

RAGAMUFFIN

User Manual

A 3D Voxel Survival Sandbox Set in Modern-Day Britain

Java 17 | LibGDX 1.12 | Gradle 9.3

First-Person | Procedural World | Procedural Audio

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1. Getting Started

Welcome to Ragamuffin. You've woken up in a park in a small British town with nothing but your fists and whatever you can scavenge. The council doesn't care, the police are watching, and the local gangs have opinions about who owns what. Your job is to survive, build, trade, and carve out a reputation on the streets.

The game is a first-person voxel sandbox. You'll punch trees for wood, craft tools, build shelters, scavenge shops, trade on the black market, run a pirate radio station, and navigate a three-way faction war. There are no tutorials - just the street.

Building & Running

```
./gradlew build      # Compile + run all tests  
./gradlew run       # Launch the game
```

First Steps

- Punch trees (left-click) to get WOOD
- Open crafting (C) and make PLANKS (4 WOOD -> 8 PLANKS)
- Craft shelter walls, floors, and a roof
- Find food - raid Greggs, scavenge bins, or trade with NPCs
- Watch your health, hunger, energy, warmth, and wetness bars
- Avoid the police at night - they patrol from 22:00 to 06:00

2. Controls

Movement

Key	Action
W / A / S / D	Move forward / left / backward / right
Mouse	Look around (first-person)
Space	Jump
Left Shift	Sprint (hold)
Left Ctrl	Dodge / roll

Combat & Interaction

Key	Action
Left Click	Punch / break block / hit NPC
Left Click (hold)	Continuous punch
Right Click	Place block from hotbar
E	Interact (doors, NPCs, cars, shops)
F	Pickpocket (requires STEALTH Expert)
T	Spray graffiti tag
B	Toggle pirate radio broadcast

UI Toggles

Key	Action
I	Inventory
C	Crafting menu
H	Help screen
TAB	Achievements
Q	Quest log
R	Criminal record
K	Skills screen
ESC	Pause / close UI
1-9	Select hotbar slot
Scroll	Scroll through options

3. Survival Basics

You have five vital stats displayed on the HUD. Let any of them bottom out and you're in trouble.

Health (0-100)

Starts at 100. Reduced by NPC attacks, fall damage, and exposure to cold at night. At 0 you die and respawn in the park with reduced stats. Restored by food and rest.

Hunger (0-100)

Decreases over time. Eat food to restore it: Sausage Rolls, Steak Bakes, Kebabs, Chips, Crisps, Tins of Beans, Peri-Peri Chicken, Greggs Pastries. At GRAFTING Journeyman tier, you can eat leaves as emergency Bitter Greens. SURVIVAL Apprentice reduces hunger drain by 20%.

Energy (0-100)

Depleted by punching, sprinting, and bad weather. Drizzle drains 1.2x faster, rain 1.5x, thunderstorms 1.8x. Restored by rest, Cup of Tea (+10), Energy Drinks.

Warmth (0-100)

Drops outdoors in cold, wet, or frosty weather. Below 20 warmth you take 1 damage per 10 seconds and move 20% slower. Shelter stops the drain. Warmth sources:

- CAMPFIRE: +40 warmth/min within 4 blocks (extinguished by rain, attracts police)
- COAT: +25 warmth/min while worn
- WOOLLY HAT: +10 warmth/min while worn
- FLASK OF TEA: +30 warmth instantly

Wetness (0-100)

Rises in rain (Drizzle 2/s, Rain 5/s, Thunderstorm 10/s). Above 80 you get a water-drip vignette. Dries indoors. UMBRELLA halves wetness gain. High wetness accelerates warmth drain.

4. The World

The world is procedurally generated as a British town with a central park, residential terraces, a high street parade of shops, an industrial estate, a pub, and various landmarks. The world uses a chunk system (16x16x64 blocks) that loads and unloads as you move.

Key Locations

- The Park - spawn point, safe during the day, joggers and dog walkers
- Greggs - pastries and sausage rolls, always a good early scavenge target
- The Pub - drinks, fruit machine, barman (rumour sink), bouncer, journalist at night
- Off-Licence - Marchetti territory, alcohol and supplies
- Jeweller - diamonds and gold rings, high-value heist target
- JobCentre - bureaucratic quests, case workers, DWP assessments
- Industrial Estate - scrap metal, Marchetti crew hangout
- Charity Shop / Pawn Shop - fence stolen goods
- Bookies / Betting Shop - gambling, scratch cards
- Corner Shops - can be claimed and operated by the player

Day/Night Cycle

The sun moves across the sky. At night (22:00-06:00) the world gets dark, police spawn and begin patrols, and some NPCs flee indoors. Night is more dangerous but also offers opportunities - reduced visibility means easier theft but more aggressive gangs.

5. Block Types & Resources

The world is made of voxel blocks. Breaking them (left-click) yields resources. Block hardness determines how many hits are needed:

- Soft blocks (wood, leaves, grass): 5 hits
- Hard blocks (brick, stone, pavement): 8 hits
- Fragile blocks (glass): 2 hits
- Special blocks (bedrock): indestructible

Common Blocks

Block	Hardness	Notes
GRASS	Soft (5)	Green surface layer
DIRT	Soft (5)	Below grass
STONE	Hard (8)	Underground, grey
WOOD	Soft (5)	Trees - your first resource
TREE_TRUNK	Soft (5)	Vertical tree trunks
LEAVES	Soft (5)	Tree canopy, edible at Journeyman
BRICK	Hard (8)	Building walls, terracotta red
GLASS	Fragile (2)	Windows, breaks easily
PAVEMENT	Hard (8)	Footpaths, light grey
ROAD	Hard (8)	Black asphalt, for cars
CARDBOARD	Soft (5)	Early shelter material
CONCRETE	Hard (8)	Modern construction

Special Blocks

Block	Hardness	Notes
CAMPFIRE	Soft (5)	Warmth source, attracts police
TRANSMITTER	Soft (5)	Pirate radio, must be indoors
BARRICADE	3 hits	Placed on doorways, absorbs damage
LADDER	Soft (5)	Climbable, not solid
STAIRS	Soft (5)	Half-height step block
BEDROCK	Indestructible	Bottom of the world

6. Crafting

Press C to open the crafting menu. Select a recipe with number keys (1-9) and press Enter to craft.

Basic Materials

Recipe	Result
4 WOOD	8 PLANKS
2 PLYWOOD	6 PLANKS
4 NEWSPAPER	2 CARDBOARD
2 DODGY DVD + 1 BROKEN PHONE	1 DIAMOND

Shelter & Building

Recipe	Result
6 PLANKS	1 SHELTER WALL
3 PLANKS	1 SHELTER FLOOR
4 PLANKS	1 SHELTER ROOF
4 CARDBOARD	3 SHELTER WALL + 1 ROOF
6 CARDBOARD	1 CARDBOARD BOX (auto-builds 2x2x2)
8 BRICK	1 BRICK WALL
4 GLASS	1 WINDOW
2 WOOD + 4 PLANKS	2 LADDER
2 WOOD + 1 BRICK	1 BARRICADE (needs workbench)

Tools

Recipe	Result
2 WOOD + 1 STONE	1 IMPROVISED TOOL
3 STONE + 1 WOOD	1 STONE TOOL
2 BRICK + 3 WOOD	1 CROWBAR
1 DIAMOND + 1 WOOD	1 GLASS CUTTER
4 WOOD + 2 LEAVES	1 ROPE LADDER
1 IRON + 1 FLINT	1 LOCKPICK (needs workbench)
3 SCRAP METAL + 1 IRON	1 BOLT CUTTERS
3 WIRE + 1 BRICK	1 SKELETON KEY

Pirate Radio

Recipe	Result
1 COIN + 1 WOOD	1 WIRE
1 WIRE + 1 COIN	1 MICROPHONE

1 NEWSPAPER + 1 COIN	1 BROADCAST TAPE
2 WIRE + 1 COMPUTER + 1 WOOD	1 TRANSMITTER

Squat Furnishing

Recipe	Result
4 WOOD + 2 PLANKS	1 BED (+10 Vibe)
6 PLANKS + 2 SCRAP METAL	1 WORKBENCH (unlocks recipes)
3 WOOD + 1 SCRAP METAL	1 DARTBOARD (+7 Vibe)
4 SCRAP METAL + 2 WOOD	1 SPEAKER STACK (+5 rave cap)
2 GLASS + 1 SCRAP METAL	1 DISCO BALL (+3 rave cap)
3 SCRAP METAL + 2 PIPE	1 DJ DECKS (enables DJ)

Other

Recipe	Result
4 WOOD	1 STALL FRAME (market)
2 NEWSPAPER + 1 COIN	1 NEIGHBOURHOOD NEWSLETTER
1 COUNCIL ID + 2 NEWSPAPER	1 FAKE ID (needs workbench)
2 RUBBER	1 MOUTH GUARD (-25% stamina loss)
2 DIAMOND + 4 STONE + 2 WOOD	1 BISTA VILLAGE PORTAL

7. NPCs & Factions

NPC Types

The town is populated with over 40 NPC types. Most are passive - members of the public, shopkeepers, postmen, joggers, pensioners, buskers, drunks. Some are dangerous.

Hostile NPCs

- YOUTH GANG - 30 HP, steal items, punch you, lurk in groups
- POLICE - 50 HP, hit hard (10 dmg), patrol at night, arrest you
- ARMED RESPONSE - 60 HP, 15 dmg, fast attack, deployed at 4+ wanted stars
- THUG - 35 HP, 8 dmg, sent by rival factions to intimidate

Useful NPCs

- SHOPKEEPER - stands near shops, interact with E
- FENCE - black market trader, buys stolen goods
- BARMAN - pub, rumour sink, buys and sells information
- ESTATE AGENT - sells properties on weekdays
- JOURNALIST - appears in pub 19:00-22:00, manipulate the press
- STREET LAD - can be recruited as an accomplice
- BOOKIE NPC - takes bets at Fight Night

The Three Factions

Three factions compete for control of the town. Your standing with each (0-100 Respect, starting at 50) determines whether they help or attack you.

Faction	Territory	Character
Marchetti Crew	Industrial estate	Organised crime, blood red
Street Lads	Park & housing estate	Chaotic youths, gang green
The Council	Town hall & offices	Bureaucratic authority, blue

Below 20 Respect: faction NPCs attack on sight. Above 75: friendly, exclusive trade. 90+ Respect AND 60%+ turf control: faction victory ending.

Respect Changes

- Hit faction NPC: -15
- Complete faction mission: +20 (self), -10 (rivals)
- Buy round at pub: +2 (all factions)
- Place graffiti in rival territory: -5 rival, +8 own
- Get arrested near faction: +3

8. Combat & Police

Combat

Left-click to punch. Each hit knocks NPCs back at least 2 blocks. Different NPCs have different health pools and attack patterns. The BRAWLING skill tree enhances your combat:

- Apprentice: +10% punch damage
- Journeyman: enemies stagger on 3rd consecutive hit
- Expert: 5-hit combo deals 2x final blow
- Legend: every punch staggers all hostiles within 3 blocks

Police

Police spawn at night (22:00) and despawn at morning (06:00). PCSOs issue verbal warnings only. Regular police arrest. Armed Response are elite units deployed at high wanted levels. Police place tape on your structures.

Getting Arrested

When arrested you suffer the following consequences:

- Teleported back to the park
- Health set to 30, hunger set to 20
- Up to 3 random inventory stacks partially confiscated
- Fine: 10 COIN per wanted star
- +5 Notoriety added to your record

9. The Wanted System

Criminal activity raises your wanted level from 0 to 5 stars. Each level brings escalating police response.

Stars	Response
0	Clean - police ignore you
1	Stop & Search - PCSOs approach and question
2	Active Pursuit - police chase on sight
3	All Units - multiple officers fan out searching
4	ARU Deployed - armed response + helicopter
5	Council Lockdown - entire borough on alert

Losing Wanted Stars

Stars decay at -1 per 90 seconds of continuous police line-of-sight break. Any LOS contact resets the timer.

Escape Methods

- Change disguise: resets police description (once per pursuit, 3 stars max)
- Bribe a PCSO: costs 8 COIN x wanted level (only if Notoriety < 60)
- Safe house: stay in your squat for 120s (police won't enter at 3 stars or less)
- Leg it: run 80 blocks from last-known-position + 60s LOS break = -2 stars
- Hide: wheelie bins, shop doorways, stairwells, pub toilets, changing rooms

Environmental Modifiers

- Night: police LOS reduced by 8 blocks
- Rain: police LOS reduced by 6 blocks
- Fog: police LOS reduced by 4 blocks (halved total)

10. Street Skills

Press K to view your skills. There are 7 skills, each with 5 tiers: Novice (0 XP), Apprentice (100), Journeyman (300), Expert (700), Legend (1500). XP is earned by performing related actions.

BRAWLING - Combat: punching, fighting

- Novice: Baseline
- Apprentice: +10% punch damage
- Journeyman: Stagger on 3rd consecutive hit
- Expert: 5-hit combo = 2x final blow
- Legend: Crowd-stagger all hostiles within 3 blocks

GRAFTING - Scavenging: breaking blocks, collecting

- Novice: Baseline
- Apprentice: +1 extra drop (50% chance)
- Journeyman: Leaves edible as Bitter Greens
- Expert: Soft blocks break in 3 hits
- Legend: 25% tool durability saved

TRADING - Economy: stall sales, fence deals

- Novice: Baseline
- Apprentice: +10% stall income
- Journeyman: Fence prices +15%
- Expert: Immune to market crackdowns
- Legend: Halves faction protection cut

STEALTH - Evasion: crouching, escaping police

- Novice: Baseline
- Apprentice: 50% less crouch noise
- Journeyman: Police sight -20% while crouching
- Expert: Pickpocketing unlocked (F key)
- Legend: Invisible to CCTV while crouching

INFLUENCE - Social: talking, rumours, MC battles

- Novice: Baseline
- Apprentice: Rumour spread +25%
- Journeyman: Bribery costs -20%
- Expert: RALLY: assemble 6 followers (120s)
- Legend: RALLY mob deters gangs too

SURVIVAL - Endurance: staying alive, managing stats

- Novice: Baseline

- Apprentice: Hunger drain -20%
- Journeyman: Fall damage -25%
- Expert: Respawn at 50% HP (not 25%)
- Legend: Trigger neighbourhood events anywhere

BUREAUCRACY - Navigating systems: JobCentre, council, DWP

- Novice: Baseline
- Apprentice: Shorter JobCentre queues
- Journeyman: Reduced council fines
- Expert: DWP assessment advantage
- Legend: Master of the system

11. Property & Squatting

Squatting

Find a derelict building (crumbled brick, boarded windows) and interact with the door to claim it as your squat. Furnish it with crafted props to raise its Vibe score:

- BED: +10 Vibe
- WORKBENCH: unlocks advanced crafting recipes
- DARTBOARD: +7 Vibe
- SPEAKER STACK: +5 rave capacity
- DISCO BALL: +3 rave capacity
- DJ DECKS: enables DJ sets

Higher Vibe attracts lodgers (up to 4) who pay rent. At Vibe 60+ you can host illegal raves. Your squat serves as a safe house during police pursuits (3 stars or less).

Property Ownership

The Estate Agent NPC (available on weekdays) sells buildings for COIN. Owned properties generate rental income and can be improved. Own 5 properties for the 'Armchair Landlord' achievement. Watch out for council rates - daily revenue above 50 COIN triggers a rates notice.

12. The Pirate Radio

Pirate FM is your underground radio station and neighbourhood propaganda machine. It's one of the most powerful systems in the game for manipulating factions, earning loot, and building notoriety.

Setup

- Craft a TRANSMITTER: 2 WIRE + 1 COMPUTER + 1 WOOD
- Place it indoors (needs 3+ block roof overhead)
- Craft a MICROPHONE: 1 WIRE + 1 COIN
- Stand within 2 blocks of the transmitter
- Press B to start broadcasting

Broadcast Actions

Every 10 seconds during a broadcast, you can execute one of four actions via hotbar slots 1-4:

1. Big Up the Area

All faction Respect +3. Unites the community. Safe option.

2. Slag Off a Faction

Target faction Respect -10, rivals +5. Target faction NPCs flee. Provocative.

3. Black Market Shout-Out

Spawns 1-3 Listener NPCs (max 6) carrying random loot. Police detection +5%. Profitable but risky.

4. Council Diss Track

Council Respect -15, Notoriety +10. Triggers newspaper headline. Nuclear option.

Triangulation

While broadcasting, a triangulation bar fills on the HUD. At 100% a Council Signal Van spawns to confiscate your transmitter. Press B to stop broadcasting and reset triangulation. Higher power levels increase range but also triangulation speed.

Power Levels

Level	Range / Triangulation Rate / Upgrade Cost
1	30 blocks, 0.3/s (default)
2	60 blocks, 0.5/s (1 COMPUTER)
3	100 blocks, 0.8/s (1 STOLEN PHONE + 1 COMPUTER)
4	160 blocks, 1.5/s (2 COMPUTER + 1 PETROL CAN)

13. The Corner Shop

Claim a derelict shop (press E on the door when Condition is 49 or less, or use a SHOP KEY). Stock it with items, set prices, and run your own business.

Running the Shop

- Transfer items from your inventory to the shop shelves
- Set asking prices for each item
- PUBLIC and PENSIONER NPCs have a 15% chance per minute to buy
- Undercut fence prices: +30% customer traffic, but Marchetti Respect -5/day
- Overprice items: -50% customer traffic

Heat System (0-100)

Dodgy dealings raise your shop's Heat level:

- 30 Heat: Inspection Notice appears
- 60 Heat: Undercover police stakeout begins
- 80 Heat: Raid Warning rumour spreads
- 100 Heat: Police raid - all stock confiscated, shop closed, +25 Notoriety

Hire a Runner

Hire a PUBLIC or YOUTH NPC for 5 COIN/day to restock autonomously. They add a 2 COIN premium per delivery but generate +3 Notoriety per delivery.

Faction Dynamics

- Marchetti: undercutting triggers enforcer visits at 35 Respect. Protection costs 10 COIN/day.
- Street Lads: sell cider/tobacco/energy drinks at fair price = Respect +2-5/day. At 70+ they defend your shop.
- Council: daily revenue above 50 COIN triggers business rates.

14. The Fence & Black Market

The Fence

A black market trader found near the charity shop or industrial estate. Buys stolen goods for FOOD currency. Requires 10+ Reputation to interact.

Prices

Item	Payment
DIAMOND	10 FOOD
COMPUTER	5 FOOD
OFFICE CHAIR	3 FOOD
SCRAP METAL	2 FOOD
STAPLER	1 FOOD

Reputation Tiers

- Below 10: Fence ignores you
- 10-29: Buy/sell only
- 30+: Contraband runs unlocked (timed delivery quests for big rewards)

Contraband Runs

Timed delivery quests. Fail and you lose 5 rep + locked out for 1 in-game day.

- "The Parcel": 3 SCRAP METAL in 120s -> 8 FOOD
- "Diamond Geezer": 1 DIAMOND in 90s -> 20 FOOD
- "Office Clearance": 2 COMPUTER in 150s -> 12 FOOD
- "Biscuit Run": 5 STAPLER in 60s -> 5 FOOD

Bonuses

- Higher notoriety tiers = 10% better prices
- Items in newspaper front-page stories get +10% for 1 day
- TRADING Journeyman: Fence prices +15%

15. Fight Night

Underground bare-knuckle fighting in The Pit. Enter with a FIGHT CARD (crafted or bought). Bet on fights, climb the championship ladder, or just watch.

Fighters

Each fighter has hidden stats: Strength (1-10), Stamina (1-10), and Dirty (boolean). They cycle between JAB, HAYMAKER (telegraphed 0.5s), and CLINCH attack modes.

The Bookie

- Accepts bets on fights, holds a finite pot (starting 100 COIN)
- Pay 5 COIN to reveal one fighter's hidden strength stat
- Win big or lose everything

Equipment

- MOUTH GUARD (2 RUBBER): reduces stamina loss by 25% in fights
- CHAMPIONSHIP BELT: +5 Notoriety per day while held

16. The Daily Ragamuffin

The town newspaper publishes every evening at 18:00. It reports on your exploits with an Infamy score (0-10) that determines headline severity.

Infamy Tiers

Infamy	Coverage
0	Pigeon filler stories
1-3	Minor crime blurbs
4-5	Notable crime, front-page item
6-7	Major crime, police Heightened Alert triggered
8-9	Spectacular crime, borough-wide chaos
10	"BRITAIN'S MOST WANTED"

Press Manipulation

Visit the JOURNALIST NPC in the pub between 19:00-22:00:

- Tip-Off (5 COIN): force a past action into the next edition
- Plant a Lie (15 COIN): frame a rival faction NPC, police pursue them for 3 min
- Buy Out (40 COIN): suppress a story, replaced with pigeon filler

17. Weather

British weather changes every 5-10 game minutes via a Markov chain. Overcast is most common; clear skies are rare. Weather directly affects survival stats and NPC behaviour.

Weather	Energy	Wetness	Special Effects
CLEAR	1.0x	None	Normal conditions
OVERCAST	1.0x	None	Mild cold (0.5/s warmth drain)
DRIZZLE	1.2x	2.0/s	Slight rain, 1.0/s warmth drain
RAIN	1.5x	5.0/s	Heavy rain, 2.0/s warmth drain
THUNDERSTORM	1.8x	10.0/s	NPCs flee, police thin, gangs aggressive
FOG	1.0x	None	Police LOS halved, visibility 12 blocks
COLD SNAP	1.0x	None	2 HP/s at night unsheltered
FROST	1.0x	None	3 HP/s at night, black ice, police thin
HEATWAVE	1.0x	None	NPCs gather at pond/pub, no cold

18. Quests

Press Q to view your quest log. Quests are given by building NPCs around town. There are three types: COLLECT (gather items), DELIVER (bring items to a location), and EXPLORE (visit a landmark). Interact with an NPC near a building to pick up their quest.

Sample Quests

Building	Quest	Reward
Greggs	Get 2 Tins of Beans	3 Steak Bakes
Jeweller	Return 1 Diamond	5 Shillings
Kebab Shop	Get 2 Tins of Beans	2 Kebabs
Pub	Visit JobCentre	4 Crisps
Office	Return 1 Stapler	1 Computer
Wetherspoons	Visit Nandos	1 Peri-Peri Chicken
Phone Repair	Bring 1 Broken Phone	1 Computer
Corner Shop	Bring 4 Crisps	2 Tins of Beans
Library	Find 2 Textbooks	3 Newspaper
Community Ctr	Find 1 Hymn Book	3 Tins of Beans

Complete quests for rewards and the 'Community Spirit' achievement (first quest) and 'Odd Job Alan' (10 quests).

19. Achievements

Press TAB to view achievements. There are 76 achievements across many categories. Here are some highlights:

Getting Started

- Property Damage - Break your first block
- Diplomatic Incident - Throw your first punch
- Blue Peter Badge (Denied) - Craft your first item
- Haven't Got a Bus Pass - Walk 1000 blocks
- Brief Setback - Die for the first time

Crime

- I Fought the Law - Get arrested
- The Ragamuffin - Reach maximum notoriety
- Five Star Nightmare - Reach 5 wanted stars
- Wheelie Bin Hero - Hide in a wheelie bin from police
- Light Fingers - Your first pickpocket
- Leg It - Escape 80 blocks + 60s LOS break

Business

- Open For Business - Claim your first corner shop
- Market Trader - Open your first market stall
- Empire Builder - 200 COIN lifetime stall sales
- Entrepreneur of the Year - Your first street deal

Property

- Foot on the Ladder - Buy your first property
- Home is Where You Hang Your Hoody - Claim a squat
- Armchair Landlord - Own 5 properties
- Police Don't Like It - Host your first illegal rave

Pirate Radio

- On Air - Start your first broadcast
- Pirate FM - 10 cumulative minutes broadcasting
- The People's DJ - 6 Listeners at your transmitter
- Signal Jam - Destroy a Council Signal Van

Skills

- Proper Hard - BRAWLING Legend
- Ghost - STEALTH Legend
- Wheeler Dealer - TRADING Legend

- Legend of the Manor - SURVIVAL Legend

Fight Night

- First Blood (Pit) - Win your first Pit fight
- Champion of the Pit - Rank 1 on the ladder
- Dirty Fighter - Win via eye-gouge
- Cleaned Out the Bookie - Drain the bookie's pot

20. Tips & Tricks

- Punch trees first. Wood is the foundation of everything - planks, shelters, tools, even wire.
- Build a shelter before nightfall. Police patrol from 22:00 and the cold will kill you.
- Raid Greggs early. Sausage rolls and steak bakes are reliable hunger restorers.
- Craft a cardboard box (6 cardboard) for an instant 2x2x2 emergency shelter.
- Keep a COAT and WOOLLY HAT in your inventory - cold snaps and frost are lethal.
- A CAMPFIRE gives +40 warmth/min but attracts police. Use it carefully.
- The Fence won't talk to you until 10 rep. Sell stolen goods to build reputation.
- Fog halves police line-of-sight. It's the best weather for crime.
- Thunderstorms thin police patrols but make youth gangs more aggressive.
- Hide in wheelie bins during police chases. Seriously.
- The Journalist in the pub (19:00-22:00) lets you plant fake news for 15 COIN.
- A WORKBENCH in your squat unlocks barricades, lockpicks, and fake IDs.
- Pirate Radio's 'Black Market Shout-Out' spawns NPCs carrying free loot.
- TRADING Journeyman gives +15% fence prices - huge for long-term income.
- Cultivate a corrupt PCSO with 3 cups of tea for cheaper bribes and patrol warnings.
- The BISTA VILLAGE PORTAL (2 diamond + 4 stone + 2 wood) teleports to a hidden area.
- STEALTH Expert unlocks pickpocketing (F key). Legend makes you invisible to CCTV.
- Don't build too big - structures over a certain size trigger council demolition notices.
- Undercut the Marchetti crew's prices at your corner shop and they WILL send enforcers.
- A MOUTH GUARD (2 rubber) reduces Fight Night stamina loss by 25%.