# A Beginners Guide to



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# **Abstract**

This guide will give the reader the fundamentals of the massively-multiplayer, online, roleplaying game, Torn. We will discuss what each section does and how it can benefit your gameplay.

# **Background**

Torn is a crime-themed role-playing game with more than 30,000 active players. Torn is a text-based browser game set in Torn City, where criminals and violence are rampant. In Torn, you can be whoever you want to be and do whatever you want to do.

The aim of the game is to become the best. Earn the 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. ("The aim of the game," n.d.)

Torn was first created back in November of 2004 by the owner of the site, Joe Chedburn. Chedburn was only 15 years old at the time of creation. At that point, Torn was a basic shell, with only a handful of options to choose from. Over the next 15 years, Torn would become one of the top text-based browser games available, outlasting many other games in its genre.

# Introduction

Torn is a long-term style game that you can play at any pace you wish. "Always remember, Torn is a \*Marathon\*, not a Sprint. You're either in this for the long term, or you're not in it at all" (Throe, 2016). The more time you put in, the more success you will find. It is accessible on any device that runs a web browser. It is 100% free-to-play, but gameplay may be slightly enhanced with a small \$5 USD donation. Torn's gameplay revolves around violence, crime syndicates, and illegal substances that are comparable to the real world but does not actually involve real world consequences.

#### **Rules**

Before anything else, it is important that you read the rules for Torn. I won't be copying any of it here as the rules can change at any moment, but if you are a new player of Torn, I urge you to read every rule before continuing.

You can find the list of rules here: https://www.torn.com/rules.php

# **Energy**



**Energy** is one of the main components of Torn. The two main uses for energy is training your **battle stats** in the gym or attacking other players. It can also be used for praying, searching the dump, and using game consoles.

As a new player, you receive 5 energy every 15 minutes with a max capacity of 100 energy. If you achieve donator status, this can be further increased to 5 energy every 10 minutes with a max capacity of 150 energy.

# Money

Money is just that. It is the main currency that you will use in Torn. It is what is used to purchase almost everything in game. You can earn money from committing crimes, completing missions, trading, and much more. The money you have in your wallet can be stolen if you are attacked and mugged from another player, so it is important to hide your money in safe locations. We will discuss later how you can hide your money safely.

#### Level

Your level is an indicator of your experience in game. You gain experience by playing the game. You can gain experience by attacking players, doing crimes, training in the gym, working in a job, and by using company specials. Level experience is hidden, but you can see how close you

are to leveling up by traveling to China to use the Fortune Teller or using the 7-star Game Shop company special.

When you are due to level up, a level up page will appear on screen, giving you the option to level up. Leveling up increases your max **life** and depending on the level can unlock awards or honors. However, you do not have to level up. If you ignore it, an upgrade level link will appear next to your current level in the sidebar for future use. By ignoring it, you are considered level-holding. Level holding doesn't stunt your experience growth. If you continue to level hold, you will still gain experience and can even hold multiple levels.

As a new player, it is not a good idea to level hold for the first 15 levels. This is because certain areas of the game require you to be higher level. The most important area to unlock is the Travel Agency at level 15. We will discuss later why this is important. A list of unlockable areas via level will be listed below.

Level	Unlock
2	Unlock the Dump Unlock Bookies
3	Can join a Company Unlock Lottery
4	Unlock Blackjack
5	Unlock Auction House Unlock the ability to do missions beyond George's Unlock Poker
6	Unlock Russian Roulette
7	Unlock Spin The Wheel
10	Use the Loan Shark Be the Director of a Company Submit comics to the Newspaper
13	Access to Global Chat
15	Unlock the Travel Agency

Figure 1: Level Unlocks

# **Happiness**

Happy: 4378/4525

As a new player, **happiness** has a great correlation with gaining stats in the gym. In short, when your battles stats are lower than 400,000 per stat category, happiness increases the amount of **battle stats** you gain when training in the gym. When your stats are above 400,000, the amount

that happiness helps with gaining stats decreases significantly. It is still important to have a high happiness level, but it becomes more useful to focus on gaining more **energy** over happiness.

## Nerve



**Nerve** is like **energy**, except it is used for crimes. You receive 1 nerve every 5 minutes up to your max nerve capacity. Your nerve capacity, referred to as Natural Nerve Bar (NNB), begins at a max of 10 as a new player. It will gradually increase by increments of 5 as you level up your crime experience, a hidden crime related leveling system. The maximum your natural nerve bar can be increased to is 60, but this can be further increased in "unnatural" ways with **merits**, job specials, and faction specials.





**Life** is the total health that you currently have available. Life is used in combat to determine who wins an attack. If your life reaches 0 during an attack you will be sent to the hospital.

### **Battle Stats**

**Battle stats** play a very important role in Torn. In order to attack and defeat other players, your battle stats generally will need to be higher than the player you are attacking. There are 4 different battle stats:

**Strength:** Increases the amount of damage you deal to your opponent.

**Defense:** Decreases the damage you take from your opponent.

**Speed:** Increases the chance of hitting your opponent and increases the chance of running away from an opponent.

**Dexterity:** Decreases the chance of your opponent hitting you, increases your chance to **stealth** the attack, and decreases the chance for your opponent to stealth you.

As a new player, you start out with 10 stats for each battle stat type. As you increase your stats, they begin to grow exponentially until it reaches a hard cap of 50 million per stats. Once you have reached this cap, the exponential growth stops. This means after you have reached 50 million in a stat, the amount of stats you gain per train stays the same, unless altered via other means, such as increased **happiness**, faction upgrades, or job specials.

# **Donator/Subscription Status**

Torn is a free to play game on the surface, but for the more dedicated players there are two additional memberships available, Donator and Subscriber.

The base donator status comes with a few benefits.

- +50% energy regeneration
- +50 maximum energy
- Advanced search
- Notebook
- Donator forums
- Send messages and make forums poster faster

In order to obtain donator status, you can purchase a donator pack for 5 USD or purchase one with in-game currency from the player ran item market. Upon opening a donator pack, you will receive 50 **points** and 31 days of Donator Status.

Subscriber status contains all benefits of donator status, but with additional benefits.

- 75 points per month or 900 points per year
- Subscriber only daily prize draws with rewards of up to 500 points
- 2 random special items every month
- Special holiday gifts

In order to obtain subscriber status, you must purchase a subscription for 4.85 USD per month or 48.50 USD per year.

# **Gym Training**

As mentioned before, one of the main uses for **energy** is for training your **battle stats** in the gym. The amount of battles stats that you gain for training in the gym depends on a multitude of factors. These factors include the base amount of energy used in the gym, the gym bonus associated with the gym, your **happiness**, faction specials, company specials, and education bonuses.

There are 33 different gyms among 4 different categories that you can unlock, each with its own traits. The gym categories available are lightweight, middleweight, heavyweight, and specialist. As a new player, you start out in the "Premier Fitness" lightweight gym. This starter gym gives a gym gain bonus of 2 for each battle stat type. These bonuses are generally referred to as "gymdots".

The gym system has its own leveling progression. In order to unlock more gyms, you must train your battle stats. Regardless of which gym you are training in, your gym experience will level up based on the amount of energy you have spent training. Once you have spent the required energy to unlock the next gym, in order to use that gym, you are required to purchase a membership to the gym. The prices vary per gym but increase based on progression. For example, the first gym you can unlock in the lightweight category costs \$100 compared to the last unlockable gym in the heavyweight category costs \$100,000,000.

The specialist gyms required additional criteria to unlock. If at any time you fail to meet the requirements for a specific gym, you will be kicked out of that gym. There are 7 different specialist gyms available: Balboas Gym, Frontline Fitness, Gym 3000, Mr. Isoyamas, Total Rebound, Elites, and The Sports Science Lab.

Balboas Gym and Frontline Fitness allow you to train two stats at a 7.5 gym dot bonus. Balboas Gym allows you to train **dexterity** and **defense** while Frontline Fitness allows **speed** and **strength**.

Gym 3000, Mr. Isoyamas, Total Rebound and Elites allow you to train a single stat at an 8-gym dot bonus. The stat each gym allows you to train are strength, defense, speed, and dexterity, respectively.

The last specialist gym, The Sports Science Lab, is arguably the best and worst gym available. This gym allows you to train your stats with a 9 gym-dot bonus for all stats, but the requirements to keep unlocked make the gym least advisable. This gym requires that you have not taken a maximum of 150 total **Xanax** and ecstasy combined. We will discuss later in the drugs section of this guide why this is generally considered a bad move.

The requirements for each gym will be listed below.

Gym name	Cost to unlock	Energy per train	Strength	Speed	Dexterity	Defense
Balboas Gym	\$50,000,000	25	*	29	7.5	7,5
	Requirements: Cha	Cha's Unlocked; Defense	+ Dexterity 25	% higher tha	an Strength + Sp	peed.
Frontline Fitness	\$50,000,000	25	7.5	7.5	**	Se.
	Requirements: Cha	Cha's Unlocked; Strengt	h + Speed 25%	higher than	Dexterity + Def	ense
Gym 3000	\$100,000,000	50	8.0	82	2	32
	Requirements: George's unlocked; Strength 25% higher than your second highest stat					
Mr. Isoyamas	\$100,000,000	50	93	19		8.0
	Requirements: Geo	rge's unlocked; Defense	25% higher tha	n your secor	nd highest stat	
Total Rebound	\$100,000,000	50	20	8.0	8	97
	Requirements: Geor	ge's unlocked; Speed 2	i% higher than	your second	highest stat	
Elites \$100,000,000  Requirements: Geo	\$100,000,000 50 -	**	59	8.0	196	
	Requirements: Geor	rge's unlocked; Dexterity	25% higher th	an your seco	nd highest stat	
The Sports Science Lab	\$500,000,000	25	9.0	9.0	9.0	9.0
	Requirements: Last total	Rounds unlocked; a MA	XIMUM of 150	Kanax <b>and</b> E	cstasy combine	d taken in

Figure 2: Special Gym Requirements

## **Crimes**

Crimes are an integral part of Torn, considering Torn is a crime-based game. Crimes require **nerve** to commit. Each crime has a cost starting with 2 nerve all the way up to 18 nerve. As a new player you will need to start out by committing beginner crimes like searching for cash. Each time to successfully commit a crime, you gain hidden crime experience. As you increase your crime experience, you will be able to commit more difficult crimes, but be wary. If you fail a crime and are jailed, your crime experience will decrease, making it more difficult to commit harder crimes. If you fail a crime but are not sent to jail, you do not lose crime experience, even if you are sent to the hospital due to the fail. You only lose crime experience if you are sent to jail from attempting crimes.

#### **Education**

The education system in Torn is incredibly important. There are 12 different course categories, with various amounts of classes for each category. Each course you take will cost you a small amount of money and will take anywhere from 1 to 7 weeks to complete, but the return is obtaining various boosts, upgrades, and abilities for your account. The total time to complete all the education courses is upwards of 7 years, so it is important to start early and to take advantage of ways to shorten your education time.

There are a few ways to shorten education time, but there are two main ways that are extremely important for you to take advantage of. The first is allocating **merits** into decreasing education time. The second is by holding the West Side South Bank University (WSSB) stock block. We will touch more on the topic of merits and stocks later in the guide but using both methods can decrease your education time by 30%.

## **Jobs**

Jobs in Torn are a way to gain money and special perks. Jobs are split into two categories, city jobs and companies. City jobs are available for everyone and are generally easier to get. As a new player, it is wise to start in one of the city jobs before attempting to join a company. Companies are player-run and usually require higher **working stats** to join. There are 6 city jobs: Army, Grocer, Casino, Medical, Law, and Education. Before being accepted into a city job, you must successfully pass a questionnaire. The answers

Before being accepted into a city job, you must successfully pass a questionnaire. The answers to these questions are easily found via Google.

Each job has its benefits and own specials. When you first join a starter job, you will start at the lowest position. For example, if you join the Army, you start as a Private. In order to get promoted to the next position, you must have the required working stats and enough available job points.

Working stats are like **battle stats**, but specifically for jobs and companies. There are 3 working stats: Manual Labor, Intelligence, and Endurance. In order to gain working stats, you must hold

a job. Depending on the job you are currently in, you will gain a small number of working stats for each stat type and several job points depending on the position you currently hold. Job points can be used for special job benefits, such as using 10 job points to steal a weapon in the Army job. There are so many jobs and specials available, I won't be able to explore them all here.

# **Properties**

In Torn, the property that you live in determines the base level of **happiness** that you have, and we learned before that happiness is extremely import for gaining **battle stats** in the gym. This means it is important to get the best property that you can afford. There are 14 standard properties that you can obtain. The default property that every player starts with is a shack. The shack has a base happiness level of 100 and is unable to be upgraded. The best standard property in Torn is the private island. The private island has a base happiness level of 2,000 but can be upgraded to a max of 4,225 without staff or 5,025 with staff. If you are determined to become an established player, it is recommended that you either rent or purchase a fully upgraded private island as this will keep your happiness at a high level and will ensure maximum battle stats gains when training in the gym.

Most facilities and staff property upgrades only give additional happiness, so we won't go into detail about them, however, some of the upgrades for a private island come with additional benefits. The medical facility gives an additional 1% of your health when regenerating. The medical facility requires you to hire a doctor as a part of your staff. The small, medium, large, or extra-large vault upgrades allow you to store money in your property to keep it safe and out of your wallet. The airstrip upgrade allows you to transport an additional 10 items while traveling, decreases travel time by 30%, and makes travel cost free. The airstrip requires you to hire a pilot as a part of your staff.

Each property, other than the shack, have a daily upkeep that you must pay to keep your property stable. Since the private island is the most recommended property, I will use it as our example. The daily upkeep for a base 2,000 happiness private island is \$100,000. This is the same for the fully upgraded private island without staff. With staff, the daily upkeep increases to \$352,000. The fees accrue in a special section of your property tabs. If you do not pay your property fees over a long period of time, the maximum happiness that your property provides will begin to decrease the more money that you owe.

When it comes to properties, you can either buy a property out right or rent one. For most new players, the best idea is to rent a private island from the rental market for a much cheaper price. This is because the prices of a fully upgraded private island would cost about \$1.7 billion. The price for a rental is generally about \$1 million per day. The downside to renting is that you are not allowed to use the storage vault. The vault still gives a boost to your happiness, but you are unable to store your money.

## **Factions**

Factions are extremely important to the gameplay of Torn. Factions are like an organized gang. By joining a faction, you are joining a group of players that all have a common goal, whatever that specific faction chooses to have. The faction you choose to join can benefit you in many ways. The players you meet in a faction will likely have valuable information they can teach you about the game to help you expand and grow in every way. Not only is a great way to increase your social game, factions can give you great benefits in the form of Faction Upgrades.

Factions have a currency called respect. The faction leader or co-leader can allocate that respect into a multitude of available upgrades. We'll go into depth about faction upgrades later in the guide but a few of the most common upgrades are increased gym gains, increased **nerve** bar, drug addiction reduction, additional travel items, and much more. As a new player, it is important to find a faction that aligns with your goals and that has the upgrades that you desire.

#### **Merits**

**Merits** are special rewards for unlocking awards or medals. There are over 500 awards/medals available to unlock, ranging from attacking other players, staying committed to a faction, increasing your level, and many more. Each award or medal you unlock rewards you with a merit which you can use for various upgrades.

Each merit upgrade has a max level of 10, so for example, the Nerve Bar upgrades increases your maximum **nerve** by 1. If you have this upgrade fully unlocked, your nerve bar would be increased by a max of 10. Each time you purchase a merit upgrade, the cost for that upgrade increases by 1 merit. The first upgrade costs 1 merit, the second upgrade costs 2 merits, and so on. This means maximizing a merit upgrade costs a total of 55 merits.

These upgrades will be listed below, but as a new player, there are a few you should take advantage of as soon as possible. Education Length is the most important merit upgrade for new players because at fully unlocked it will decrease your education time by 20%. The rest of the upgrades are up to your play style.

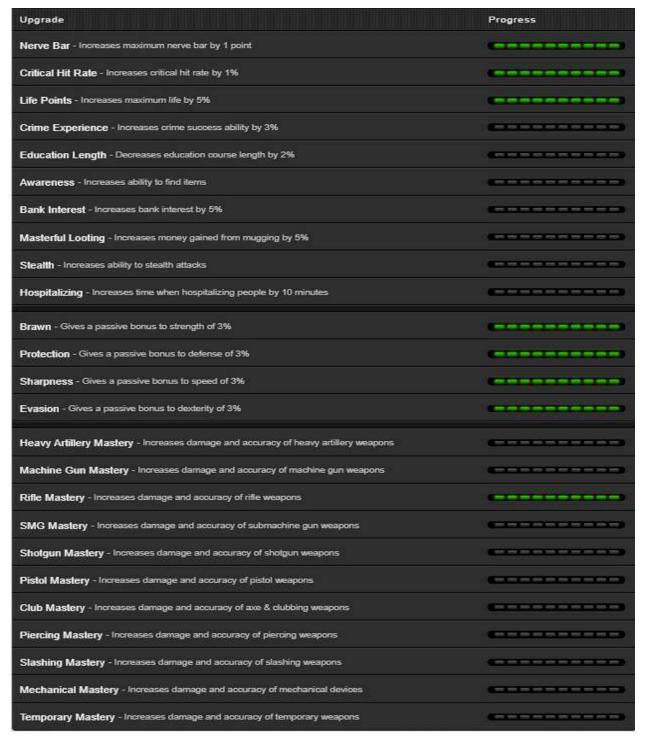


Figure 3: Merits

### **Points**

**Points** are a type of secondary currency that are only able to be used for certain special upgrades. You can earn points in two different ways. By opening donator packs or by purchasing them from other players on the Points Market.

There are currently 11 special upgrades you can do. The first 3 are refilling your **energy**, **nerve**, or casino tokens. These can only be used once per day and refill each to the max available for your account. The next 4 are one time unlocks, meaning once you purchase the upgrade, it is available to you forever. The first is the stock ticker which allows access to the stock market. The second is a racing license which allows access to the raceway. The third is a display cabinet which allows access to an area where you can show off items such as collectables you want to display. The last is a bazaar which allows access to a personal selling shop where you can sell items to other players. The next two are increasing your friend or blacklist capacity by 10.

The last 2 upgrades are purchasing one merit and resetting your merit allocation. For purchasing **merits**, you can purchase 1 merit for every 2 levels you are. For example, if you are currently level 51, you can purchase 25 merits. Since merits are a semi-permanent upgrade, resetting your merits is the only way to reverse your merit allocation. However, be careful with using this upgrade so often. Each time you reset your merits, the prices to purchase increases by 250 points each time. This means you should be cautious about which merit upgrades you allocate.

# **Marriage**

Marriage doesn't play a huge role in Torn, but there are a few reasons to take advantage of it early on. The main reason is **merits**. There are 24 merits for staying married to another player. The first merit is achieved at 50 days of marriage while the last merit achieved is for 2000 days of marriage. This is why players should start early and find a dedicated player to marry. If at any time you divorce your partner, the number resets and you must start over.

Another advantage to marriage is being able to reside in the same property as your spouse. This can be beneficial in a few ways. The most common strategy I see with new players is to split the cost of rent with another new player, making the rent of a private island much more affordable. The second most common strategy is to marry an already established player, someone who owns a private island outright. In many cases, the established player will pay for the upkeep themselves, while the new player can live in the private island rent free.

It can also be beneficial to marry someone active so that they can help you out in your game. It is always a good idea to build connections with other players so you can get further ahead in the game. You never know when someone else will be able to help you out.

## Sidebar



Figure 4: Information Sidebar

The sidebar is your main information source about you. This is where you can see your icons, name, current level, **points**, **merits**, **energy**, **nerve**, **happiness**, **life**, and faction chain counter.

Icons give information about you. If you hover over or click an icon, it will show information about that icon. For example, the blue star icon shows that I have Subscriber status and shows how many days of subscriber status I have left.

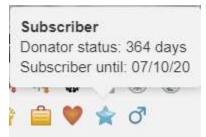
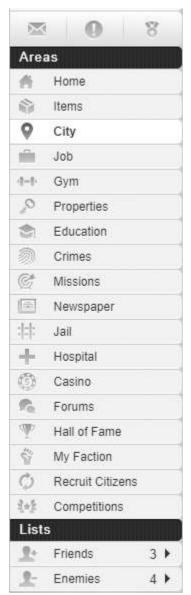


Figure 5: Subscriber Icon; More Information

You can find a list of what each icon means here: https://www.torn.com/preferences.php#tab=your-icons

We will discuss the faction chain counter later in the guide.



# **Navigation**

You learned above about the information section of the sidebar, but there is also a navigation section. The navigation section of the navbar is your main way to get around Torn.

## Messages/Events

At the top of the navigation area is the letter, exclamation, and medal icons. The letter is your messages, exclamation mark is your events, and the medal is your awards.

Messages is where you can send and receive messages to and from other players. This section is straight forward. If you want to compose a message, you would click the compose button, fill out the information, and click send.

If you have completed the Bachelor of Computer Science education, you have the ability to send messages anonymously.



Figure 7: Send a Message

Figure 6: Navigation Sidebar

Events are things that have happened to you, such as if someone sends you an item. The notification will be sent to this area.

Here are some examples of events I have received.

Congratulations! You upgraded your level to 95!	15:43:22 18/11/19
You have received a limited edition Jigsaw Mask '19 for being in 9th place with 176 treats collected.	13:26:03 01/11/19
You won \$1,289,000 in the Daily Dime lottery!	10:00:15 06/03/17
Tenacious1 attacked you but Falcon fought him off [view]	16:55:59 29/05/18
You were given Co-leadership of your faction by Tenacious1.	17:57:56 02/05/19

Figure 8: Events

#### Home

Home is your main landing page on Torn. This is where you can check out the general information about you. You can customize how your homepage looks by rearranging each section the way you like.

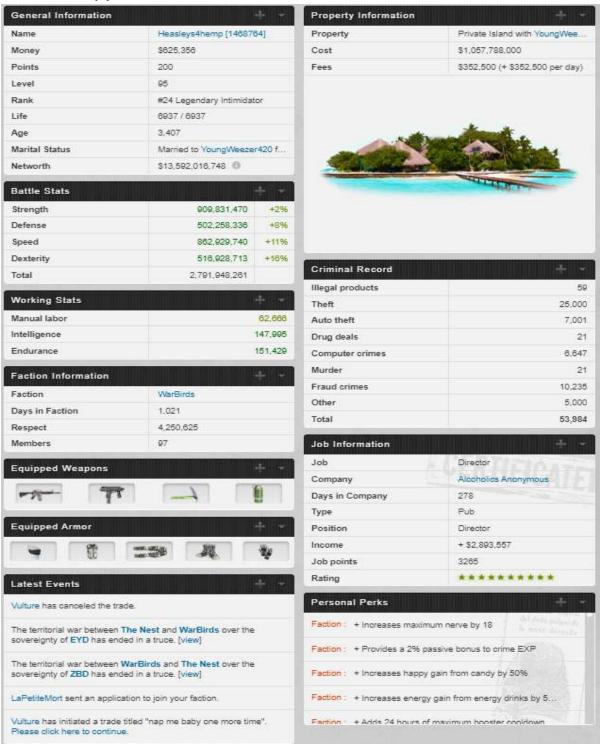


Figure 9: Home Page

The sections available on the homepage are: general information, **battle stats**, faction information, latest attacks, latest events, latest messages, equipped weapons, equipped armor, property information, criminal record, job information, **working stats**, and personal perks.

<u>General Information</u>: This section displays your name, money on hand, **points** on hand, level, rank/title, **life**, age, marital status, and networth.

<u>Battle stats</u>: This section displays your **battle stats**, along with your current bonus effectiveness percentages, and your total battle stats.

<u>Faction Information</u>: If you are in a faction, this section shows the faction name, days in faction, total faction respect, and total members in the faction.

<u>Latest attacks</u>: This section shows the latest 5 attacks you were involved in.

<u>Latest events</u>: The section shows your latest 5 events.

<u>Latest messages</u>: This section shows the subject of the latest 5 messages you received, along with who sent the message.

Equipped weapons: This section shows images of the weapons you currently have equipped.

Equipped armor: This section shows images of the armor pieces you currently have equipped.

<u>Property Information</u>: This section shows information about the property you are currently residing in, cost of the property, the daily fees you owe for living in the property, and an image of the property.

<u>Criminal Record</u>: This section shows the total crimes you have committed organized by each crime category.

Working Stats: This section shows your total manual labor, intelligence, and endurance.

<u>Personal Perks</u>: This section shows what personal perks you currently have.

## City

The city is where you can view all the location available in Torn. There are quite a few areas for you to visit, so I won't go over every location. When you have time to explore, feel free to search around the city and see what areas interest you.

Torn has a city map that allows factions to claim territories. These territories give passive respect to the faction that has claimed it. We will go into more detail about territories in the faction section of this guide. The city map also has items that you can find scattered across the map. The only way to find these items is to zoom in and search for them.

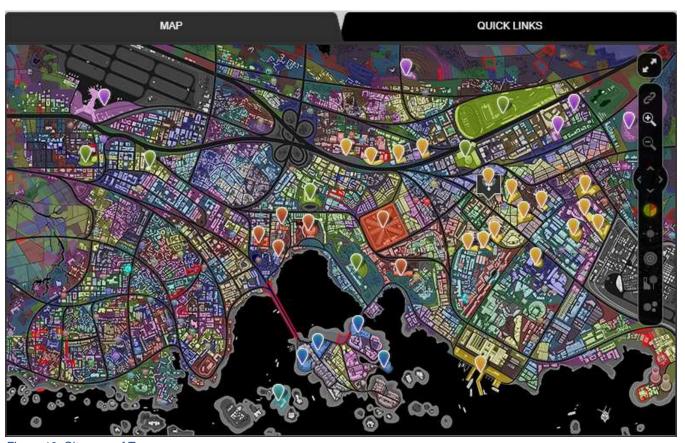


Figure 10: City map of Torn



Figure 12: Finding an item in the city



Figure 11: Finding a morphine



Figure 13: City Quick Links

The quick links section of the city is an easier way to navigate the city locations. We will go over some of the main areas of the city later in the guide.

#### **Profile**

When you click on someone's name anywhere in Torn, it will send you to their profile. The user's profile is where you can find more information about that player or do actions toward them, such as attacking or sending them money.

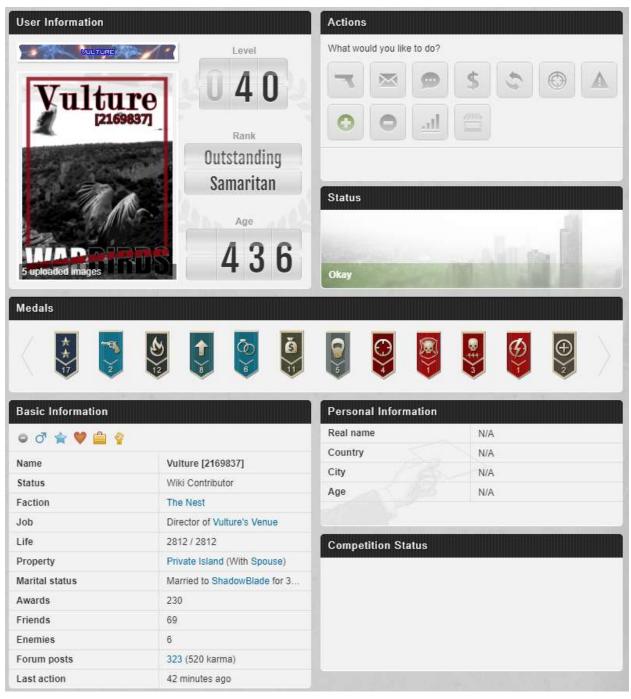


Figure 14: Profile of the player: Vulture [2169837]

## **Hospital and Jail**

If you are sent to the hospital or the jail, you are limited in the actions you can take in Torn. You are not allowed to view certain areas of Torn, such as the item market or gym. You will know you are in the hospital or in jail based on the background color of the main screen. A white background color indicates you are hospitalized while an orange background color indicates you have been jailed.

In order to get out of the hospital, you can take medical items, get revived, or wait the allotted time. For jail, you must wait the allotted time, or hope someone else busts or buys you out of jail.

# **Main Content**

#### **Items**

The items page is where you can view all the items you own. This is where you can use, send, or get more information about each item. For weapons and armor, you can equip it here as well.

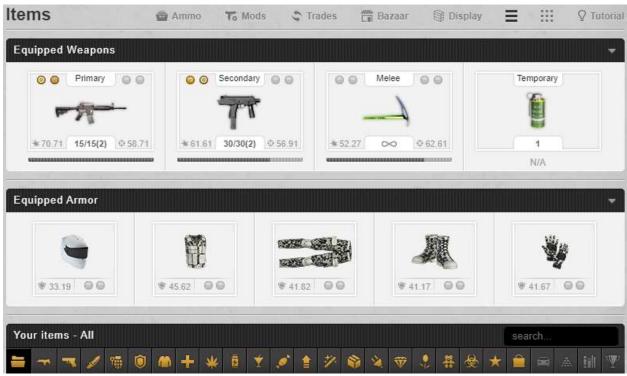


Figure 15: Equipped Weapons/Armor

Based on the sheer number of different items, I will be unable to discuss all of them. However, we will go over the important categories.

# Weapons

There are over 100 different weapons between 4 categories to choose from. Each weapon has 2 stats associated with it, damage and accuracy. These are unique to that weapon so two weapons are not the same.

These stats have a range based on the weapon. For example, the ArmaLite M-15A4 Rifle has a damage range of 69.86 – 71.33 while the accuracy range is 57.00 – 61.29.

There are 4 main weapon categories that you can equip, primary, secondary, melee, and temporary items. Primary weapons are generally rifles or heavy-machine guns. Secondary

weapons are generally sub-machine guns, pistols, and specialty weapons such as RPGs. Melee weapons are handheld combat weapons such as swords, knives, and blunt weapons.

### **Temporary Items**

Temporary items are different than the other main weapons. These items are a one-use item, which means you are only allowed to use it once during a fight and then the item disappears. Temporary items are split between temporary weapons, temporary debuffs and temporary boosters. Temporary weapons are items such as grenades, bricks, throwing knives, and many more. These weapons do damage to your opponent during an attack. They do not have any other effects.

Temporary debuffs are a special type of temporary item. These items, such as smoke grenades, tear gas, and pepper spray, give effects to your opponent such as decreasing their **speed** by 1/3 for 120-180 seconds, decreasing their **dexterity** by 1/3 for 120-180 seconds, and decreasing dexterity by 1/5 for 15-20 seconds, respectively.

Temporary boosters are temporary items that give boosts to yourself during an attack. There are currently 4 temporary boosters, melatonin, tyrosine, epinephrine, and serotonin. These boosters increase your speed by 500%, dexterity by 500%, **strength** by 500%, and **defense** by 300%, respectively. These boosters all last 120 seconds and can give you an advantage over an attack.

#### **Armor**

Armor is used to protect your body during an attack. If you are attacked and hit in a bare part of your body, you will receive the full force of your opponent's damage. Armor helps to reduce the damage you take. The amount your armor protects you depends on the defensive stat of that armor piece. Just as weapons have a range of stats, so do armor. For example, the Flexible Body Armor has a range of 42.00 - 46.54.

There are 5 armor slots, helmet, chest piece, legwear, footwear, and gloves. The armor you wear only protects what it covers, so it's important to wear one of each to get a full coverage of your body.

## **Drugs**

Drugs are a very important item for your gameplay. Unlike their real-life usage, drug usage in Torn is encouraged. Drugs in Torn give special effects and bonuses when used, but there are also side effects, depending on the drug. Drug usage has a cooldown effect when a drug is taken. This means after usage, you are unable to use another drug for the duration of the cooldown period. There is also a chance you may overdose when taking a drug. Overdosing can easily be fixed by traveling to Switzerland and going to **rehab**, so the looming presence of overdosing should not be feared. Each time you take a drug, you will gain a small amount of drug addiction, so over a long period of time you will start to have side effects. You will know if you have become addicted to drugs by the brain icon in your sidebar.

There are 11 drugs available for usage, but for this guide we will only focus on one, **Xanax**. Xanax has one of the best drug effects in the game. Xanax gives you 250 **energy** when taken and as we know, energy is used for training and attacking other players, so this amount of energy can really boost your gameplay by a significant amount. The cooldown period for Xanax is 6 – 8 hours. The side effects of taking Xanax is a temporary 35% decrease to all **battle stats**.

There is a random chance to overdose when taking Xanax and with that comes some consequences. Overdosing on Xanax gives you a 24-hour drug cooldown and eliminates your energy, **nerve**, and **happiness**. This can easily be fixed by traveling to Switzerland and going to **rehab**.

#### **Boosters**

**Boosters** are special items that can give you boosts to your **battle stats**, **happiness**, **energy**, and much more. They are a one-use item, so once used they are consumed. Boosters have a cooldown similar to drug cooldowns, but they work a little bit differently.



Booster cooldown icon

Booster Cooldown 48:41:52 / 48:00:00

Reached limit, can no longer use boosters.

You're not ready to use another booster quite yet. You'll have to wait 00:46:15 before you can use another. Figure 16: Booster cooldown full

Unless you are in a faction that has increase booster cooldown, you have a max booster cooldown of 24 hours. That means you can use boosters until this booster cooldown is higher than 24 hours. After that, you must wait for it to decrease. Each booster item has its own cooldown period and its own special benefits.

A few of the most important booster to be aware of are Erotic DVDs, Feathery Hotel Coupons, and Stat Enhancers.

Erotic DVDs increase the happiness of its user by 2,500 and has a booster cooldown of 6 hours. This item is perfect for new players, because it can give you a boost of happiness before training.

Feathery Hotel Coupons refill your energy bar and gives its user 500 happiness when used. It has a booster cooldown of 6 hours. This item is great for the more established player, as they are generally a more expensive item.

Stat Enhancers are a very rare and expensive item. There are 4 Stat Enhancer boosters, skateboard, parachute, dumbbells, and boxing gloves. These items give a 1% permanent boost to your **battle stats**. Skateboards give **speed**, parachutes give **dexterity**, dumbbells give **strength**, and boxing gloves give **defense**. These items are not recommended for new players to use. This is a because they are a very expensive item. They are worth around \$450 million and considering new players have a low number of stats, the 1% boost does not give enough battle stats for the price. These items are better used for established players. For example, if a

player has 2 billion battle stats in speed, they would receive 20 million speed. This is much more worth it.

#### Consumables

**Consumables** are like **boosters** but are separated into a different category by their wide availability and less extreme uses. Consumables still use booster cooldown and are grouped in the same category for that. Consumables have 3 categories, energy drinks, alcohol, and candy. Energy drinks increase **energy**, alcohol increases **nerve**, and candy increases **happiness**. There are a ton of different types of energy drinks, alcohol, and candy items so I won't be going over each one, but it's important to know each item has its own booster cooldown value and benefit value. For example, a regular beer gives 1 nerve while moonshine gives 5 nerve.

#### **Medical Items**

Medical items are used to decrease hospital time and increase **life**. The medical items available in Torn are small first aid kits, first aid kits, morphine, and blood bags.

Blood bags are only usable after finishing the Biology "Intravenous Therapy" education course. Once complete, you will be able to extract blood using empty blood bags. The first time you extract blood, you will be assigned a random blood type. The blood type you have determines the blood bag types you can use.

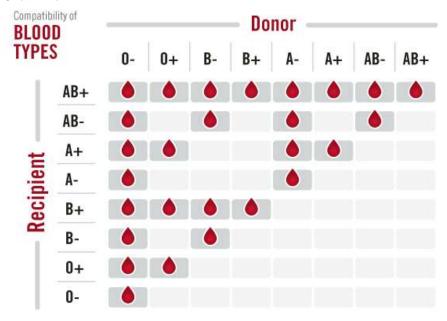


Figure 17: Blood Types Compatibility

# **Attacking**

You may be compelled to attack another player for various reasons. Perhaps the faction you are in has started a war against another faction. We'll discuss faction wars later in the guide, but in wars you attack the enemy faction to progress through the war.

Attacking players costs 25 **energy**. This is where your **battle stats**, weapons, and armor are put to the test. This is why training your battle stats in the gym is important. The victor of a fight is almost always determined by the player with more battle stats.

During an attack, you will have 25 turns to defeat your opponent. A turn is a single action such as firing your weapon, reloading, attempting to escape, or using a temporary item. If at any time you or your opponent reach 0 **life**, the attack goes in favor of the victor. If the initiator of the attack is victorious, they will have the option to leave, mug, or hospitalize their opponent.

Leaving a player on the street rewards the victor with a large boost of experience and forces the opponent to be sent to the hospital for a short amount of time, usually around 30 minutes.

Mugging a player rewards the victor with a small boost of experience and a small sum of money based on how much the opponent has in their wallet. The opponent is also sent to the hospital for around 30 minutes.

Hospitalizing a player sends the opponent to the hospital for 3+ hours. This is used most often during wars to keep the enemy from retaliating.

#### **Crimes**

We learned before that crimes require **nerve** to commit. In this section, we will be discussing what crimes are recommended to go for first. These types of crimes are called "Safe Crimes". As a new player, you will start out with a base nerve of 10. At this level of crime experience, you should start by searching for cash, the 2-nerve crime. If you attempt to commit crimes higher than this, you are guaranteed to fail. Searching for cash is always a safe crime, but it doesn't give much cash in return. Over the length of a few weeks, you will eventually raise your nerve bar up to 15 nerve and then up to 20 nerve. At this point, it will be time to consider going for more difficult crimes.

Once you are at a natural nerve bar of 20, it's recommended you start the shoplifting crime. However, this time you should focus on shoplifting from the clothes store and only shoplifting jackets. Shoplifting jackets is considered a safe crime, which means it has a very low probability of failing. After a few weeks of shoplifting jackets, you should have reached a natural nerve bar of 25. At this point, it's time to start a much more difficult crime.

The Arson crime, specifically Warehouse Arson, is the bread and butter of crimes. It has been thoroughly tested to be the most efficient crime in Torn for raising crime experience. This is the case because Warehouse Arsons do not send you to jail ever! At a nerve bar of 25, you will likely have many fails, but these fails always send you to the hospital. We learned before that hospital fails do not lower crime experience. This is why Warehouse Arsons are the best crime to commit in Torn. You should commit Warehouse Arsons until you reach the max of 60 natural nerve bar. This may take up to a year to complete. At that point, you may choose to commit whatever crime you see fit.

## **Busting/Bailing**

Another crime I'd like to discuss is busting and bailing people out of jail.



Figure 18: Busting and Bailing

Busting players out of jail does not give a significant increase to crime experience, but the reason busting is important is because of the **merits** associated with busting. There are 11 merits for busting with the last busting merit being unlocked after 10,000 busts. Busting costs 5 **nerve** to attempt and on success the player in jail will be released. However, if you are caught attempting to bust someone from jail, you will be sent to jail yourself! The chance to successfully bust someone from is determined by your crime experience, the number of levels the user is above you, and the number of players you have busted in recent history.

For example, if you are a level 50 player trying to bust a level 10 player, you will have an easier chance at busting them. However, if you have recently busted players out of jail, that chance decreases significantly. In general, it is recommended to not exceed busting more than 5 players per day, unless you have special boosts, such as a faction upgrade, that can increase your busting chance.

Bailing players out of jail is using money to buy them out. Since Torn is a crime ridden city, many guards will take bribes, which is why you are able to bail players out so easily. The cost of bailing a player out increases based on the crime they committed.

## **Factions**

As discussed before, factions are extremely important to the gameplay of Torn. Starting a faction costs \$1,000 times the number of factions currently in the game. A brand-new faction will start with 5,000 respect and will have a max member capacity of 5 members.

A faction's success can be measured by the amount of respect it has. According to the Official Torn Wiki, "Respect is what most factions will fight and die for". The main reason for this is due to faction upgrades, which costs respect to purchase.

## **Faction Upgrades**



Figure 19: Faction upgrade panel

There are 8 special upgrade branches available in addition to the core upgrades. Core upgrades include member capacity, territory capacity, and armories. These core upgrades are permanent, so once respect is allocated to these, they cannot be removed. An established faction will have a faction upgrade panel like the one above. This faction has unlocked almost every core upgrade, aside from 2 territory slots and the laboratory.

The special upgrade branches are bonuses that every faction member will receive. The faction leader or co-leader can allocate extra respect to these branches the way they see fit. These upgrades are not permanent and can be unset and allocated in other branches. However, unsetting an upgrade takes 100 hours to complete, so your faction leaders can't change specials constantly.

The 8 special branches include: Toleration, Steadfast, Excursion, Criminality, Fortitude, Voracity, Aggression, and Suppression.



**Toleration's** usage is for reducing drug side effects. The main tree reduces drug addiction by up to 50% (2% per upgrade). The secondary tree decreases overdose chance by up to 30% (3% per upgrade) and reduces passive negatives from drug effects by up to 30% (3% per upgrade).



Figure 20: Toleration Branch

Steadfast's usage is for increasing gym gains. The main tree increases gym gains for each category (speed, strength, defense, dexterity) by up to 10% (1% per upgrade). The secondary tree can increase those gym gains by an extra 5% for speed or strength and 5% for defense or dexterity. The tertiary tree increases a

single stat by 5% depending on the stat chosen from the previous tree.



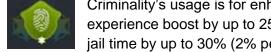
Figure 21: Steadfast Branch

Excursion's usage is for enhancing travel. The main tree increases travel capacity by up to 10 extra items (+1 per upgrade). The secondary trees reduce traveling fees by up to 75% (15% per upgrade), increasing hunting income by up to 30% (3% per upgrade), reducing rehab cost by up to 20% (2% per upgrade), and

increasing Cayman Island interest by up to 25% (5% per upgrade).



Figure 22: Excursion Branch



Criminality's usage is for enhancing crimes. The main tree increases crime skill and experience boost by up to 25% (1% per upgrade). The secondary trees decrease jail time by up to 30% (2% per upgrade) and increase maximum nerve by up to 40

extra nerve (+1 per upgrade). The tertiary tree increases bust skill by up to 50% (5% per upgrade). The quaternary tree decreases nerve bust cost up to 3 (-1 per upgrade).



Figure 23: Criminality Branch

Fortitude's usage is for enhancing **life** and hospital functions. The main tree reduces all hospital time by up to 25% (1% per upgrade). The secondary trees increase life regeneration by up to 4% (0.2% per upgrade), reduces reviving **energy** cost by 25

energy (-5 per upgrade), and increases medical cooldown by up to 12 hours (+1 hour per upgrade). The tertiary tree increases medical item effectiveness by up to 30% (2% per upgrade).



Figure 24: Fortitude Branch



Voracity's usage is for increasing **booster** benefits. The main tree increases booster cooldown by up to 24 hours (+1 hour per upgrade), while the secondary tree increases gain of alcohol, candy, and energy cans by up to 50% each (5% per upgrade).



Figure 25: Voracity Branch



Aggression's usage is to increase attacking power. The main trees increase **speed** and **strength** passively by up to 20% (1% per upgrade). The secondary trees increase accuracy by up to +2 (+0.2 per upgrade), increase outgoing

hospital time by up to 25% (2.5% per upgrade), and increases all damage by up to 10% (1% per upgrade).

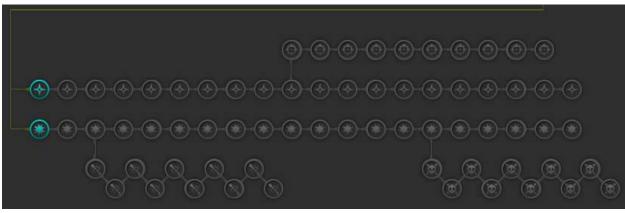
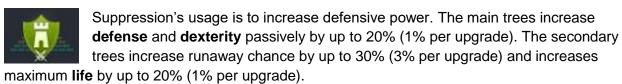


Figure 26: Aggression Branch



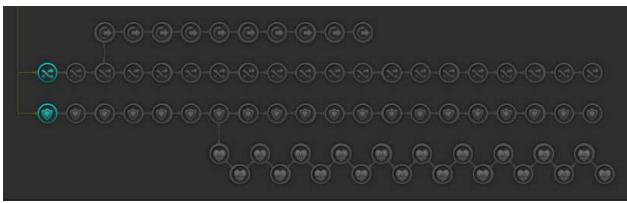


Figure 27: Suppression Branch

## **Territories**

Territories are city blocks on the Torn City map that are controlled by factions. When a faction is in control of a territory, that territory earns a passive amount of respect for that faction every day. In order for a faction to claim a territory, it must start in the outer most part of the map, known as sector 7. The amount of respect a territory give is determined by a few factors: sector location, size, and density.

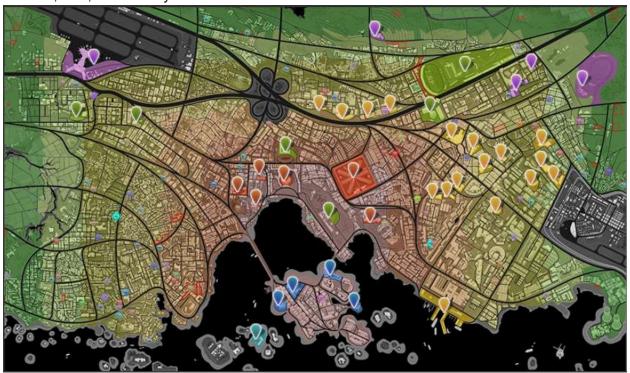


Figure 28: City map with sectors highlighted

Sectors of the map start in green (sector 7) and gradually increase towards the center of the map in red (sector 1). The higher sector your faction owns territories in, the more respect is earned for that territory.

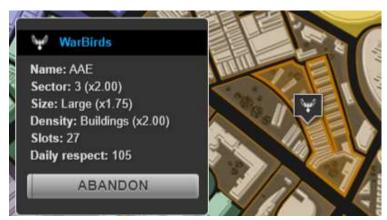


Figure 29: Viewing a territory

Each territory has a size and density associated with it as well. Larger and more dense territories give more respect, so it's important for your faction leaders to find territories worth occupying. You can check information about each territory by clicking on it via the map.

## **Territory Warfare**

In some cases, your faction may desire a territory that is already controlled by another faction. In this case, your faction has the option to assault that territory. This is referred to as territory warfare. A faction can assault any territory that is in proximity of its own territories.

When a territory is assaulted, members of both factions are required to join a "wall" for that territory. This wall is what is used to fight over the assaulted territory. The wall associated with the territory war has a score that the assaulting faction must reach in order to claim victory.

Joining the wall does not require **energy** if the spot on the wall is unoccupied. However, if a spot is occupied by an enemy faction member, you must attack them to remove them from that spot. From the start of the assault, the assaulting faction has 3 days to claim the territory.

Every second a player spends on the wall, a score of 1 is provided for their faction. This means factions members should attempt to fill the wall with their fellow faction members to speed up the assaulting process.

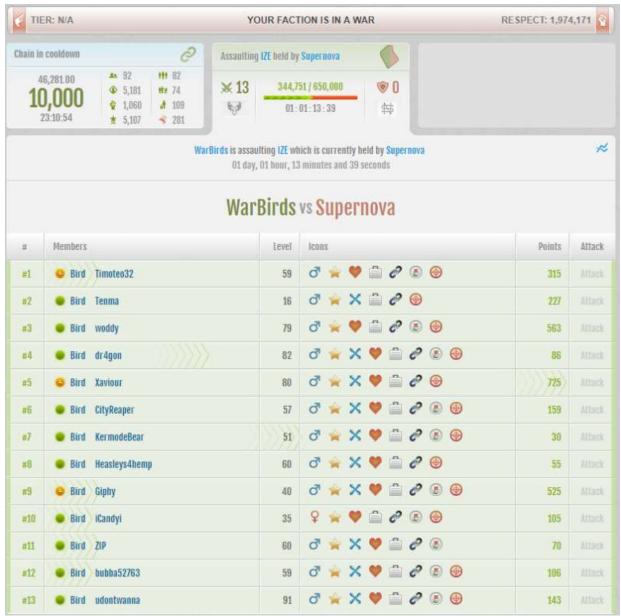


Figure 30: Territory war against an enemy faction; Warbirds vs. Supernova

# Chaining

Chaining is a warring mechanic that is used to increase a faction's respect. A chain is a long strand of faction members attacking outside players. Each successive attack made will increase the chain and gradually earn more respect as the chain builds. The chain will occasionally reach bonuses that give a large amount of additional respect. The bonus number to reach is determined by the chain timer under the sidebar. The first number indicates the current total attacks made while the second number indicates the next bonus.

Chain: 2/10 04:34

Figure 31: Chain timer

To start a chain, the first 10 attacks must be made within a 5-minute period. Once this has been reached, each additional attack must be made within 5 minutes otherwise the chain will "break" and enter a cooldown state.



This cooldown state lasts 10 seconds for every hit made in the chain. This is to reduce factions from starting a chain, reaching a bonus, and starting a new chain in rapid succession.

Figure 32: Chain in cooldown

#### **Forums**

The forums are an area of Torn where players can discuss many topics, including topics outside of the game.

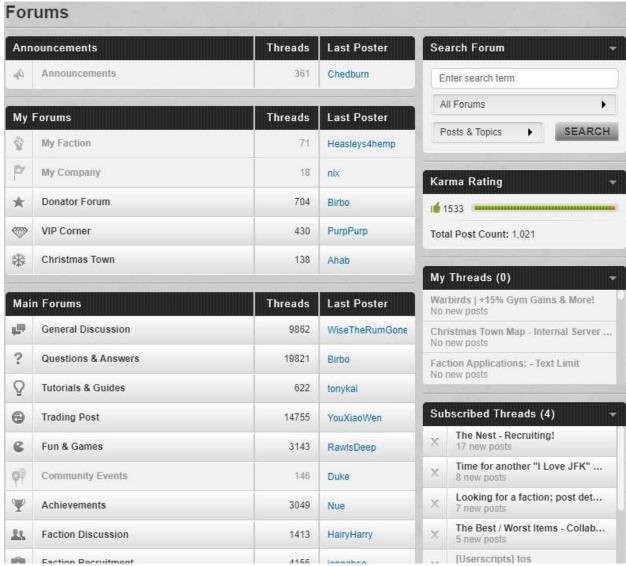


Figure 33: Main forums page

The forums are a great way to get introduced and interact with the community. Many areas of the forums such as General Discussion and Faction Discussion are a great way to understand the rivalries and drama within the Torn community. I would get to know these areas of the forums if you are interested in the social aspect of this game.

As a new player, I recommend looking through the Tutorials & Guides section of the forums. It has many great resources from other players on many areas of Torn, such as new ways to make money, guides on best training strategies, and many more.

The Questions & Answers forums is also a great area for new players to explore. If you have questions about Torn, this is where you should go. There are many players in the community that will be willing to help you learn in these forums.

The Trading Post forums is great for finding players willing to trade items and you may even find a good deal on something you need! We will discuss more about trading later in the guide, but for reference, this is where you will find the Trading Forums.

Faction Recruitment is the best place to learn about factions in Torn. Almost every faction in Torn that publicly accepts members has its own forum post showing off what that faction has to offer. I would spend a good amount of time reading through this area as each faction has something different to offer.

## Chats

The chat system in Torn is an easy way to communicate with other players. As a new player, you will have access to the New Player Chat, which is a chat system available to players lower than level 13. After reaching level 13, you are connected to the Global chat, which allows everyone level 13 and over to chat together.

There are also chats dedicated to other sections of the game such as the hospital, jail, competitions, countries, companies, factions, and a global chat dedicated to trading. The faction and trading chats can be very beneficial to players. The faction chat is only available if you are in a faction and the players in that faction are the only players allowed to see it. This is the same for companies.

The trading chat can be overwhelming at first, but it can also be a great way to find traders to safely sell your items. You may even find a great deal on items you're want to buy! Some of the community's basic ways of communicating trading intent can be identified as "[S]" or "[Selling]" for intent to sell something, while "[B]" or "[Buying]" is for intent to buy something.

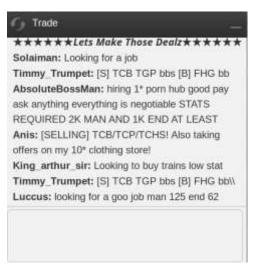


Figure 34: Trade Chat

# **Traveling**

Traveling is one of the best ways for new players to make money. In order to travel, you must be at least level 15, as this unlocks the travel agency location. While traveling, you are limited to the activates you can do. Most actions, such as training or crimes, are unavailable while flying. If you own the laptop item, some features become available to you. These features include reading the forums, checking your mail, reading the newspaper, and using the stock market.



Figure 35: World map for traveling

Each travel location has a list of items available to buy. These items have a stock limit, so when you land in another location, there might not be items available to purchase. The default number

of travel items you are able to carry back is 5 per visit. However, there are upgrades available that can increase that number. Having an airstrip and pilot on your property, owning the Wind Line Travels **benefit block**, or using a business class ticket item will increase that number to 15. You can further increase your travel item capacity by owning a small (+2), medium (+3), or large suitcase (+4). Suitcases do not stack. The faction upgrade in the Excursion branch allows for up to 10 more travel items. There are also a few company specials, depending on the company you work for, that can increase it further.

Some travel locations have unique features that are only available in that location. The most popular travel location is Switzerland for this reason. Switzerland has the only **rehab** facility available in Torn. The rehab facility is used for when you have overdosed on drugs or you become addicted to drugs. Going to rehab restores the player's **happiness** back to their current max happiness and reduces the player's drug addiction.

#### Bank

The Torn City Bank is used to safely store and invest money for a short period of time. There are 5 periods of time you are able to invest for: 1 week, 2 weeks, 1 month, 2 months, and 3 months. Once you have decided to invest for a period of time, you are unable to withdraw your money until the time period has finished. Each investment period has its own APR (Annual Percentage Rate). These APRs vary for all of Torn. There are 2 ways to increase Bank APR. You can allocate **merits** in banking interest and you can further increase it if you are holding the Torn City Investment Banking stock **benefit block**. There is a limit of \$2 billion that you can invest (\$3 billion if you're in a 10-star oil rig company).

# **Companies**

Companies are the next step up from the regular city jobs. Companies are player-owned and offer much more over the city jobs. There are 39 companies available in Torn, each with its own set of job specials to choose from. You can find a list of companies and their specials here: <a href="https://wiki.torn.com/wiki/Companies">https://wiki.torn.com/wiki/Companies</a>

Each company has a multitude of job positions and requirements, depending on the company. Companies that cost more to start up tend to have a higher **working stats** requirement. All companies have 5 job specials available to unlock but are only available for use depending on the company's "star" rating. Job specials unlock at 1 star, 3 stars, 5 stars, 7 stars, and 10 stars. The higher rated job specials give better benefits.

A company's star rating is scaled from 1 to 10. A higher rating is achieved based on income of the company versus companies of the same type, also known as the popularity of the company. The top 20% of active companies can be 10 stars, so competition can be hectic. Active companies refer to companies with an income above \$0.

# **Item Market/Trading**

The item market is an area of the city that allows players to buy and sell items to each other. The item market is sorted by item type, such as primary weapon, collectible, flowers, **boosters**, etc. When you click on an item, it will show a list of sellers and the prices they are requesting. If you are interested in selling an item, you can list it here for a 3% listing fee. Items listed here are listed singularly, which makes buying in bulk difficult. We will discuss how to get around that in the next section using bazaars.

Available on item market:

•	shin_asuka	Xanax	\$844,999	H
•	shin_asuka	Xanax	\$844,999	'n
0	OTC Shippoe_Crazzy	Xanax	\$899,895	'n
0	LS ivy2	Xanax	\$899,899	'n
0	LS ivy2	Xanax	\$899,899	F
0	LS ivy2	Xanax	\$899,899	Ħ
0	LS ivy2	Xanax	\$899,899	'n
0	[ĐA] dut	Xanax	\$899,900	Ħ
0	[ĐA] dut	Xanax	\$899,900	H
٥	[ĐA] dut	Xanax	\$899,900	'n

View all 174 listings for Xanax

Figure 36: Item market for Xanax

# **Storing Money**

We know that if you have money in your wallet there is a chance someone will attack and mug you to steal a small portion of that money. For that reason, we need to have ways to keep your money safe.

Before we begin, I would recommend reading the guide below. This guide has an extensive list of all the ways you can keep your money safe.

Keeping Your \$\$\$ Safe! – by: Destroys [67441] https://www.torn.com/forums.php#!p=threads&f=61&t=15995211&b=0&a=0

Some of the ways I keep my money safe are by storing my money in my private island's vault, my company vault, and purchasing high demand items to store value in.

## Interview with Trader (iribuya)

#### "How did you get started as a trader?"

Iribuya: "One of the first ways I earned money was through purchasing items from the city shops. Some items, like beer and kittens, can be flipped for almost 40x their buy price, resulting in a net profit of around \$80k per day."

#### For reference, you can buy 100 items from Torn-owned shops every day.

Iribuya: "The 100 daily item limit capped my growth at first, because while \$80k per day was nice, it was never enough to pay my bills. The solution was to hire other players to buy 100 items for me. New players who had only just started and needed money were perfect candidates, so I sent out 50-100 mails per day to active newbies identified using advanced search."

Iribuya: "[Baldr's] guide promised me riches after I reached level 15 and could start flying, so I invested my early profits in power leveling using his targets and hoping for the best. My first flight to Mexico saw [sic] me return with fourteen Dahlia's, and when I sold those with a profit of \$35,000 I knew this was going to be worth my while. Fly, buy, fly back, sell and repeat."

Iribuya: "After reading some guides which I felt only told half the story, I decided I would write one myself. This guide became very popular, and soon I started to receive chats from random traders insisting I buy their flowers for \$2-3k less than the market value I was selling it for. Offers like this were a no-brainer, and they helped me expand my total daily income by simply reselling items that others had done the leg work to acquire."

# "How do you find customers to trade with you? Why should someone trade with you over someone else?"

Iribuya: "I find most of my customers by marketing. Getting my name out there is something I work on every day. There are many common ways for traders to do this: trade chat, trade forum and adverts in the Torn Newspaper all work well. But you have to be unique, effective and maybe a little bit annoying for people to notice you. As my business expanded my marketing budget also went up too, so I was able to pay a player to send out emails to potential customers who worked in Sweet Shops or had just turned level 15."

Iribuya: "It is also important to me that I'm in the top five of the busiest bazaars as advertised in the Newspaper's side bar. I also regularly post on the popular Torn Discord channels as a trader too. There are some bigger plans in the future to get my name out there, but I can't share those at the time. Even if I did, you'd be better served by formulating your own unique strategies rather than copying someone else. Because otherwise, when I run out of ideas, so do you."

Iribuya: "The trust I have built up as a non-mugging trader puts me as one of the top traders around."

#### Bazaar

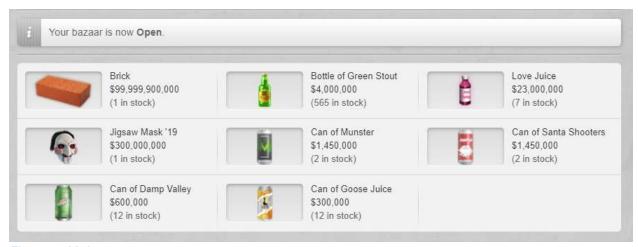


Figure 37: My bazaar

After you have purchased a bazaar for 250 **points** in the points building, you are able to sell items in a bazaar. A bazaar is a personal shop that you can sell your items at. Selling items in your bazaar does not cost a listing fee, and you are also able to sell items easily in bulk. When you list an item in your bazaar, if the price of that item is the top 3 cheapest available, it will show up in the item market.



Figure 38: Bazaar listings in the item market

## **Stock Market**

After unlocking the Stock Ticker for 25 **points** in the points building, the stock market becomes available. The stock market in Torn runs like the stock market in real-life, but less complex. There are 30 stock corporations available to purchase from. Each corporation offers a different bonus for holding a certain number of shares with them. The amount you must hold is usually in the hundreds of millions of dollars.

1	Mc Smoogle Corp	\$1,985.251	▼ \$2.215	0	F
0	Performance Ribaldry Network	\$999.025	▼ \$0.238	0	۲
7	Crude & Co.	\$572.521	▼ \$0.013	0	Þ
	Torn City and Shanghai Banking Corporation	\$543.249	▼ \$0.024	0	r
	Home Retail Group	\$502.311	▼ \$0.207	1,500,000	Þ
	Wind Lines Travel	\$496.695	▼ \$0.086	0	Þ
(1)	Syscore MFG	\$490.138	▼ \$0.217	0	þ
1	Symbiotic Ltd.	\$457.749	▼ \$0.010	500,000	Þ
-	Lucky Shots Casino	\$393.243	▼ \$0.074	100,000	þ
止	Tom City Investment Banking	\$353.181	▼ \$0.076	1,500,000	Þ
	Torn City Health Service	\$345.988	▼ \$0.035	150,000	Þ
1	Feathery Hotels Group	\$323.590	▼ \$0.007	2,000,000	Þ

Figure 39: Stock Market corporations

Buying and selling from the Torn stock market is similar to the real-life stock market. The stock price can fluctuate, so a strategy for experienced players is to wait until the price is low, buy shares, and wait until the price increases to sell.

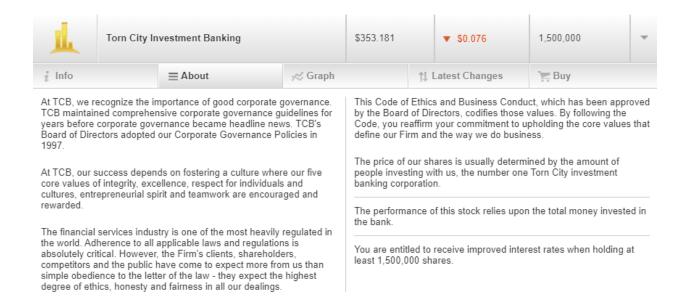


Figure 40: Torn City Investment Banking

These corporations offer benefits for holding a certain number of shares. These are referred to as **benefit blocks**. For example, if you hold at least 1,500,000 shares of Torn City Investment Banking, you will be rewarded with increased interest rates in the bank. Over time, it will be a good idea to purchase many benefit blocks from many of the corporations, as it will enhance your game play significantly.

### **Missions**



Figure 41: Mission area

Missions are a great way to learn about the game, earn money, and earn items. When you successfully complete a mission, you will be rewarded with money and mission credits. You will also increase your "standing" with the mission agent. This could be seen as a street cred. As of now, there is only 1 mission agent available. His name is Duke. As you increase your standing, the agent will give you more difficult and more rewarding missions. Missions can be anything from sending an item to someone or attacking players.

Mission credits are a currency given only by missions. At the bottom of the mission area, you will see the available rewards that you can purchase. These rewards sometimes will show unique items that you cannot buy anywhere else, such as attachments. These items rotate out every 7 days.

# Casino

The casino is an area where you can gamble your money in hopes of winning big. There are 11 casino games available to play. Some of these games are locked until you have reached the appropriate level. You are given 75 casino tokens every day to use. Every player vs computer game requires a casino token to play. Player vs computer means you are gambling against Torn. Just like in real-life, this means the house always wins.

The player vs player games are the most popular. These games include Russian Roulette and poker. In these games, you are gambling against other players. As a new player, I would avoid the casino unless you are already experienced in playing poker. If you are an expert Poker player, it can be beneficial to play.

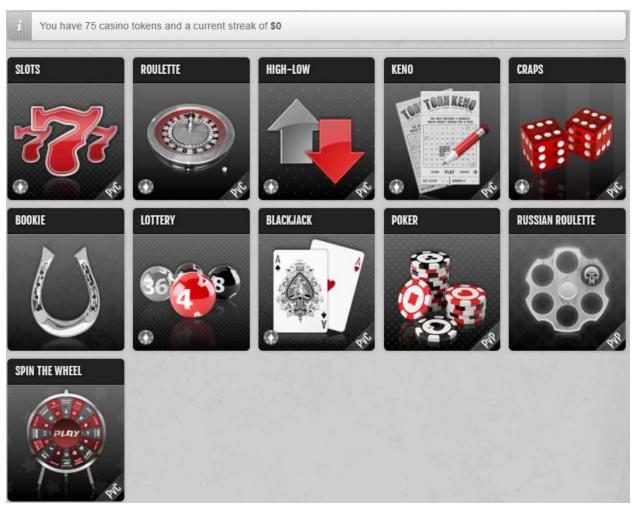


Figure 42: Casino page

# Conclusion

After reading this guide, I hope you have learned the fundamentals of Torn. Torn can be a complex and overwhelming game at first but once you fully understand the concepts, it can be a very rewarding experience.

If you would like to continue to learn about Torn or perhaps read a different perspective, I will link below some guides that have been heavily vetted by the Torn community.

"Baldr's Basic Advice": by: Baldr [1847600] https://www.torn.com/forums.php#/p=threads&f=61&t=16034448&b=0&a=0

"NEW PLAYER: Tips and Answers" by: Throe [1993598] https://www.torn.com/forums.php#!p=threads&f=61&t=15975518

"Kayla's New Player Starter Guide/FAQ" by: Kayla [2031661] https://www.torn.com/forums.php#!p=threads&f=61&t=15993234

# **Glossary**

Battle Stats: Refer to strength, defense, speed, and dexterity.

**Benefit Block (bb)**: The reward for owning enough shares of a stock corporation.

**Boosters**: Items used to give a player a boost in certain areas of the game.

**Consumables**: Items used to give a booster to nerve, happiness, or energy.

**Defense**: A battle stat that decreases the damage you take from your opponent.

**Dexterity**: A battle stat that decreases the chance of your opponent hitting you, increases your chance of stealthing. And decreases the chance for your opponent of stealthing you.

**Energy**: A power used to train and attack.

**Happiness**: A power that increase functions such as training in the gym.

Life: Health used in battles.

Merits: Currency obtained from awards and honors.

Nerve: A power used to commit crimes.

**Points**: Currency used for purchasing refills and other special benefits.

**Rehab**: Refers to the rehabilitation facility located in Switzerland.

**Speed**: A battle stat that increases the chance of hitting your opponent and also increases the chance of running away from an opponent.

**Stealth/Stealthing**: Concealing your identity after an attack against a player.

**Strength**: A battle stat that increases the amount of damage you deal to your opponent.

**Working Stats**: Manual Labor, Intelligence, and Endurance.

**Xanax**: A drug item used to increase energy by 250.

## References

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