Top Part of a series on Factions Respect Chaining · Organized Crimes Warring Territory · Rackets · Raiding · Ranked Warring · Outside Hits Management Upgrades · Recruit Status"

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here! Getting Started General game information This section will provide you with  
the basics of getting started in Torn. It also provides you the most frequently  
asked questions and their answers. The game rules are also provided in this  
section. FAQ Player Policies Donator Scams Community We have a huge thriving  
community atmosphere in Torn! There are several options to interact with other  
users besides just in-game mail. We offer chat boxes, official Discord, and forums.  
Try them all out, we are sure you will find one that suits you best. Forums Chat  
Boxes Messages Official Discord Down to Details Once you have been playing for  
awhile, the questions and information needed gets much more detailed. Here you can  
locate the ins and outs in much more detail. We have player made tutorials, details  
on factions, companies and stock market. You can also find information on merits,  
items, and much more. So if it's detailed information you seek, look no further.  
You can also find a list of staff, description of their duties, and where to go if  
you need some help. New Player Missions User Guides Down To Details Staff Torn -  
The Text-Based Online RPG Torn is a violent crime themed Role-playing game with  
more than 1.5 million players. The text based browser game is set in the murky  
underworld of Torn , where everyone's out for themselves. In Torn you can be who  
ever you want to be and do what ever you want to do. The game is endless in  
possibilities and with regular feature updates you'll soon discover something new  
to do within the city. The aim of the game The aim of the game is to have fun!  
There are a variety of ways in this sandbox text based game to have fun. Earn the
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most money, own the biggest property, own the most successful company, drive the fastest car, lead the largest faction, have the most friends, complete the most missions, commit the most crime and be the strongest and hardest in Torn City. Essentially being the best at something or everything, but there are a plethora of ways to have fun in other common ways or niche ways. Keep reading the Wiki and the Forums to see if something sparks your interest! Text based RPG You'll soon discover why text based RPG's are so popular! In a text based world everything is possible. There are no limits. Torn City guarantees \"no resets\" so you can build your character over years, to infinite strengths and abilities. The longer you play Torn City the more powerful you become. More about RPG and MMORPGs There are many different styles of online games. RPG stands for Role Playing Games and involve you creating a character and a playing a role within the game. MMORPG stands for Massively Multiplayer Online Role Playing Game and involves you playing against or with many other players, more information can be found here. Torn City has over 1.5 million registered players and attracts around 40,000 players every day, making Torn City very much a MMORPG. Torn city has a thriving community which can be experienced in the forums. You can visit our forums here! Wiki Information Torn's wiki is maintained by a dedicated group of editors and contributors. If you ever find a mistake or think something is badly formulated, feel free to contact someone from the Contributors team."

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people below! The Team Name Rank Role Proxima [1879587] Editor General Admin &
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1.3 Torn's Community Events 1.3.1 Active 1.3.2 Historical 2 Event Time Slots 3
Patch History 4 References Torn's Events This page serves as a catalog with all
events hosted by Torn itself and some added details as to how and what. You can
find a Calendar with all these events here. Competitions Competitions are special
events hosted by Torn, these usually last from the 5th to the 25th in the month
they're scheduled in. You can find detailed information on the competitions page.
You can find the competitions page on Torn itself here, should a competition be
active Special Events Special Events were first introduced on Valentine's Day 2018.
Special Events often coincide with Community Events hosted by Staff or one of the
NPC's. Note: The start time of Special Events are announced in a Newspaper article
at least a couple of days before starting. To see the full list of Events, visit
Torn's Calendar Collapse Special Events Date Name Description January 15th - 21th
Awareness Week Temporary increase in Torn's citizens' Awareness. February 2th - 4th
Weekend Road Trip Double racing points & racing skill. February 13th - 15th
Valentine's Day Introduced the Love Juice drug, only usable on this specific day.
First Friday of March Employee Appreciation Day Three times as much work stats from
getting trained in a company, and three times as many job points. March 16th - 18th
St. Patrick's Day Double the effects of alcohol, introduced the Bottle of Green
Stout item. April 19th - 21st 420 Day Three times as much nerve from Cannabis, and
quintuple the OD chance. [1] May 17th - 19th Museum Day 10% more points from flower
sets, plushie sets and all other things exchangeable at the Museum. June 13th -
15th World Blood Donor Day Medical Cooldown and Life loss reduced by 50%, from
blood bags. July 10th - 12th World Population Day 2x experience from attacking
regardless hospitalization/mugging/leaving on the street. July 28th - 30th World
Tiger Day 5x hunting experience. First Friday of August International Beer Day 5x
nerve gain from drinking beer. (Affects only Bottle of Beer and Glass of Beer)
September 26th - 28th Tourism Day Travel item capacity doubled for flights leaving
on this day. October 14th - 16th (Year) CaffeineCon (Year) Energy drink effects are
doubled. October 25th - November 1st Trick or Treat When purchasing a Halloween
Basket from Sally's sweet shop (limited item) you can use obtain treats by
defeating other players. Treats can be exchanged for basket upgrades and prizes.
November 13th - 15th World Diabetes Day 3x happy gain from eating candy. November
15th - 16th (2020) Torn Anniversary Torn turns 20 years old! November 29th Black
Friday Torn's yearly dollar sale sees many bazaars listing goods for $1 December
10th - 12th Slash Wednesday Hospital times reduced by 75%. December 19th - 31th
Christmas Town Torn's very own festive theme park opens its doors to the public,
with citizens able to scour both official and player-created maps to search for
treasure and avoid traps! Torn's Community Events These are other events that used
to or are still being ran by Torn, or are notable community events. Active
Halloween: Halloween, which was previously when the Hamster event was organized, is
now home to all kinds of Community Events run by Torn's Staff, Leslie, and Duke.
This is one of the periods best known to earn the \"Champion\" honor bar, or any
other Collectibles and Awards. Christmas: Similar to Halloween, Christmas sees
several weeks filled with Community Events, which can also be won to earn
the \"Champion\" honor bar, or any of the many other Collectibles and Awards. URT
URT was originally a player made tournament, which caught the attention of Chedburn

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and Sugarvalves. The event was made into a sanctioned annual event with unique prizes, designed especially for URT. More information is available [here](#). Various Daily Events: There are several daily events, which also have a few Community Events. However, these are more rare. Historical Hamster: Massive giveaways used to be hosted on IRC for Halloween and Christmas. As IRC's popularity was declining, it was decided in 2016 to attempt the giveaways in Torn's chat system. The chat was unable to give an experience of a quality similar to IRC, so the event was discontinued. Body's Dollar sale Up until the early 2010s, Body [70242] used to host a dollar sale every Sunday during her radio show on Torn Radio. Body would announce the sale and then had several helpers to list hundreds of items over the course of an hour to the Item Market for \$1 each. At the time, viewing a full category in the Item Market required pressing a link that opened a new page, which slowed buyers down and allowed for more competition. Huge varieties of items were given away, being both provided by Body herself as well as donations from the community. While most items were lower in value, some expensive items such as Dual Melee weapons and 2005 Holiday Collectibles were given away on occasion. The competition was extremely popular within the Torn community, but it dissolved with the end of Torn Radio and IRC. With Body much less active on Torn, there have been no successful attempts to bring this event back. World Population Day In 2018 it was decided to give triple experience points for players who attacked and left an opponent on World Population Day. In 2019, the bonus was reduced to a double experience, although the attacking requirements were broadened to also include hospitalizations and muggings. Event Time Slots To improve Torn's performance during high-activity events, players are now given a staggered start time. Each player is randomly assigned a time slot between 10:00 TCT and 16:00 TCT in 15-minute increments when their account is created. You can see your event start time at the top of the Calendar page. If you do not like your chosen time slot, you may change it to any other available time slot on the drop-down menu, provided it hasn't already been selected by too many other players. Your end time will also been adjusted accordingly, ensuring that you will always receive the same 48-hour event duration. The list of events currently affected is: Valentine's Day St Patrick's Day Easter Egg Hunt 420 Day Museum Day World Blood Donor Day World Population Day World Tiger Day International Beer Day Tourism Day CaffeineCon Trick or Treat World Diabetes Day Slash Wednesday Christmas Town Patch History Released in Patch list # Event Time Slots : 20/02/2024 To improve Torn's performance during high-activity periods, we've staggered the starting times of most events for all users. Rather than beginning at exactly 12:00 TCT, each player has been assigned a random time slot between 10:00 TCT and 15:00 TCT in 15-minute increments. Your end times have also been adjusted accordingly, ensuring that everyone will always receive the same 48-hour event duration. Patch list #128 : 11/04/2020 Changed Valentine's Day Love Juice event to also reduce reviving costs by -15 energy (from 25 energy). Patch list #125 : 21/01/2020 Added \"Weekend Road Trip\" event for February which doubles racing points and racing skill for 48h. Patch list #83 : 26/02/2019 Added triple job points bonus for Employee Appreciation Day (First Friday of March). Patch list #78 : 22/01/2019 Added 'Awareness Awareness Week' event for 3rd week in January. Patch list #74 : 18/12/2018 Added event for 12th December 'Universal Health Care Day' : 75% hospital time reduction. Patch list #53 : 24/07/2018 Added \"International Tiger Day\" event for 29th July. Patch list #52 : 17/07/2018 Added World Population Day event (11th July). Patch list #47 : 12/06/2018 Added World Blood Donor Day event (14th June). Patch list #44 : 15/05/2018 Added 'Museum Day' 10% museum turn-in bonus for the 18th May. References ↑ sugarvalves, Cannabis Day Begins Soon! (18/04/21)\"

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I see how close I am to leveling? 1.2 Crimes 1.2.1 Why can't I do many crimes?
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1.2.2 Why do I keep going to jail? 1.2.3 How can I increase my nerve bar? 1.3
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Marriage 1.3.1 How do I propose/marry someone? 1.3.2 How do I divorce someone? 1.4 Hospital 1.4.1 How can I get out of hospital? 1.4.2 How do I revive people? 1.5 Account 1.5.1 Can I delete or restart my account? 1.5.2 How do I change my account info? 1.6 Rules 1.6.1 I know someone who is using multiple accounts / breaking the rules, what should I do? 1.6.2 If I have a relative or friend playing Torn City with me on the same IP, will I be banned? 1.7 Other 1.7.1 How do I regain energy, nerve and happiness? 1.7.2 How do I gain points? 1.7.3 What is my referral link? 1.7.4 I can't find the Question and/or Answer I'm looking for! 2 Bugs & Issues 2.1 Typo, incorrect punctuation or a bug in the game? 2.2 Bad split? 2.3 Referral issue? 2.4 Mission target in federal jail? 2.5 Icons not showing? 2.6 502 errors?

FAQ Level How do I level? You can level up by simply playing the game. Many things affect your chances of leveling, from playing in the casino, to training your stats. When you attack someone, you also gain more EXP if you leave them instead of hospitalizing or mugging them. Why can't I see how close I am to leveling? Your Experience (points needed to go up levels) is hidden so you never know when you might be going up a level. This is one of the things that sets Torn apart from most online games. The element of surprise is always there! There is however the Fortune Teller which is unlocked at China after you hit level 15, using this will tell you how close you are to level. Fortune Teller costs 75,000 and tells you a percentage of how far you are from your next level, if you are level holding it merely states 100% instead of your true level. Crimes Why can't I do many crimes? If you are failing the crime, you do not have enough experience in crimes to do it. Successfully complete some of the lower crimes to gain crime experience. It is much better to continue on lower crimes than to move up too soon and fail larger crimes you were not ready for. It can be a slow process and takes time and patience. Critical fails (when you are injured, are sent to the hospital or jail) lower your crime experience more than normal fails. Why do I keep going to jail? You keep going to jail because you are trying crimes that are way too hard for you, you must be patient and slowly move up the crimes. If you are under 10 days old, there are ticks next to the crimes that you can do with a high chance of success. How can I increase my nerve bar? You can increase your natural nerve bar by doing crimes and earning crime experience. Your nerve bar increases in increments of 5 nerve at a time. The maximum natural nerve you can obtain is currently unknown. Remember, some crimes provide more crime experience than others. Critical fails are more harmful to increasing your natural nerve bar than other fails. Marriage How do I propose/marry someone? You must first get a ring. When you have the ring, you must go into your items page and click 'propose' next to your ring item. Once you have clicked propose you will need to know the players ID that you wish to marry so you can type it in. You can cancel your proposal in your player preferences if you should change your mind before the current pending proposal has been declined or accepted. You will also need to select witnesses to witness the marriage. How do I divorce someone? Should you no longer wish to be with a player that you have married then you have the option to divorce the player at the Church. You cannot divorce your spouse until it is past 7 days after marriage. Keep in mind there are marriage length merits. Hospital How can I get out of hospital? Medical items reduce hospital time, recover health as well as add to a medical cooldown. This is the most common way to get yourself out of hospital. Another option is to get a player to revive you, this gets you out of the hospital and restores your health based on the revivers skill level. (Example: 75 skill gives 75% health). If a reviver service is used they typically want payment of various amounts. To be revived you have to have revived turned on. The drug Opium removes all hospital time unless you have radiation poisoning. How do I revive people? In order to revive other players you must first join the medical starter job. Once you reach the final position of 'Brain Surgeon', you will unlock a passive special allowing you to revive players. You can revive players from their profile or directly from hospital. The base energy to revive someone is 75, this can be reduced down to 25 with faction specials. You can leave the medical job after you have reached the Brain Surgeon position and you will keep the ability to revive. Account Can I delete or restart my account? The answer is yes, you may request your account to be

deleted and you may restart a new account if you want to. Please read further information about this topic here [New Account](#). You will be required to read that page entirely before the account will be removed and you're allowed to restart. How do I change my account info? Go to preferences. The Gear icon at the top right corner of every page. Rules I know someone who is using multiple accounts / breaking the rules, what should I do? If you believe someone to be playing more than one account you should use the player report function to report the ID's in question. Allowing a staff member to check them out cannot hurt. If I have a relative or friend playing Torn City with me on the same IP, will I be banned? No, as of an update IP blocks have been removed from the game. Staff have determined that they are able to efficiently identify the difference between a multiple account and two legitimate players. As long as you don't play two accounts, you will not get banned: staff can tell. Other How do I regain energy, nerve and happiness? You are automatically funded 5 energy and happiness every 15 minutes. (every 10 minutes for energy if you are a donator) You gain 1 Nerve point every 5 minutes. Different drugs give different amounts, while also having different side effects and cooldowns. Types of candy can increase happiness, types of alcohol can increase nerve. Different boosters can also help you gain different effects (examples: EDVD: Happiness, Feathery Hotel Coupon: Energy). If you rehab in Switzerland it will completely fill your happiness bar. How do I gain points? To gain points, you can invite friends to Torn using your referral link. You can also purchase points from the points market located in the city. Becoming a donator or subscriber will reward you 60 and 90 points respectively. You also receive points (if you are still on crimes 1.0) by successful completion of Pawn Shop crime by using the side door option, however this has a high fail rate and if failed does a huge amount of damage to your nerve bar. Additionally spinning leslies wheel's have a chance of awarding you points What is my referral link? You can access your referral link to give to your friends under the \"special\" section of the sidebar. Alternatively, you can [click here](#). Accessing this page will also display all rewards available to you for referring friends. Please note this is an example of what your referral link will look like - Another way to remember is just adding your user id after [www.torn.com/](#) user id. I can't find the Question and/or Answer I'm looking for! If you are 100% sure this is the case, use the Questions & Answers sub-forum and some friendly passerby may be able to assist you. Bugs & Issues Click [here](#) to view any bug reports or to create your own. When creating a bug report please include as much information as possible, this includes using screenshots, explaining what browser/device you are using as well as what server you are on. Before posting a bug report, please try clearing your browsers cache/cookies and disabling any extensions. This may be the cause of your issue. Typo, incorrect punctuation or a bug in the game? Go to the Bugs & Issues forum and post the error. Please include as much information as possible, this includes using screenshots, explaining what browser/device you are using as well as what server you are on. Bad split? If you played poker and you feel the winning pot was split unevenly (or wrong), please create a bug report with the table ID so that it can be checked. Referral issue? If you referred someone to Torn but they have not been successfully linked to your Recruit Citizens list, please create a bug report and have your friend post there so that they can be added to your referral list. Mission target in federal jail? The mission system should automatically assign you a new target if the player is not attackable. If this is not the case please create a bug report with the ID of the player, and you will then be given a new target to attack. Icons not showing? Please go to Preferences > Icon Settings > Refresh Icons. 502 errors? Go [here](#) to post any 502 issues. Return to Main Page"

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