

# Individual Pages

Here you will find Individual Pages which are not as important to be shown in the main Book, and instead used mainly as references from the primary pages.

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# Adrenaline

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## Overview

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Adrenaline is needed for many aspects of the game, notably doing [Crimes](#); it regenerates at the rate of 1 adrenaline every 5 minutes. Other ways to increase your nerve gain are through using Drugs, drinking alcohol or spending 25 points on a refill. Adrenaline has a natural limit of 65, which is increased along with your crime experience. Your adrenaline bar can be increased further upto a maximum of 75 including merit upgrades.

- Nerve is needed for [Crimes](#). Usually, the more difficult the crime, the more nerve it takes
- More difficult crimes are not necessarily always better
- Adrenaline is also used for Busting players out of Jail
- Your natural adrenaline bar reflects your crime experience and allows you to attempt harder crimes.

## Crime Experience

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Your Crime Experience (known as CE) is a hidden stat which affects the general success rate of crimes. Some crimes require little to no CE, whereas others require a lot to be successful. Attempting a crime without enough CE will increase your chances of failure, which could result in being sent to Jail.

- Crime Experience is raised by completing crimes. Typically, the more difficult the crime, the more CE is required to succeed, and the more CE rewarded upon success.
- The crime experience lost due to being jailed from a crime failure is 15\* the CE gain. If 15\* the CE gain is more than 1% of your CE, 1% is taken instead.

# Ways to Increase your Adrenaline Bar

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- The main way to increase your Adrenaline Bar is through doing Crimes; this increases your CE allowing to increase your adrenaline bar in increments of 5, upto a total of 65. These points are known as your 'natural adrenaline bar'
- Spending Merits on your adrenaline bar allows your maximum adrenaline bar to increase by 10 extra points
- For 25 points you can refill your nerve bar in the Points Building.
- Alcohol bottles can be bought from shops or other players to replenish your adrenaline bar, these count towards your booster cooldown

# Armour

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## Overview

Armour are primarily used in the game to protect the players body while [attacking](#) other players, or when getting attacked. Each weapon is generated with a random Armour rating that falls within a particular range, specific to each item. Armour rating generates with the base values, and can be upto 10% greater than the base rate, this explains the ranges shown below. Quality is a mathematical figure which is calculated depending on the ranges of the Armour Rating. The closer both values to the upper spectrum of the Armour Rating values, the higher the quality.

## Helmets

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Item	Armour Rating	Protects	Origin
Leather Cap	9 - 10	Head	United Kingdom
WWII Helmet	13 - 14	Head	United Kingdom
Motorcycle Helmet	18 - 20	Head	United Kingdom
Medieval Helmet	19 - 21	Head	United Kingdom
Construction Hardhat	20 - 22	Head	United Kingdom
Metal Plated Facemask	22 - 24	Head	South Korea
Welding Mask	26 - 29	Head	United Kingdom

Combat Helmet	30 - 33	Head	South Africa
Gold Plated Facemask	34 - 37	Head	United Arab Emirates
Carbide Helmet	39 - 43	Head	Russia

# Body Armour

Item	Armour Rating	Protects	Origin
Leather Vest	9 - 10	Chest	United Kingdom
Chainmail Vest	10 - 11	Chest	United Kingdom
Police Vest	13 - 14	Chest	United Kingdom
Flak Jacket	18 - 20	Chest	France
Kevlar Vest	20 - 22	Chest	United Kingdom
Metal Plated Vest	24 - 26	Chest	South Korea
Bullet Proof Vest	26 - 29	Chest	United Kingdom
Combat Vest	30 - 33	Chest	South Africa
Gold Plated Vest	34 - 37	Chest	United Arab Emirates
Carbide Plate Carrier	40 - 44	Chest	Russia

# Pants

Item	Armour Rating	Protects	Origin
Leather Pants	9 - 10	Legs	United Kingdom
Medieval Greaves	12 - 13	Legs	United Kingdom
Kevlar Shin Guards	17 - 19	Legs	United Kingdom
Chainmail Skirt	21 - 23	Legs	United Kingdom
Metal Plated Pants	22 - 24	Legs	South Korea
Combat Pants	29 - 32	Legs	South Africa
Gold Plated Pants	32 - 35	Legs	United Arab Emirates
Carbide Leggings	38 - 42	Legs	Russia

# Boots

Item	Armour Rating	Protects	Origin
Slippers	2 - 3	Feet	United Kingdom
Ice Skates	4 - 5	Feet	United Kingdom
Leather Shoes	7 - 8	Feet	United Kingdom
Steel Toe Boots	15 - 16	Feet	United Kingdom
Metal Plated Boots	22 - 24	Feet	South Korea
Combat Boots	27 - 30	Feet	South Africa
Gold Plated Boots	31 - 34	Feet	United Arab Emirates
Carbide Boots	35 - 38	Feet	Russia

# Gloves

Item	Armour Rating	Protects	Origin
Medical Gloves	4 - 5	Hands	United Kingdom
Duktape Hand Wraps	6 - 7	Hands	United Kingdom
Kevlar Gloves	19 - 21	Hands	China
Welding Gloves	22 - 24	Hands	China
Combat Gloves	27 - 30	Hands	South Africa
Carbide Gloves	33 - 36	Hands	Russia

# Back to Basics

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## Energy

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- Energy is a primary resource, and is used for training at the [Gym](#), and for [Attacking](#) other players.
- As a non-donator, you receive 5 energy every 15 minutes, upto a maximum of 100. If you are a [Donator](#), you receive 5 energy every 10 minutes, upto a maximum of 150.

- Other than regeneration, there are other ways to gain [energy](#). You can find more information [here](#).
- The maximum amount of energy you can have at any given time is 1000.

## Happiness

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- Happiness is one of the most important resources. Your happiness increases when you upgrade your Property. Happiness has a major effect on your Battle Stat gains at the Gym. A higher happiness will increase your base gym gain.
- The easiest way to restore your happiness level to full, is flying to Switzerland and rehabilitating for £250,000, however this option is only available if you have a drug addiction.
- You can increase your happiness through the use of Sweets, or Booster items, such as an Erotic DVD, which increases your happiness by 2500.
- The maximum happiness you can have at any one time is 99,999.
- You are able to go over your natural maximum happiness, but anything above that will be reset down to your natural maximum every 15th minute of the hour as well as on the hour. For example: xx:00, xx:15, xx:30, xx:45. This means if you go over your maximum, you have a short time frame to use it. Be aware of the current time before doing anything that would significantly increase your happiness.
- Some drugs can be used to drastically increase your happiness, for example Ecstasy, doubles your happiness.

## Adrenaline

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- Adrenaline is an important part of game play. You start with a maximum adrenaline bar of 15, which gradually increases in increments of 5 as you successfully complete [crimes](#) and gain crime experience upto a maximum of 65. You lose a small percentage of your crime experience everytime you fail a crime and if you fall below the minimum crime experience for a natural nerve bar level, you will drop the previous level.
- You are able to modify your adrenaline bar by spending [Merits](#), which will allow you to increase your nerve by a maximum of 10

## Stats

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This feature is still in development.



Currently there are one type of stats, those are [Battle Stats](#).

**Speed:** Increases your hit chance during an attack and increases your chance of escaping an attack

**Strength:** Makes you hit your opponents for more damage.

**Defense:** Makes your opponent hit you for less damage.

**Dexterity:** The more dexterity, the more likely your opponent is going to miss. Dexterity also helps you avoid being seen when you attack someone.

## Property

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- Properties are player owned entities that the player and their Spouse can live in. All players start with a default Shack, which cannot be sold or upgraded. The primary purpose of having a property is to increase the players natural Happiness. Upgrading a property will result in an increase in the players maximum natural happiness, meaning you can naturally regenerate to that new amount; a higher happiness means more Battle Stats per train in the Gym.

Find out more information [here](#).

## Events

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- Whenever anything important happens to your account, for example, whenever someone attacks you, you will receive an event notification. You will get these notifications via a private message, assuming you have them enabled, and that you have not disabled the settings.

## Gym

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- The gym is used to train your [Battle Stats](#) at the expense of Energy.
- There are many different gyms, and weight classes, the better the weight class, the more energy that is consumed per train, and the higher the gains.

Find out more information [here](#).

# Crimes

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## About

- As well as getting cash from doing Crimes, you also get crime experience allowing you to get better at other crimes. Once you have done a crime, you must wait a while for your [Adrenaline](#) bar to fill up again. Some items can help fill up your Adrenaline bar. You get 1 adrenaline every 5 minutes, and you can drink alcohol to gain adrenaline. Once you reach a certain amount of Crime XP, your adrenaline bar will grow in size, enabling you to store more adrenaline in your bar. You can also increase this bar using [merits](#).

## Outcomes

- Each crime has many outcomes depending on the results, you'll either get a green, blue, or red result. Your crime experience is only affected by Green or red outcomes.

## Failing

- By going to Jail you lose a large amount of crime experience. Its very important that you avoid jail at all costs, not only are you stuck there, but it can leave a big dent in your crime experience. It may take a long time to regain it again.

# Jail

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- You go to the [Jail](#) if you do a crime and get caught by the cops. You can also go to jail for failing a bust on another player. Level, perks, jail time and bail all play a role in how difficult a bust is. If you take the risk busting someone out and get caught, you will go to jail yourself.
- You can buy someone out of jail by paying their bail. Bail is calculated by the jail time, their level.

# Hospital

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- You get sent to the hospital if someone sucessfully attacks you, or if you [Attack](#) someone and lose. You can also be put in the hospital for overdosing on drugs.
- You can use medical items to reduce your hospital time, and you can use a [Drug](#), like [Painkillers](#) to remove any hospital time you have as well as restoring 50% of your maximum health.

# Casino

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- The casino is a place where you can gamble your cash, and either win big, or lose big.

## Settings

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- There are a number of toggleable settings in the game. These include notifications settings and other game settings.
- These settings can be toggled through the use of [Settings Commands](#).

### Notification settings

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1. Events - Other game events; Attacked, Hospital, Donator related events, Level up and more
2. Energy - Maximum energy notification
3. Drugs - Drug cooldown expired
4. Boosters - Booster cooldown expired
5. Travelling - Landing notifications
6. Receipts - Disables receipt messages
7. News - Disables the notification of new news articles
8. Tasks - Disables the Tasks, Merits and Quest notifications

### Other Settings

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1. Passive Mode - Disables all Economy features

## Attacking

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- Attacking is one method of spending your [Energy](#), when attacking, if successful you will mug your opponent, and cause them to be hospitalised for some time. If you lose, you will be placed into the hospital. [Attacking](#) costs 25 energy at a time, meaning [Donators](#) can attacking 6 times in a row, and non-donators can attack 4 times in a row. You can increase the amount of attacks you can perform by using the [Drug](#) Xanax. It will increase your energy by 250, allowing for 10 additional attacks.
- Attacking someone with higher [Battle Stats](#) will result in a better XP gain, meaning you level up faster. Attacking new players will result in a much lower XP gain, and sometimes even 0 XP.

Find out more information [here](#).

# Leveling

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- Levelling is one of the most aspects of the game. In order to level up, you require XP. To gain XP, you can use the [Gym](#), you can [Fish](#), or you can [Attack](#) people. It is particularly difficult to level up, unlike most games. When you level up, you'll receive an event notification.
- In the future, you will be able to hold your level, meaning you can be a lower level, with much higher stats than another player of a level twice as high as yours.

**Level 5** - You can begin [travelling](#) to other countries.

# Items

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- All items are your own, and are viewable in your inventory. You can use items by clicking the 'Use' button. This button can perform multiple actions, such as;
1. Drinking an Energy Drink
  2. Using a Drug
  3. Using a Booster Item
- Some items come with cooldowns, such as Energy Drinks, Boosters, and Stat Enhancers. Drugs also come with their own cooldowns and effects.
  - Items can be purchased and sold on the [Auction House](#).

Find out more information [here](#).

# Organisations

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- Organisations are a main part of the game. By joining one you agree to work with the other members to make your organisation the best. While in an org you will need to help other members unlock upgrades and more. Organisations can provide many perks which will make your life much easier if you are accepted into a high tier one.

# Travelling

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- Once you reach level 5, you gain the ability to travel to different cities around the world. In these cities you are able to purchase items that might not be available on the Auction House. While travelling, your actions are restricted. You can still attack other players, and be hospitalised while in another country. You cannot use any medical items or drugs to reduce your hospital timer, meaning leaving your account there may cause you to become stuck for a period of time.

Find out more information [here](#) and more information about the destinations and their items [here](#).

## Crypto Exchange

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- The purpose of the [Exchange](#) is to allow players to earn cash in a passive way, this is designed in such a way that it works without any use intervention, besides servicing the [Miners](#). [Miners](#) come in tiers, and can only be upgraded from the lowest tier. [Miners](#) are profitable at any tier, however these margins increase as you purchase the upgrades.
- [Crypto Currency](#) that is mined shows up in the users wallet. Players are allowed to buy and sell these [Crypto Currencies](#), or can use them as a method of storing money within the economy. This also provides for an investing option for players with large sums of cash willing to take a risk.
- The value of these coins fluctuates throughout the day, changing every 30 seconds. The amount these currencies change by depends on the value of the coin. The fluctuation of value is not dependant on the market, and is based on a randomised algorithm, however this is subject to change in the future as it sees more attention.

Find out more information [here](#).

## Drugs

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[Drugs](#) can be used to enhance your character in certain ways. All drugs have their pros and cons, and are not a requirement to play. Some drugs give [Energy](#) boosts, get you out of hospital, and increase happiness significantly. However, all drugs come with their own addiction level, and overdose effects. To rid these side effects, you must [Rehabilitate](#) in [Switzerland](#), this will remove any drug addiction for a cost.

# Changelog

## 12/04/22

Added £50K Minimum bet to Russian Roulette & Coinflip  
Added Grenade Case  
Added 8 new quests

Fixed bug when buying items abroad allowing to exceed limit of items  
Fixed 2x Button on turn 5 and 3x button on turn 4 of Russian Roulette  
Added Stig Plushie to Foreign Supply Cache (Very low chance)  
HOF Stats now hidden for user viewing, only name is visible  
Added check to slots to see if machine is already spinning  
Changed visual limit in attacking to be around 5000  
Changed Unboxing Crates task to Unboxing Caches  
Patched opening multiple slot machines at once  
Fixed DSI Gift Card & Encyclopedia not working  
Adjusted the price of Sheep & Llama plushies  
Fixed attack stalemate not updating embed  
Fixed error in CF and RR multiplayer games  
Rebalanced Foreign Supply Cache

Removed Mysterious, Mythological and Extraordinary Crates, as well as h.unbox  
Removed Unboxing Quests  
Removed Passive Mode

## 28/03/22

Added check to all menus to prevent usage in invalid areas, such as inventory while flying  
Added unified item 'Effect:' data to all usable item descriptions  
Increased Wallet Limit to £100M from £25M  
Increased points price from 25k to 45k  
Added Fish Caught to Hall of Fame  
Added Education Perks to h.perks

Added unified Perk descriptions  
Added Respect to Hall of Fame  
Added Concussion Grenade  
Added Smoke Grenade  
Added Claymore Mine  
Added Encyclopaedia  
Added Flash Grenade  
Added Pepper Spray  
Added DSI Gift Card  
Added Ninja Stars  
Added Fireworks  
Added Snowball  
Added Grenade  
Added Tear Gas  
Added Brick  
Added HEG

Fixed 'you need -##### shares for the next increment' message when buying multiple increments at once  
Rebalanced Multipack of Energy Drinks openings (Better range of drinks & better profit or lose margins)  
Rebalanced price of all sweets to bring them inline with happy giving booster items  
Morphine moved to France only and price reduced to £4,000 from £6,000  
Fixed medical items not being used when in hospital but have full hp  
Reworked Organisation upgrades to work with the new perks system  
Reworked & Redesigned attacking (Multiple weapons, temporaries)  
Fixed being attacked and failing to defend still counting as defends  
Fixed mugging for negative amounts if user has negative balance  
Slots jackpot is now more likely with higher bets than lower bets  
Fixed incorrect cheque after being kicked from an organisation  
Reduced payout of Energiser from 250 energy to 100 energy  
Fixed lawyers contact error saying it did not need to be used  
Slightly buffed income from h.print, h.rob and h.work  
Reworded some of the crime fails and jail reasons  
Renamed Gold Plated AK-47 to Golden AK-47  
Reworked Perks to allow automatic grouping  
Fixed counterfeiting crimes not giving items  
Fixed Ecstasy giving 3\* happy instead of 2\*  
Added inventory storage count to title  
Crack moved to Russia from Mexico  
Fixed max health merit not working  
Adjusted price of Golden Laptop  
Fixed Free Servicing not working  
Adjusted price of Golden AK-47

Fixed Stocks error when selling  
Increased all fish prices by 1.5\*  
Fixed error in org create

Removed Org board commands  
Removed Classic Vinyl

# 17/03/22

Added new Slot Machine (Better rewards, odds & Compoundable Jackpot)  
Added footer message with time remaining until passive stocks activate  
Added 'Returning from <country>' as a profile status  
Added Hall of Fame (h.hof, h.leaderboard)  
Added Stock blocks command (h.blocks)  
Added Escape option to users in Prison  
Added Counterfeit Casino Chips crime  
Added Counterfeit Casino Chips  
Added Law Education Courses  
Added Prison Escape quest  
Added Prison Escape Tasks

Buffered Multipack of Energy drinks (Only 20, 25 or 30 energy cans drop now)  
Fixed points being used even if cooldown or maximum has been purchased  
Fixed russian roulette games expiring even after games have been finished  
Fixed russian roulette not paying out after win (Change above is related)  
Added ongoing transaction check for Auction house when buying items  
Fixed 'You need 0 more shares for the first increment' for passive stocks  
Fixed active stock timers updating to current time preventing payouts  
Passive stocks now show 1 increment and active after perks activate  
Fixed Coinflip and Russian Roulette games not ending properly  
Daily command cooldown now ends at midnight for all players  
Fixed mugging amounts being upto 50% instead of upto 5%  
Lowered abroad price of Xanax to increase import profits  
Slightly changed hit modifiers for body parts in attacking  
Made daily more likely to contain higher value items  
Fixed visual bug with one merit price in points menu  
Fixed 'You need £0 more' when buying stocks  
Reworked Organisation position permissions  
A lot of optimisations around the bot  
Fixed Loan Interest merit not working



Balanced Price of Xanax and Vicodin  
Fixed Jail time addition not working  
Improved fairness of Blackjack  
Rebalanced bank investments  
Adjusted attacking algorithm

Reduced TVX Benefit from 10,000,000 to 7,500,000 shares  
Increased DBC Benefit from 2,000,000 to 3,500,000 shares  
Reduced BHC Benefit from 2,000,000 to 1,500,000 shares  
Reduced DSI Benefit from 2,000,000 to 1,500,000 shares  
Reduced DGB Benefit from 1,000,000 to 750,000 shares  
Reduced EGR Benefit from 1,500,000 to 750,000 shares  
Reduced EGR Benefit from 1,500,000 to 750,000 shares  
Reduced ESU Benefit from 2,000,000 to 500,000 shares  
Reduced DUFF Benefit from 750,000 to 500,000 shares  
Reduced ACC Benefit from 900,000 to 500,000 shares  
Reduced FCI Benefit from 750,000 to 500,000 shares

Mountain View now gives 20 energy instead of 15  
Triple Energy now gives 30 energy instead of 15  
Munster now gives 25 energy instead of 20  
Diet Cola now gives 5 energy instead of 10

## 10/03/22

Added command block while being attacked or while in attack  
Added 'Potential Earnings' in quests footer (Thanks Blazer!)  
Added currency formatting to Crypto Exchange graph  
Added h.referred to see who you have referred  
Added 34 Tasks related to stocks  
Added Stock Market Page (WIKI)  
Added Continental Coupon  
Added Stock Market  
Added Stock Ticker

Fixed business class ticket sending user back to inventory after boarding flight  
Fixed business class flight tickets being used even if boarding is cancelled  
Fixed unbuyable items due to overlapping item names in auction house  
Fixed market graphs displaying scientific notation for prices above £1m  
Fixed task progress not being recorded if you surpass requirement

Patched money duplication exploit in Casino & Russian Roulette  
Fixed property buttons not becoming disabled when pressed  
Fixed Russian Roulette not counting towards casino tasks  
Increased stock further of Cache's, Alcohol and Sweets  
Russian Roulette & Coinflip games now expire  
Increased casino bot limit to 2.5bn from 250m  
Fixed Using multiple bloodbags only giving 1  
Fixed busting from prison always failing  
Fixed business class tickets not working  
Added auction house sale notifications  
Fixed blackjack ties not returning bet  
Moved quests reset timer to h.timers  
Removed auction house sale fee  
Reduced mugging gain by 33%  
Fixed overlapping suitcases  
Optimised item buying  
Fixed Casino Stats

## 02/03/22

Added Quick sell button after opening caches  
Added 60 new item icons (101 / 355)  
Added AH listings value to footer

Increased default stock of Drugs, Cache's, Miners, Enhancers, Sweets, Alcohol and more  
Medical items can now be used while in hospital regardless of player health  
Added check to prevent duplicate notifications in a short space of time  
Moved Cannabis to Mexico Store from United Kingdom Store  
Updated Items -> Weapons, Collectables, Boosters, Other  
Fixed incorrect cooldown for alcohols over +1 adrenaline  
Fixed property value being affected by vault balance  
Added Logs to Market Auto Price & Value Changes  
Crime fails now remove health when hospitalising  
Removed Xanax from the United Kingdom Store  
Fixed blank inventory page after using last item  
Updated item embed in inventory and armoury  
Fixed Market graph saying Day(s) for all scales  
Removed Ecstasy from United Kingdom Store  
Fixed +0% on Exchange during price updates  
Increased likelihood of auction sales by 32%  
Moved Vicodin from Argentina to Canada

Fixed Market Auto Price & Value Changes  
Moved Xanax from Canada to Argentina  
Increased maximum loan to £1 billion  
Reduced Crypto purchase fee by 50%  
Networth now updates every 6 hours  
Fixed extra blank page on Exchange  
Added Fish stock to Auction House  
Optimised Crypto % Changes  
Removed redundant loops  
Updated Wiki Crypto Page  
Optimised Market History  
Optimised Market Graph  
Optimised various loops  
Updated Command List

Removed Richest command (See Note)

Richest command has been temporarily removed due to networth changes

An update in the near future will add a 'Hall of Fame' which will contain a series of leaderboards including the top networth players.

## 19/02/22

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Added Russian Roulette Multiplayer & Lobbies & Complete redesign  
Added Coinflip Lobbies & Complete redesign  
Added Weekly Lottery - [h.lottery](#)

Enabling passive mode now switches miners off and moves player to Shack to prevent property upkeep  
Removed confirmation on property upkeep if overpaying, automatically uses all upkeep instead  
Fixed attacking bug where using drugs for negative stat effects would yield more respect  
Fixed Custom Properties having free upgrades values added to overall value  
Fixed ability to revive players while in hospital including yourself  
Increased likelihood of winning Russian Roulette (Against Bot)  
Fixed Busting not counting towards Organisations Challenges  
Fixed Reviving not counting towards Organisation Challenges  
Fixed quests not being given before the command is used

Fixed merits not being given on last task tier (Thanks Luci!)  
Fixed month conversion (Used to say 1 month & 2 days)  
Increased likelihood of winning Coinflip (Against Bot)  
Fixed Reviving not having a dedicated notification  
Fixed some select menus not being user specific  
Fixed bloodbag combinations all being wrong  
Reduced Organisation upgrade respect costs  
Changed settings menu to use a dropdown  
Fixed some buttons not being user specific  
Fixed merit upgrades not being displayed  
Increased likelihood of winning Blackjack  
Lowered the Exchange fees by >50%

Removed `h.property upgrade` command, integrated into `h.property`  
Removed `h.property upkeep` command, integrated into `h.property`  
Removed `h.settings toggle` command, integrated into `h.settings`  
Removed `h.property rent` command, integrated into `h.property`  
Removed `h.property sell` command, integrated into `h.property`  
Removed `h.loan view` command, integrated into `h.loan`

## 07/02/22

Add warning for using items which will surpass the maximum energy  
Added Clothing, Special and Cache categories to the Auction House  
Add warning for using items which will surpass the maximum happy  
Medical Facility now provides 1% increased health regeneration  
Auction house will now only restock items lower than setpoint  
Swimming Pool upgrades now provide Gym gains upgrades  
Added 24 Grand Theft Auto Crime Merits  
Added 24 Arms Trafficking Crime Merits  
Added 5 additional overall Crime Merits  
Added 24 Pickpocketing Crime Merits  
Added 24 Counterfeiting Crime Merits  
Added 24 Assassination Crime Merits  
Added Pack of Strawberry Pencils  
Added Multipack of Energy Drinks  
Added Foreign Supplies Cache  
Added fluctuating item values  
Added 24 Arson Crime Merits  
Added Business Class Flights  
Added Bag of Marshmallows

Added Pack of Jawbreakers  
Added Extra Large Suitcase  
Added World Tourism Day  
Added Clothing Category  
Added Airstrip with Jet  
Added Case of Alcohol  
Added Medical Cache  
Added Birthday Cake  
Added Drug Packs  
Added Pickamix  
Added Cupcake

Fixed education hierarchy checks for completed course and already enrolled  
Gym embed now uses dropdown menu rather than buttons to prevent spam  
Adjusted Crime XP & Battle Stats required for Grand Theft Auto Crimes  
Adjusted Crime XP & Battle Stats required for Arms Trafficking Crimes  
Fixed another negative energy glitch in the Gym (Thanks @WhiteFang)  
Updated Battle Stat requirements & Recommended NA on Crime wiki  
Adjusted Crime XP & Battle Stats required for Counterfeiting Crimes  
Chocolate Bloody Eyeballs happy gain increased to 100 from 50  
Happiness will no longer drop below 0 after training in the gym  
Updated Flying status to include type of flight and destination  
Education being studied embed is now Yellow instead of Red  
Bag of Vampire Kisses happy gain increased to 75 from 45  
Adjusted Battle Stats required for Armed Robbery Crimes  
Chocolate Brownies happy gain increased to 50 from 30  
Adjusted Battle Stats required for Pickpocketing Crimes  
Moved Mystery Crates to 'Cache' category from 'Other'  
Adjusted Battle Stats required for Assassination Crimes  
Moved Donator Crate to 'Cache' category from 'Other'  
Moved Unique items to 'Special' category from 'Other'  
Chocolate Cookie happy gain increased to 50 from 40  
Bag of Bon Bons happy gain increased to 25 from 50  
Adjusted Battle Stats required for Shoplifting Crimes  
Dark Chocolate happy gain increased to 25 from 10  
Fixed duplicate perks being kept due to old names  
Improved base success rate of busting by 6 times  
Gummy Bears happy gain increased to 25 from 15  
Cotton Candy happy gain increased to 25 from 10  
Adjusted Battle Stats required for Arson Crimes  
Organisations Positions now uses a dropdown  
Sherbets happy gain increased to 25 from 10  
Increased the Penalty for failing crimes by 2\*  
Lollipop happy gain increased to 25 from 15

Mints happy gain increased to 25 from 10  
Renamed Airstrip to Airstrip with Plane  
Made education courses a drop down  
Added Sell button to Daily command  
Reduced Crypto Exchange Fees  
Increased Jail Bail by 10 times  
Optimised Player Perks

Removed Donator Coupon  
Removed Doctor

## 29/11/21

---

Added Strut - A stable coin which stays at £100 per coin  
Added Pickpocketing Crime  
Added Cut Throat Razor

Arson & Grand Theft Auto Crimes now require GEN02 Education  
Bans longer than 20 years now say 'Permanently Banned'  
Fixed One Merit price multiplying rather than merit reset  
Added UP! emoji to h.me when h.levelup is available  
Fixed message when using individual boosters  
Milk now costs 50k more and gives 30 energy  
Moved Gamer Fuel to the United Kingdom  
Sorted crimes into categories on record  
Crime enhancers now show up in perks  
Fixed Interaction Failed on Points Menu  
Increased addiction limit for education  
Fixed Interaction Failed on Perk Menu  
Fixed some missing items on the Wiki  
Adjusted addiction message trigger  
Captcha now occurs half as often  
Increased Harder crimes xp gain  
Reduced Easier crimes xp gain

## 03/10/21

---

Added Private mode checks for Stats and Gym. Disables itself if DM's are closed  
Added system to clear week old bounties, giving the reward to the target  
Added Casino tokens (1 Token used per Casino game, limited to 100)  
You can now be kicked off an education if your addiction is too high  
Added Mythological Crate (Contains 2 new Rarities Epic and Exotic)  
Crimes can now send you to hospital as a result of failing  
Items can now be sent to other players in the inventory  
Added mug amount back to hospital notification  
Added Double & Surrender options to Blackjack  
Added Tasks for completing masters of courses  
Added Enhancer category to auction house  
Added toggle to the casino in settings  
Added Fish category to auction house  
Added ability to refill a blood bag  
Added 9 Crime Enhancer items  
Added Organisation armouries  
Added Bloodbags with Types  
Added Reviving to Hospital  
Added 9 Bloodbag items  
Added Blood Bag quests  
Added Reviving Quests  
Added Blood Bag Tasks  
Added Reviving Tasks  
Added Blood Types

Mugging now gives a % of the defender once attack is over, rather than the starting balance  
Stock purchasing now has a 1/3 chance of happening every 30 minutes  
Fixed organisation buttons not being disabled in upgrade menu  
Adjusted item descriptions for medical items and new alcohols  
Resetting merits now increases in price after each reset  
Fixed inventory buttons not being disabled on drug use  
Rewrote Counterfeiting and Arms Trafficking Crimes  
Increased Win chance of Blackjack for the Player  
Donator Crate value increased to 25m from 20m  
Increased Win chance of Coinflip for the Player  
Daily crypto limit increased to 25m from 10m  
Added Cap to buying Merits (1 Per 2 Levels)  
Auction House now restocks every 6 hours  
Org manage menu now uses dropdowns  
Private mode is now enabled by Default  
Auction menu now uses dropdowns  
Rentals now restock every 6 hours  
Fixed Escape button in attacks  
Fixed Gym Upgrade button

Extraordinary Crate Buffed  
Updated Travel Command  
Mysterious Crate buffed  
Updated Points Menu

Removed Unboxing specific tier item quests  
Removed Stock Purchase from Timers  
Removed Blackjack specific quests  
Removed Coinflip specific quests  
Removed Slots specific quests  
Removed Standard Blood Bag

# 19/09/21

Added automated system to fix players occupying multiple properties at once  
Added User Referral System (1 month donator, 250 points per 10 levels)  
Added automated system to fix multiple shacks per player  
Added automated system to fix multiple fists per player  
Added ability to disable sale of individual items  
Added 33 Item Icons to Inventory and Search  
Added User Registration  
Added Working Stats  
Added Education

Reworked all commands now use Discord buttons instead of reactions for menus  
Medical items now remove hospital time even if you gain no health  
Org upgrade downgrade and remove now have confirmations  
All Hana commands now count towards h.rank experience  
Unboxing now allows multiple crates at a time: h.unbox 5  
Nerfed Edinburgh castle from 8000 happiness to 6500  
Fixed incorrect maximum happiness being calculated  
Added ability to disable sale of individual items  
Added a 10 bounty per person limit (Giving 10)  
Removed Crates from the Unboxing Item Pool  
Removed all accounts with 0 XP  
Redesigned Perk Command  
Cleaned up logs tables



Not all education courses have been added in this update. Some will be added at a later date. Education course benefits may change as the game is updated

Some menus may not work, these will be fixed as they are found to not be working

# 07/09/21

Added system for returning unsold items onfromthe auction house listed over 1 day ago  
Added system for returning abroad players to the UK if they landed 3 or more days ago  
Added 'Early Fee' to Store buy for Golden Laptop purchasers while still flying (2k PI)  
Added 'Commands' section to all major wiki pages for faster browsing  
Added h.people which shows players in the same country while abroad  
Added warning for leaving without buying items while abroad  
Added Cannabis Overdose and Consume Task  
Added LSD Overdose and Consume Task  
Added Tiers to Consume Drugs Tasks  
Added Tiers to Consume Sweets Task  
Added Tiers to Refill Adrenaline Task  
Added Tiers to Reset Quests Task  
Added Tiers to Use Boosters Task  
Added Tiers to Refill Energy Task  
Added Tiers to Overdose Task

Completely rebalanced flights, including many abroad shop items and flight times  
Changed Store buy to show Space Remaining instead of your limit while buying  
Energy now regenerates 10 energy every 15 minutes for Donators  
Fixed training multiple gym stats at once resulting in - energy  
Changed all Custom Properties to have an equal price of £1B  
Changed all Custom Items to have an equal price of £25M  
Fixed Max Happiness Task Progress 0 / 99999 -> 0 / 1  
Changed price of Reset Quests to 25 points from 10  
ending money now works while flying with Laptops  
Fixed Bounties Complete task incorrectly counting  
Fixed Max Energy Task Progress 0 / 1000 -> 0 / 1  
Fixed wrong earnings for item rewarding crimes  
Moved h.property command to h.properties  
Slightly buffed value of Octopus Plushie  
Fixed Typo in Tasks | Achive -> Achieve  
Allowed Store buy with Golden Laptop  
Redesigned Property command

Gawngju renamed to Seoul  
Re-enabled Captcha  
Tidied up Receipts

160 tasks were added in this update, some new, some in tiers. This allows for 160 more merits to be achieved, bringing the total upto 497 achievable merits.

# 01/09/21

Today's daily quests and the daily cooldown have been reset upon the release of this update

Added Pamela's Private Healthcare (h.doctor)  
Added Polymorphic Dual Daggers (Yashhab)  
Added Org Applications shortcut command  
Added Org Upgrades shortcut command  
Added Org Members shortcut command  
Added Org Positions shortcut command  
Added Org Settings shortcut command  
Added Gate of Babylon (MuGeN)  
Added Bottle of Champagne  
Added Bottle of Bacardi 151  
Added Bottle of Moonshine  
Added Bottle of Red Wine  
Added an NPC (Pamela)  
Added 65 new quests  
Added Rollerskates  
Added Hand wraps  
Added Dumbbells  
Added Parachute

Organisation members balance is now hidden to members without Manage Members permission  
Vaults have been disabled in rented properties due to Org bank addition  
Daily command can now give items upto a value of £450m  
Awareness Merit is now a 5% buff rather than 20% per tier  
Fixed an issue with Busting and Bailing when verifying  
Moved Alcohol to Useful Items category from Other  
Moved Sweets to Useful Items category from Other  
Fixed Busting algorithm, fails will now happen

Daily command can now give multiple items  
Awareness Merit is now used in h.daily  
Optimised Crimes to improve speed  
Made harder crimes slightly easier  
Fixed Alcohol Effectiveness perk  
Buffed Blackjack winning odds  
Buffed Coinflip winning odds  
Buffed Unboxing drops  
Added totals to h.stats  
Buffed Quest rewards  
Buffed Fishing drops

26/08/21

Added Attack Finishing options (Leave, Mug, Hospitalise)  
Added check to unban expired banned players  
Added Donator Crates to the Auction House  
Added Organisation Challenges  
Added delete button to stats  
Added Private Mode Setting  
Added Last Seen to h!profile  
Added Organisation Perks  
Added Cashiers Cheques  
Added Donator Coupons  
Added Organisations 2.0  
Added Respect

Removed the guaranteed success from crimes once a user had enough crime XP. Now 1 - 3% fail or blue chance  
Increased difficulty of gaining Natural Adrenaline (This may have negatively affected your Natural Adrenaline)  
Fixed Last Seen being updated due to overlapping perk assignment  
Fixed item names showing wrong item when typing exact name  
Disabled Yuki message logs for attack command messages  
Reduced the difficulty of crimes after Pirated Content  
Health will now be reset to max on regen if above  
Increased busting price from 5 to 15 adrenaline  
Organised Perks into respective Categories  
Reduced Price of Renting by 20 - 40%  
Fixed Merits providing wrong perks  
Reduced Variability of Rent Pricing

Laptops now show in perks  
Boot renamed to Old Boot  
Reworked Auction House

Organisations 2.0 has been released with this update. All Organisation commands previously available have been removed. The command list has been updated accordingly.

Organised Crimes and Armouries are yet to be added to Organisations. This will come in the near future.

## 14/08/21

Added Gummy Bears (Rie)

Market will now show your balance if its lower than your limit  
Patched Max Health from Perk did not regenerate  
Passive Mode now disables all Economy Features  
Patched Coinflipping against yourself for tasks  
Crimes are more reliable with higher Crime XP  
Patched Rehab not working without addiction  
Crime XP loss on Crime Fail is now variable  
Patched Stats being shown the tasks page  
Reduced overdose rate  
Optimised Crimes

## 07/08/21

This update reset all Merits, Tasks and Merit Path progress as it was overhauled

Added Gym gains limit to 4000 stats per energy at 100 happy (happy jumps still work)  
Added Trite, Proton and Volt to the Crypto Currency Exchange  
Added Variable graphs to the Crypto Currency Exchange  
Added h.wiki <keyword> (Search wiki with command)  
Added Profile `h.profile @user` (h.me for others)

Added Rhinos Skull & Lapua Magnum [Exclusive]  
Added a passport requirement to fly Flying  
Added 14 day grace period to new players  
Added Lawyers Contact Card functionality  
Added unique overdose effects for drugs  
Added negative / positive perks for Drugs  
Added 300 new tasks with 84 categories  
Added `hosp` alias for hospital (h.hosp)  
Added Refill Adrenaline to Points Shop  
Added Remaining Limit to Wallet footer  
Added Market Graph range selector  
Added Bank Investments (h.bank)  
Added Criminal Record `h.record`  
Added criminal record (h.record)  
Added New variable fee limits  
Added Golden Zippo Lighter  
Added Crimes `h.crimes`  
Added Lockpicking Set  
Added Carbide Miner  
Added Jail `h.jail`  
Added Adrenaline  
Added Cannabis  
Added Trainers  
Added Gas Can  
Added Zipties  
Added Hoodie  
Added Beanie  
Added LSD  
Added Ink

Node and Ryze now increase 1.5 times more or less per market update  
Astral and Zelum now increase 5 times more or less per market update  
Changed daily crypto purchase limit to £10,000,000 from £7,500,000  
Fixed Quests and Point error on last day of each month  
Daily Crypto Purchase Limit is now shown in h.wallet  
Alcohol now gives Adrenaline rather than Happiness  
Fixed Drug Effects still working on Overdose  
Exchange now works in GBP rather than Crypto  
Redesigned merit shop and changed messages  
Changed Suitcases & Airstrips to be a Perk  
Increased all profit margins for Cryptos  
Drug addiction now affects battle stats  
Optimised Market Graph generation  
Adjusted pricing for Printing Paper

- Changed Flying level from 5 to 10
- Redesigned Network command
- Updated Hospital to have pages
- Optimised Cooldown command
- Halved Rehab effectiveness
- Renamed Ecstasy to Ecstasy
- Reduced Overdose Chance
- Added Hospital Pages

- Removed decimals from h.wallet £ amounts
- Removed requirements for Crypto Trading
- Removed thousand message reward
- Removed many merit paths
- Removed many tasks

## 24/07/21

---

- Added many more ways to gain XP
- Added new Suggestions Page submission form
- Added new update delivery system

- Players can no longer claim their own bounty on someone by attacking them
- Increased overdose chance by 30%
- Increased Fishing XP gain by 250%
- Increased Fishing rod break chance by 1000%
- Increased All Gym Gains
- Removed Reward for Claiming Cards
- Made Leveling up easier

## 11/07/21

---

- Added Last Update indicator to Market home page
- Added 5% Tax to All Auction House Sales
- Added Trash button Inventory view
- Added Pack Up option for miners
- Added Russia to Flights
- Added Carbide Armour

Added Barry's Bounties  
Added Level Holding  
Added Milkor MGL  
Added AA-12

Moved functions used once to respective files, meaning no bot restart when updating those functions  
Fixed timers being off during the entire hour of midnight (Thanks Toasty & Rascales)  
Fixed Max Happiness message when moving property displaying wrong happiness  
Quests will now be marked as complete if you go above the requirement  
Optimised mining coins function for miners. Takes 5% as long as before  
Refresh button now updates price in Individual crypto viewer (Market)  
Nerfed all Sweets & Alcohol happiness to encourage booster usage  
Updated exchange functions for buy, sell, convert and trading  
Attack messages now say the amount you get mugged for  
Rebalanced some weapon's damage and accuracy values  
Rebalanced armour ratings and altered armour pricing  
Changed Mexico's city from Monterrey to New Mexico  
Mugging rates is now 10% - 20% instead of 5% - 15%  
Optimised Player object, removing unused elements  
Increased Donator Crate value from 12.5m to 20m  
Increased Cookie cooldown to 45 minutes from 30  
Increased Vinyl cooldown to 6 hours from 3 hours  
Fixed 'Try again later' error when using a miner  
Reduced Mr Bean's Blurray NPC Price by 150k  
Rented properties no longer affect Networth  
Removed unused functions from core files  
Reduced Erotic DVD NPC Price by 200k  
Gym Info now works with the last gym  
Fixed Miner Upgrade Pricing

## 20/06/21

Added Renting & Property Market (Not available to Passive players)  
Added Multiple Use option for Inventory items

Removed Duplicate entries in Settings & Loadout Databases  
Passive players can no longer purchase items while abroad  
Playerlist now shows [Passive] beside passive players  
Passive players can now only fly to Switzerland

Passive players no longer use the Casino  
Disallowed sale of Exclusive Properties  
Flights now show Country & City  
Redesigned Property List  
Updated Internal Cache  
Optimised Vault History  
Optimised Player List  
Redesigned Profile  
Updated Logging

# 11/06/21

Added Custom Properties Support  
Added Use Medical Item tasks  
Added Points & Points Store  
Added Richest Command  
Added Unboxing tasks  
Added Travelling tasks  
Added Attacking tasks  
Added 24 new quests  
Added Fishing task  
Added Gym tasks  
Added Drug tasks  
Added Trash tasks  
Added Divorcing

Update Quest rewards, XP rewards now count towards game level (Big buffs!)  
Updated minigame rewards (Wordchain, RateMyAvatar, Counting)  
Updated h.ah buy to remove quantity when buying with a hash  
Updated Tasks menu to auto update on page change  
Fixed h.players search button not updating embed  
Updated Tasks menu buttons to new standards  
Updated Merits menu to use new standards  
Added Network to include Vault Balance  
Update daily allowance task to daily item  
Updated h.send to require level 5  
Updated Money in the Vault task  
Update Achieve Network  
Fixed Organisation task  
Updated Max CF Task



Removed Bank Interest Merit Path  
Removed Shop Prices Merit Path  
Remove 5 day multiplier task  
Remove Daily earnings task  
Remove Shop items task

## 31/05/2021

---

Added Miners section to the Auction House  
Added Gym Descriptions  
Added Laptops

Doubled captcha timeout, meaning you wont have to authenticate as often  
Increased Crypto Currency fluctuation rates by at least 5 times  
Fixed Introduction bugs related to the Economy in Yuki  
Reworked Attacking functions to improve efficiency  
Gym info now shows total progress Example: [9/16]  
Updated Gym Info % to 2 DP for better accuracy  
Fixed Travel Storage not counting some items  
Updated backend activity checks for h.stats  
Fixed Travelling times being instant

## 18/05/2021

---

Added Human Verification to Automated tasks such as Fishing, Case unboxing  
Added a warning for Auction Items over 5\* their value when purchasing  
Added Drug Overdosing, Addiction and Rehabilitation  
Added Cooldowns to Vault commands  
Added Happiness loss on Gym train  
Added Notifications and Settings  
Added Escape option for attacks  
Added Vault History Command  
Added Passive Mode (Settings)  
Added Stealth Attacks  
Added Fishing

Reworked Cooldowns, can go over cooldown. Eg 23:59 will allow for 1 more booster (to go over 24h)  
Reworked Attacking, members can no longer be attacked by multiple people at once  
Updated Auction & Abroad purchasing of items, fixed missing items  
Updated Property moving, added vault balance and upkeep checks  
Updated Networth command, now shows more information  
Reworked Inventory, pages shouldnt display 10 items now  
Reworked Travel Storage, largest suitcase is now used  
Updated Merits & Tasks - Still needing a little more  
Reworked Damage and Hit Chance algorithms  
Updated Economy and game to both use GBP  
Updated Daily command to give a daily item  
Updated Miner mining rates and upkeep  
Updated Earning command amounts  
Updated Cryptocurrency values  
Reworked Health Bar in attacks  
Reworked Attacking Equation  
Fixed fishing related errors  
Updated Casinos max bets  
Updated Help command  
Updated Miner prices  
Updated Bank loans

Removed Defend option from attacks  
Removed Bank Commands  
Removed Shop Commands

## 29/04/2021

Vault withdraw and deposit now accepts 'all' instead of a number  
You can now use medical supplies to get out of hospital early  
Donator now expires properly with a notifying message  
Donator monthly item drop added (2.5m item)  
Added autosell button to unboxing  
Added Property Sell command  
Added Golden Desert Eagle  
Added DSR 50 Sniper Rifle  
Added Donator Player list  
Added Gauss Rifle

Increased cooldown on unboxing to 10 seconds, and increased price to 30k  
Fixed health being added instead of reduced when 1 hit killing somebody  
Gold is now automatically removed from old vault when moving property  
Attacks now hospitalise for a random amount of time between 30m - 2h  
Stalemate & Winning at the same time in an attack is no longer possible  
Fixed hospital message from drugs saying itemID, now says item name  
Fixed inventory view showing incorrect hash when using item names  
Energy drink cooldown is now stackable, and changed to 2 hours  
Inventory space increased to 30 from 20 for non donators  
Inventory space increased from 35 to 50 for donators  
Spouses are now kicked out when moving property  
Storing gold in multiple properties no longer works  
Mansion base happiness increased from 600 to 750  
Villa base happiness increased from 500 to 625  
Searching armour now shows armour ratings  
Property Interior Upgrade Prices reduced  
Xanax cooldown reduced to 6h from 8h  
Hospitalised for Regeneration bug fixed  
Inventory can now be used in hospital  
Searching is now allowed while flying  
Autosell Tax reduced from 10% to 5%  
Buffed Barret Accuracy Slightly  
Nerfed FN Fal Damage Slightly  
Improved crate drop rates

Entry Level Interior | 10% -> 5% Price of property  
Mediocre Interior | 20% -> 10% Price of property  
Quality Interior | 30% -> 20% Price of property  
Superior Interior | 50% -> 35% Price of property

## 23/04/2021

The auction house will now share items with abroad countries at an increased price such as drugs  
Added Store restocks to timers

Attacking players with  $<1/2$  of your battle stats reduces XP gained significantly  
Inventory now accepts partial names instead of only hashes  
Property moving can now use partial names and hashes  
Auction cancel can now use partial names and hashes

Inventory autosell hashes are no longer case sensitive  
Inventory trash hashes are no longer case sensitive  
Attacking players from abroad countries fixed  
Fixed spouse property upgrades not working

## 22/04/2021

Me command can now be used while flying  
Mysterious crates are now purchasable  
Other tab added Auction House  
Added autosell command  
Added trash command  
Added Send command

Auction and store purchases now accept partial names  
Last few item descriptions completed  
Help command updated accordingly

## 21/04/2021

Added Airstrip functionality for Private Islands (30% Flight duration reduction, 100% Cost reduction)  
Added Vault functionality for properties capable of upgrading the vault  
Added a Vault to all properties after a trailer  
Added Property Sharing  
Added Property Upkeep  
Added Vault Sharing  
Added Marriage

All items will now be purchased by the bot from the Auction House regardless of the Value  
Auction house and abroad stock is now cleared every 12 hours and refreshed  
Partial item names can now be used when purchasing store or auction items  
Items with a max of 1 stock now have a 50% chance to not spawn  
Cooldowns are now hidden from h!me if you dont have any  
All ah items in the UK have variable stock limits and prices  
All items are stocked in Auction House  
Updated Help command

We will not account for people being scammed using the Vault. Only marry and share money with who you trust  
Crates are on the Auction House under Other and Other again, they can drop items upto a value of 10 million  
After 7 days of unpaid property upkeep, your property max happiness halves  
Money stored in the vault is safe from all kinds of attack  
All properties above an Apartment have a vault

## 18/04/2021

---

Added a loop dedicated to fixing accounts (Adds missing fists and properties)  
Gym footer now shows what you gained and how many times you trained  
Maximum Happiness can now be greater than 100 (With properties)  
Added some auto restocking for the Auction House  
Added Clock command (View bot time)  
Updated help command to add detail  
Added Sweets, Alcohol and Boosters  
Updated help command accordingly  
Added Receipts for all transactions  
Properties can now be upgraded  
Added 190 Item Descriptions  
Added Property Upgrades  
Added Properties

Me command now shows location, property, property upgrades, status  
Fixed Booster consuming not saying anything  
Optimised auction purchasing code  
Fixed rare minus health bug

## 17/04/2021

---

Added Autobuy NPC that buys items sourced from other countries, listed at a reasonable price on the AH  
Added Search command, search an item and view everything about it  
Added auto restock for abroad items (12 hrs)  
Added Abroad Markets and Unique Items  
Added Airport, Flights and Travelling  
Added cooldowns for all commands

Added some item descriptions  
Added Medium Weight Gyms

Removed all item listings on the auction house that can be purchaed abroad  
Fixed reactions not being added on menu return after consuming item  
Fixed being able to attack yourself, and bots  
Changed price of nearly all items  
Fixed Auction House listings  
Fixed Register command

## 09/04/2021

---

After training in the Gym the upgrade button will be added if upgradable, instead of reopening gym  
After using a booster, if you have another, it will return you back to the same booster embed  
Added Inventory Limits (Different items only) (20 or 35 for donator)

## 07/04/2021

---

Added Auction House command aliases (auc, ah, auction, auctionhouse)  
Added Cooldown section to h!me and removed gym stats for privacy  
Added some of each new item to the Auction House  
Added placeholder description for all items  
Added some guns to the Auction House  
Added Energy Drinks  
Added Boosters  
Added Alcohol  
Added Sweets  
Added Drugs

Fixed Auction House issue, when purchasing an item you got the wrong one  
Fixed Auction House not working  
Fixed an attacking bug

# Command List

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# Overview

---

This page provides a list of commands, as well as categories if they are in one. Find a few key details below:

- Most commands accept both hashes as well as names. A hash is something found inside square brackets in many locations. Example: **[R0093T2T] Diamond Ring**. The hash for this item is **R0093T2T** or the name could be used.
- Most of these commands also allow for **Partial** names to be provided, using the above example, you could use '**Diamond**' to search for that specific item, and it may work assuming there are no other items with '**Diamond**' in the name.
- All commands use the prefix **h.** however, you can set custom prefixes using `h.prefix`.
- Anything inside [square brackets] is a **requirement** for the command to operate.
- Anything inside (Parenthesis) is optional and is not required for the command to operate.

## Individual Commands

---

1. `h.clock` - Shows the bots local time
2. `h.timers` - View the timers for naturally occurring events
3. `h.richest` - View the highest networth players
4. `h.search [item name]` - Search for any item by name
5. `h.referred` - Shows players you have referred

## Locations

---

### Auction House

---

1. `h.ah` - Browse the Auction House
2. `h.auction buy [item name / hash]` - Purchase an item from the [Auction House](#)
3. `h.auction listings` - View your [Auction House](#) listings
4. `h.auction cancel [item name / hash]` - Cancel your [Auction House](#) listings

### Bank

---

1. `h.bank` - View or create a [bank investment](#)
2. `h.bank withdraw` - Withdraw an expired [bank investment](#)



## Casino

---

1. `h.casino` - View the Casino Commands
2. `h.coinflip` - View the PVP Coinflip Lobby
3. `h.blackjack` - Play PVC blackjack
4. `h.slots` - Play the slot machines
5. `h.russianroulette` - Open the PVP Russian Roulette Lobby
6. `h.lottery` - Participate in the PVP Lottery
7. `h.casino stats [game]` - View your overall casino stats for each game

## College

---

1. `h.education` - Browse and Enroll in [Education](#) courses
2. `h.course` - View or leave your current [Education](#) course

## Exchange

---

1. `h.wallet` - View your [Crypto Currency](#) wallet
2. `h.market` - View the [Crypto Currency](#) market
3. `h.buy` - Buy a [Crypto Currency](#)
4. `h.sell` - Sell a [Crypto Currency](#)
5. `h.convert` - Convert 1 [Crypto Currency](#) to another

## Points Store

---

1. `h.points` - View the [Points Store](#)
2. `h.points buy` - Buy [Points](#)
3. `h.points sell` - Sell [Points](#)

## Gym

---

1. `h.gym` - Train your [Battle Stats](#)
2. `h.gym info` - View your current [Gym](#) information

## Other

---

1. `h.hospital` - View the hospital for your current country

2. `h.jail` - View the City Jail

## Stock Market

---

1. `h.stocks` - View the stock market
2. `h.portfolio` - View your stock portfolio

## Crimes

---

1. `h.crimes` - Commit crimes using [Adrenaline](#)
2. `h.record` - View your criminal record

## Donators

---

1. `h.donate` - Get a list of benefits
2. `h.players` - View the player list. \* Requires [Donator](#)

## Earning

---

1. `h.print` - Print cash with the help of your [Miners](#)
2. `h.rob` - Rob an NPC for some quick cash
3. `h.daily` - Redeem a daily item
4. `h.work` - Work for an online company as a freelancer for some cash
5. `h.fish` - Use a fishing rod to fish, sell them for reliable income

## Inventory

---

1. `h.inventory` - View your Inventory
2. `h.inventory autosell [hashes]` - Sell items by hash for their value. 5% Fee
3. `h.inventory trash [hashes]` - Delete items from your inventory

## Loans

---

1. `h.loan` - Take out a loan or view existing loan
2. `h.loan repay [amount]` - Repay part or all of your loan
3. `h.loan interest` - View loan interest rates

## Mining

---

1. `h.miners` - View your [Miners](#)
2. `h.miners swap` - Swap the currency all your [Miners](#) are mining
3. `h.miners toggle` - Toggle your [Miners](#) (Flips active status)
4. `h.miners service` - Service all of your [Miners](#) at once
5. `h.miners pack` - Packs up all miners into your inventory

## Organisations

---

1. `h.org (User / Name)` - View an [Organisation](#)
2. `h.org create` - Create an Organisation
3. `h.org board` - View the top 10 Organisations
4. `h.org bank` - View your Organisation Bank Balance
5. `h.org bank deposit [amount]` - Deposit into your Organisation Bank
6. `h.org manage` - Manage the [Organisation](#)
7. `h.org armoury` - View the [Organisation](#) Armoury
8. `h.org newsletter` - Send the newsletter (DMs)
9. `h.org members (@User)` - Shortcut command for viewing Org Members
10. `h.org positions` - Shortcut command for viewing Org Positions
11. `h.org settings` - Shortcut command for viewing Org Settings
12. `h.org applications` - Shortcut command for viewing Org Applications
13. `h.org upgrade` - Shortcut command for viewing Org Upgrades

## Player

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1. `h.me` - Shows all [Essential Information](#) about your character.
2. `h.quests` - View your daily quests
3. `h.stats` - View your stats
4. `h.perks` - View your personal perks
5. `h.profile @User` - Shows a Basic Information page about the user, similar to h.me
6. `h.equipment` - Shows your characters equipment
7. `h.cds` - Shows any cooldowns you are currently on (Not command cooldowns)

8. `h.networth (@User)` - View somebodies networkth
9. `h.send [@User] [amount]` - Send someone GBP
10. `h.attack <@User>` - Attack another player
11. `h.gear` - View your loadout
12. `h.settings` - View your current settings and toggle them

## Property

---

1. `h.property` - View your [Property](#), Pay Upkeep, Rent it out, Sell it, Upgrade it
2. `h.properties` - View the [Properties](#) for sale
3. `h.properties list` - View your [Properties](#)
4. `h.property buy [name]` - Purchase a [Property](#)
5. `h.property move [name / hash]` - Move into a [Property](#)
6. `h.property market` - View the [Rental Market](#)
7. `h.property market cancel [hash]` - Cancel a [Rental](#) Listing

## Relationships

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1. `h.propose [@User]` - Propose to [Marry](#) somebody
2. `h.divorce` - End your [Relationship](#)
3. `h.relationship` - View your [Relationship](#) status

## Tasks & Merits

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1. `h.tasks` - View all tasks
2. `h.merits` - View your [Merit](#) paths

## Travelling

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1. `h.flights` - View [Flight Destinations](#)
2. `h.travel [destination]` - Travel to a [Flight Destination](#)
3. `h.store` - View the destinations regional store

4. `h.store buy [item name]` - Buy an item from the regional store
5. `h.rehabilitate` - [Rehab](#) and lose any drug addiction and restore happiness to maximum
6. `h.people` - View all players in the same country while abroad

# Vault

---

1. `h.vault` - View your [Properties](#) vault
2. `h.vault deposit [amount]` - Deposit into your [Properties](#) vault
3. `h.vault withdraw [amount]` - Withdraw from your [Properties](#) vault
4. `h.vault share` - Share your vault with your [Spouse](#) (Not stored separately)
5. `h.vault history` - View the vault transaction history

# Collectibles

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- [Overview](#)
- [Collectibles](#)
- [Unique Items](#)

## Overview

An item classed as a 'collectible' item is any item which has specifically been given to a member, as is not easily obtainable. Collectable items may be given out as a reward for an event, or a time limited events such as seasonal events. Collectable items typically have <100 in circulation.

## Collectibles

ID	Item	Location
155	Red Easter Egg	2021 Easter Event
156	Green Easter Egg	2021 Easter Event
157	Blue Easter Egg	2021 Easter Event
158	Gold Easter Egg	2021 Easter Event
159	Yellow Easter Egg	2021 Easter Event
160	Pink Easter Egg	2021 Easter Event
198	Stig Plushie	Only obtainable through unboxing
257	Grammy Award	Karoke Events

# Unique Items

ID	Item	Location
66	Gate of Babylon	Given to Mugen [625386461692428288]
68	Stigs Racing Helmet	Given to Stig [439327545557778433]
113	CheyTac Intervention	Given to Stig [439327545557778433]
114	Lapua Magnum	Given to Lord Rhino [303506011069874178]
116	Rhinos Skull	Given to Lord Rhino [303506011069874178]
239	Plastic Ring	Given to Mal [429088971130273792]
275	Polymorphic Dual Daggers	Given to Yashhab [527138191241773056]
310	Fluffs Shrine	Given to Fluffpuff [593255038839947295]
344	Death Note	Given to Yashhab [527138191241773056]
345	DN-6223 Rifle	Given to DecorousNova276 [827732873787998219]
346	Dried Baguette	Given to Kp wie ich heiÙe [535877916236709888]

# Countries

## Contents

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- [Argentina](#)
- [Canada](#)
- [China](#)
- [France](#)
- [Japan](#)
- [Mexico](#)
- [Russia](#)
- [South Africa](#)
- [South Korea](#)
- [Switzerland](#)
  - [Rehabilitation Center](#)
- [United Arab Emirates](#)

## Argentina

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Argentina is the home of arguably one of the worlds greatest football players, [Lionel Messi](#) as well as some of the worlds greatest weapon stores. Flights to Buenos Aires, Argentina's capital city are currently available, and take around 3 hours and 55 minutes when using standard travel options, and costs £40,000. Travel times and costs can be cut with the [Airstrip](#) property upgrade.

Item	Category	Price
Wolf Plushie	Plushie	£200
Monkey Plushie	Plushie	£750
Orchid	Plant	£800
Tear Gas	Temporary	£7,000



MAC-10	Primary	£168,500
Xanax	Drug	£769,500
Erotic DVD	Booster	£2,334,000
S&W Revolver	Secondary	£3,750,000
Gauss Rifle	Primary	£25,000,000
Extra Large Suitcase	Enhancer	£50,000,000

# Canada

Canada, one of the largest countries in the world, occupies a large portion of North America. Flights to Tornoto, Canada's capital city are currently available, and take around 1 hours and 51 minutes when using standard travel options, and costs £15,000. Travel times and costs can be cut with the [Airstrip](#) property upgrade.

Item	Category	Price
Wild Rose	Plant	£410
Grizzly Bear Plushie	Plushie	£1,000
Vicodin	Drug	£3,000
Hockey Stick	Primary	£75,000
Milk	Booster	£4,000,000
Desert Eagle	Secondary	£4,775,000
FN FAL	Primary	£10,800,000

# China

China, one of the largest countries by population, occupies a large portion of Eastern Asia. Flights to Beijing, China's capital city are currently available, and take around 2 hours and 44 minutes when using standard travel options, and costs £23,500. Travel times and costs can be cut with the [Airstrip](#) property upgrade.

Item	Category	Price
Panda Plushie	Plushie	£350
Peony	Plant	£460
Fireworks	Temporary	£500
Dual Blades	Melee	£117,800
Gamer Fuel	Booster	£425,600
SPAS-12	Primary	£3,035,000
Kevlar Gloves	Armour	£4,212,000
Printing Paper	Other	£4,500,000
Medium Suitcase	Armour	£5,000,000
Welding Gloves	Armour	£9,371,700

# France

France is the country of love, better known for the [Eiffel Tower](#). Flights to Paris, France's capital city are currently available, and take around 18 minutes when using standard travel options, and costs £7,500. Travel times and costs can be cut with the [Airstrip](#) property upgrade.

Item	Category	Price
Yo-Yo	Melee	£340
Marigold	Plant	£450
Kitten Plushie	Plushie	£1,000
Glock 17	Secondary	£5,000
Morphine	Medical	£6,000
USP	Secondary	£193,450
P90	Primary	£467,250

Flak Jacket	Armour	£6,739,200
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# Japan

Japan is known for its culture of [Anime](#) and [Exotic Plants](#). Flights to Tokyo, Japan's capital city are currently available, and take around 3 hours and 12 minutes when using standard travel options, and costs £33,000. Travel times and costs can be cut with the [Airstrip](#) property upgrade.

Item	Category	Price
Chopsticks	Other	£350
Octopus Plushie	Plushie	£400
Ninja Stars	Temporary	£500
Suiren	Plant	£600
Sensu	Other	£8,374
Sumo Doll	Other	£9,218
Ecstasy	Drug	£57,500
Nunchucks	Melee	£548,300
Katana	Melee	£5,100,000
Large Suitcase	Enhancer	£10,000,000

# Mexico

Mexico is a country situated in South America, better known for its [Cartels](#) and [Drugs](#). Flights to New Mexico, one of Mexicos largest cities are currently available, and take around 2 hours and 59 minutes when using standard travel options, and costs £30,000. Travel times and costs can be cut with the [Airstrip](#) property upgrade.

Item	Category	Price
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Jaguar Plushie	Plushie	£800
Saffron	Plant	£1,000
Claymore Mine	Temporary	£15,000
Mayan Statue	Other	£18,000
Cannabis	Drug	£60,000
M249 PARA	Primary	£275,000
Minigun	Primary	£923,500
Dagger	Melee	£1,700,000

# Russia

Russia, better known for its Vodka and AK47 wielding men is the largest country in Eastern Europe, selling various fire arms and pieces of armour. Flights to Moscow, Russia's capital are currently available, and take around 53 minutes when using standard travel options, and costs £12,000.

Travel times and costs can be cut with the [Airstrip](#) property upgrade.

Item	Category	Price
Crack	Drug	£38,500
Concussion Grenade	Temporary	£500,000
Lockpicking Set	Other	£6,675,000
RPG-7	Primary	£9,500,000
AA-12	Primary	£20,000,000
Milkor MGL	Primary	£22,500,000
Carbide Boots	Armour	£23,000,000
Carbide Helmet	Armour	£24,000,000
Carbide Leggings	Armour	£25,000,000
Carbide Gloves	Armour	£25,000,000

Carbide Plate Carrier	Armour	£26,500,000
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# South Africa

South Africa, is the southernmost country situated on the African continent, is known best for its nature, and culture. Flights to Johannesburg, South Africa's largest city, are currently available, and take around 3 hours and 20 minutes when using standard travel options, and costs £36,000. Travel times and costs can be cut with the [Airstrip](#) property upgrade.

Item	Category	Price
African Violet	Plant	£350
Elephant Statue	Other	£500
Tiger Shark Plushie	Plushie	£1,000
Lion Plushie	Plushie	£2,500
Afro Comb	Other	£5,823
HEG	Temporary	£20,000
Kriss Vector	Primary	£233,000
Blow Gun	Secondary	£1,118,250
Steel Mace	Melee	£1,390,000
Combat Helmet	Armour	£8,909,012
Combat Boots	Armour	£9,477,000
Combat Gloves	Armour	£10,238,000
Combat Pants	Armour	£12,114,000
Combat Vest	Armour	£12,500,000

# South Korea

South Korea is known mostly for its pop culture as well as its natural beauty. Flights to Seoul are currently available, and take around 2 hours and 58 minutes when using standard travel options, and costs £25,000. Travel times and costs can be cut with the [Airstrip](#) property upgrade.

Item	Category	Price
Bonsai	Plant	£400
Stingray Plushie	Plushie	£600
Smoke Grenade	Temporary	£20,000
Laptop	Enhancer	£1,000,000
Mr Beans Holiday Blu-ray	Booster	£3,850,000
Metal Plated Facemask	Armour	£6,318,000
Metal Plated Boots	Armour	£6,844,500
Metal Plated Pants	Armour	£10,500,000
Metal Plated Vest	Armour	£12,350,000

## Switzerland

Switzerland is a small country situated in Western Europe. Bern, Switzerland's capital city houses one of the most Rehabilitation centres on the planet. Flights to Bern are currently available and take around 26 minutes when using standard travel options, and costs a cool £9,750. Travel times and costs can be cut with the [Airstrip](#) property upgrade.

Item	Category	Price
Edelweiss	Plant	£450
Llama Plushie	Plushie	£600
Sheep Plushie	Plushie	£750
Snowboard	Other	£4,000
Flash Grenade	Temporary	£27,000

Painkillers	Drug	£80,000
Jackhammer	Primary	£2,040,000
Small Suitcase	Enhancer	£2,500,000

## Rehabilitation Center

The rehabilitation center is ran by the Swiss Government, in the city of Bern. For a small fee of £250,000, they can help you feel less addicted, or maybe completely get you off drugs!

- Each visit costs £250,000
- Multiple visits may be required, depending on the addiction level
- You are unable to rehab if you are not addicted to drugs
- Visits will refill your happiness bar
- Rehab does not clear or reduce drug effects

## United Arab Emirates

The United Arab Emirates is a country situated in the Middle East, better known for its wealth and Oil business. Flights to Dubai, the capital of the UAE, are currently available and take around 2 hours and 1 minute when using standard travel options, and costs £20,000. Travel times and costs can be cut with the [Airstrip](#) property upgrade.

Item	Category	Price
Tropical Hibiscus	Plant	£230
Camel Plushie	Plushie	£4,000
Golden Zippo Lighter	Other	£5,250,000
Butterfly Knife	Melee	£6,000,000
Pillow	Melee	£9,999,999
Barret 50. Cal	Primary	£12,975,000
Golden Desert Eagle	Secondary	£14,200,000
DSR 50	Primary	£18,250,000

Gold Plated Facemask	Armour	£84,240,000
Gold Plated Vest	Armour	£84,240,000
Gold Plated Boots	Armour	£84,240,000
Gold Plated Pants	Armour	£84,240,000
Golden Laptop	Enhancer	£8,000,000,000
Golden AK-47	Primary	£25,000,000,000



# Energy

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- [Overview](#)
- [Gaining Energy](#)
- [Using Energy](#)
- [Losing Energy](#)

## Overview

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Energy is the most important and the most limited resource. Energy can be used to perform many different activities throughout the game. Most tasks that require energy give a hidden XP reward.

## Gaining Energy

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If you have [Donator Status](#), your energy will replenish at a rate of 10 per 15 minutes, up to your natural maximum of 150, meaning it will fill to its natural maximum within about 3.5 hours.

For players without [Donator Status](#), energy will replenish at a rate of 5 per 10 minutes, up to your natural maximum of 100, meaning it will fill to its natural maximum within about 3.75 hours.

There are several additional ways to gain energy:

- The [Drugs Xanax](#) and **LSD** provides 250 energy and 50 energy respectively, assuming you don't overdose.
- Energy drinks can be used and provide between 10 and 35 energy. These are more costly than Xanax, and have a 2 hour cooldown.
- Purchase an Energy Refill via the Points Store for 25 points. Cooldown resets at midnight.

The maximum energy obtainable at any given time is 1,000. You are not able to pass this limit, even with the assistance of [Drugs](#).

# Using Energy

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There are limited ways to spend your energy currently, these options will expand in the future.

- You can train your [Battle Stats](#) in the [Gym](#). Each train varies between 5 - 20 energy per train.
- You can [Attack](#) another player. Each attack costs 25 energy.

# Losing Energy

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There are limited ways to lose your energy. These scenarios will expand in the future.

- [Overdosing](#) on drugs will cause your energy to be completely emptied.

# Merits

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- [Overview](#)
- [Upgrades](#)
  - [Fighting Stats](#)
  - [Miscellaneous Upgrades](#)

## Overview

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- A merit is the currency awarded for completing goals called [Tasks](#). Merits can be earned in many ways, all of which can be found on the [Tasks menu](#). Merits can be bought for 250 points from the [Points Store](#).
- Merits can be reset for a cost of 500 points in the [Points Store](#)

## Upgrades

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Merits are used to gain bonuses, all of which are incremental. The price of each upgrade increases by 1 merit per upgrade. You can upgrade each path 10 times at a cost of 55 merits per path.

- You can train your [Battle Stats](#) in the [Gym](#). Each train varies between 5 - 20 energy per train.
- You can [Attack](#) another player. Each attack costs 25 energy.

## Fighting Stats

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You can spend merits to give you a passive bonus to [Battle Stats](#) (3% per upgrade). A passive bonus is constantly modifying your Fighting Stats, as they increase by a fixed percentage rate.

## Miscellaneous Upgrades

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- **Adrenaline Bar:** Increases maximum adrenaline by +1
- **Critical Hit Rate:** Increases critical hit rate by 0.5%
- **Health Points:** Increases maximum health by 5%
- **Crime Experience:** Boosts crime experience by 3%
- **Education Length:** Reduces Education course length by 2%
- **Experienced Thief:** Increased money gained from mugging by 5%
- **Bank Interest:** Increases bank interest by 5%
- **Stealth:** Increases chance of performing stealth attacks by 2%
- **Hospitalising:** Increases time when hospitalising people by 5%
- **Resilient Addict:** Reduces the rate of addiction for all drugs by 2%

# Other Items

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	<ul style="list-style-type: none"><li>Cache</li><li>Clothing</li><li>Fish</li><li>Jewellery</li><li>Miners</li><li>Other</li><li>Plants</li><li>Plushies</li><li>Special</li></ul>
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## Cache

Item	Location	Function
Mysterious Crate	Auction House	Unbox a random item
Donator Crate	Auction House	Provides 1 month of donator status
Extraordinary Crate	Auction House	Unbox a expensive random item
Mythological Crate	Auction House	Unbox a very expensive random item
Medical Cache	Auction House	Get random medical items
Case of Alcohol	Auction House	Get 6 random bottles of alcohol
Pickamix	Auction House	Get a random assortment of sweets
Multipack of Energy Drinks	Auction House	Get 6 random energy drinks
Drug Pack	Auction House	Gives either Xanax or Vicodin

Foreign Supply Cache	Auction House	Gives plushies or plants
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# Clothing

Item	Location	Function
Hoodie	Auction House	N/A
Beanie	Auction House	N/A
Trainers	Auction House	N/A
Blazer	Auction House	N/A

# Fish

Item	Rarity	Function
Sardines	Common	N/A
Cod	Common	N/A
Carp	Common	N/A
Haddock	Common	N/A
Mackerel	Common	N/A
Herring	Common	N/A
Trout	Common	N/A
Northern Pike	Common	N/A
Salmon	Common	N/A
Flounder	Common	N/A
Shrimp	Common	N/A

Mud Crab	Common	N/A
Sturgeon	Common	N/A
Goldfish	Uncommon	N/A
Tuna	Uncommon	N/A
Catfish	Uncommon	N/A
Seabass	Uncommon	N/A
Lobster	Uncommon	N/A
Sawfish	Uncommon	N/A
Pufferfish	Rare	N/A
Electric Eel	Rare	N/A
Koi	Rare	N/A
Seahorse	Rare	N/A
Swordfish	Rare	N/A
Stingray	Mythical	N/A
Bull Shark	Mythical	N/A
Octopus	Mythical	N/A
Giant Squid	Mythical	N/A
Tadpole	Legendary	N/A
Blue Lobster	Legendary	N/A
Megalodon	Legendary	N/A

# Jewellery

Item	Location	Function
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Plastic Watch	Auction House	N/A
Gold Chain	Auction House	N/A
Silver Chain	Auction House	N/A
Silver Necklace	Auction House	N/A
Gold Necklace	Auction House	N/A
Pearl Necklace	Auction House	N/A
Silver Ring	Auction House	N/A
Gold Ring	Auction House	N/A
Diamond Ring	Auction House	N/A
Sapphire Ring	Auction House	N/A
Stainless Steel Watch	Auction House	N/A
Pearl Earrings	Auction House	N/A
Gold Plated Watch	Auction House	N/A
Crystal Bracelet	Auction House	N/A

# Miners

Item	Location	Function
Cheap Miner	Auction House	Mines Cryptocurrency
Advanced Miner	Auction House	Mines Cryptocurrency
Super Miner	Auction House	Mines Cryptocurrency
Ultra Miner	Auction House	Mines Cryptocurrency
Ultimate Miner	Auction House	Mines Cryptocurrency
Hyper Miner	Auction House	Mines Cryptocurrency



Neutron Miner	Auction House	Mines Cryptocurrency
Carbide Miner	Auction House	Mines Cryptocurrency

# Other

Item	Location	Function
Plastic Bottle	Auction House	N/A
Fish Net	Auction House	N/A
Crazy Straw	Auction House	N/A
Boot	Auction House	N/A
Plastic Lure	Auction House	N/A
Compass	Auction House	N/A
Sun Glasses	Auction House	N/A
Bolt Cutters	Auction House	N/A
Football	Auction House	N/A
Elephant Statue	South Africa	N/A
Snowboard	Switzerland	N/A
Pocket Watch	Auction House	N/A
Fire Hydrant	Auction House	N/A
Afro Comb	South Africa	N/A
Mayan Statue	Mexico	N/A
Ink	Auction House	Counterfeiting Crime
Chopsticks	Japan	N/A
Sensu	Japan	N/A

Sumo Doll	Japan	N/A
Blank Credit Cards	Auction House	N/A
Blank Casino Tokens	Auction House	N/A
Hockey Stick	Canada	N/A
Passport	Auction House	Required for Travelling
Gas Gan	Auction House	Arson Crime
Zipties	Auction House	N/A
Gold Bar	Auction House	N/A
Printing Paper	China	Counterfeiting Crime
Golden Zippo Light	China	Arson Crime
Lockpicking Set	China	Grand Theft Auto Crime

# Plants

Item	Location	Buy Price	Function
Tropical Hibiscus	United Arab Emirates	£230	N/A
African Violet	South Korea	£350	N/A
Bonsai	South Korea	£400	N/A
Wild Rose	Canada	£410	N/A
Marigold	France	£450	N/A
Edelweiss	Switzerland	£450	N/A
Peony	China	£460	N/A
Suiren	Jappan	£600	N/A
Orchid	Argentina	£800	N/A

Saffron	Mexico	£1,000	N/A
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# Plushies

Item	Location	Buy Price	Function
Wolf Plushie	Argentina	£200	N/A
Panda Plushie	China	£350	N/A
Octopus Plushie	Japan	£400	N/A
Stingray Plushie	South Korea	£600	N/A
Llama Plushie	Switzerland	£600	N/A
Sheep Plushie	Switzerland	£750	N/A
Monkey Plushie	Argentina	£750	N/A
Jaguar Plushie	Mexico	£800	N/A
Kitten Plushie	France	£1,000	N/A
Grizzly Bear Plushie	Canada	£1,000	N/A
Tiger Shark Plushie	South Africa	£1,000	N/A
Lion Plushie	South Africa	£2,500	N/A
Camel Plushie	United Arab Emirates	£4,000	N/A
Stig Plushie	N/A	N/A	N/A

# Special

Item	Location	Function
Spooky Halloween Basket	N / A	Allows collection of Halloween items
Business Class Ticket	Auction House	Reduces flight time by 75%

Lottery Pass	Auction House	Gives 100 lottery tickets
Continental Coupon	Auction House	Gives 200 Energy and 500 Happy
Counterfeit Casino Chips	Counterfeiting Crime	Gives 25 Casino Tokens

# Points

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- [Overview](#)
- [How to Gain Points](#)

## Overview

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A point is a form of currency which can be used to purchase things in the [Points Store](#), in the future it will be used to unlock features of the game which are not immediately available. Points can be used to purchase other benefits and perks.

Points currently cost £25,000 per point.

## How to Gain Points

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There are a few ways to gain points so far, this can be done by:

### Donating

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If you [Donate](#) to the game, once you redeem a [Donator Crate](#), you will be awarded 75 points. At the beginning of each month, you will be awarded 75 points for being a [Donator](#).

### Buying Points

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You can purchase points directly from the [Points Store](#), using a [Command](#).

# Weapons

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- [Overview](#)
- [Primary](#)
- [Secondary](#)
- [Melee](#)
- [Temporary](#)

## Overview

Weapons are primarily used in the game for [Attacking](#) other players, and can also be used to defend yourself if you are the one being attacked. Each weapon is generated with a random Accuracy and Damage value that falls within a particular range, specific to each weapon. Accuracy values generate with the base values, and can be upto 10% greater than the base rate, this explains the ranges shown below. Damage values generate with the base values as well, and can be upto 5% greater than the base rate. Quality is a mathematical figure which is calculated depending on the ranges of the Damage and Accuracy of a weapon. The closer both values to the upper spectrum of Damage and Accuracy values, the higher the quality.

## Primary Weapons

Weapon	Damage	Accuracy	Stealth	Origin
TMP	20 - 21	40 - 44	N / A	Auction House
MAC-10	20 - 21	35 - 38	N / A	Argentina
Benelli M4 Super	23 - 24	40 - 50	N / A	Auction House
Thompson	23 - 24	40 - 44	N / A	Auction House
Kriss Vector	23 - 24	45 - 50	N / A	South Africa
Sawed-Off Shotgun	25 - 26	40 - 44	N / A	Auction House

M249 PARA	27 - 28	40 - 44	N / A	Mexico
PP-BIZON	27 - 28	50 - 55	N / A	Auction House
UZI	27 - 28	47 - 52	N / A	Auction House
Double Barrel Shotgun	27 - 28	50 - 55	N / A	Auction House
Benelli M1 Tactical	28 - 29	45 - 50	N / A	Auction House
M249 SAW	30 - 32	35 - 38	N / A	Auction House
P90	30 - 32	43 - 47	N / A	France
MP5	33 - 35	40 - 44	N / A	Auction House
Minigun	37 - 39	25 - 28	N / A	Mexico
Striker	40 - 42	40 - 44	N / A	Auction House
Jackhammer	42 - 44	37 - 41	N / A	Switzerland
AK74u	43 - 45	43 - 47	N / A	Auction House
M4A4	50 - 52	47 - 52	N / A	Auction House
SPAS-12	50 - 52	44 - 48	N / A	China
M4A1 Carbine	50 - 52	50 - 55	N / A	Auction House
M16A1 Rifle	50 - 52	50 - 55	N / A	Auction House
AK-47	50 - 52	50 - 55	N / A	Auction House
Gold Plated AK-47	53 - 56	55 - 61	N / A	United Arab Emirates
Steyr AUG	60 - 63	40 - 44	N / A	Auction House
TAR-21	62 - 65	50 - 55	N / A	Auction House
SKS Carbine	64 - 67	50 - 55	N / A	Auction House
Lee Enfield	67 - 70	45 - 50	N / A	Auction House
FN FAL	70 - 74	50 - 55	N / A	Canada
Barret 50. Cal	73 - 77	65 - 72	N / A	United Arab Emirates
DSR 50	77 - 81	60 - 66	N / A	United Arab Emirates
AA-12	80 - 84	65 - 72	N / A	Russia
Gauss Rifle	84 - 88	65 - 72	N / A	Argentina
Milkor MGL	90 - 94	45 - 50	N / A	Russia

# Secondary Weapons

Weapon	Damage	Accuracy	Stealth	Origin
NERF Gun	5 - 6	60 - 66	N / A	Auction House
Glock 17	9 - 10	45 - 50	N / A	France
Slingshot	10 - 10	30 - 33	N / A	Auction House
Beretta M9	11 - 12	75 - 82	N / A	Auction House
Flame Thrower	12 - 13	12 - 13	N / A	Auction House
Dual Berettas	12 - 13	37 - 41	N / A	Auction House
Luger	14 - 15	20 - 22	N / A	Auction House
Fiveseven	20 - 21	40 - 44	N / A	Auction House
Flare Gun	22 - 23	25 - 28	N / A	Auction House
USP	23 - 24	50 - 55	N / A	France
Crossbow	24 - 25	40 - 44	N / A	Auction House
Blunderbuss	25 - 26	15 - 16	N / A	Auction House
Harpoon	37 - 39	34 - 37	N / A	Auction House
Blow Gun	40 - 42	42 - 46	N / A	South Africa
S&W Revolver	45 - 47	40 - 44	N / A	Argentina
Magnum	50 - 52	40 - 44	N / A	Auction House
Desert Eagle	50 - 52	40 - 44	N / A	Canada
Golden Desert Eagle	55 - 58	50 - 55	N / A	United Arab Emirates
RPG-7	70 - 74	12 - 13	N / A	Switzerland

# Melee Weapons

Weapon	Damage	Accuracy	Stealth	Origin
Pillow	1 - 2	45 - 50	N / A	United Arab Emirates
Butter Knife	3 - 4	80 - 88	N / A	Auction House
Fists	5 - 6	60 - 66	N / A	Not Marketable



Yo-Yo	6 - 7	40 - 44	N / A	France
Garden Scissors	7 - 8	37 - 41	N / A	Auction House
Plastic Sword	8 - 9	47 - 52	N / A	Auction House
Knuckle Dusters	8 - 9	60 - 66	N / A	Auction House
Fine Chisel	8 - 9	40 - 44	N / A	Auction House
Fishing Rod	9 - 10	40 - 44	N / A	Auction House
Hammer	10 - 11	50 - 55	N / A	Auction House
Cricket Bat	10 - 11	43 - 47	N / A	Auction House
Firemans Axe	12 - 13	40 - 44	N / A	Auction House
Rusty Sword	12 - 13	53 - 58	N / A	Auction House
Scalpel	13 - 14	33 - 36	N / A	Auction House
Crowbar	13 - 14	60 - 66	N / A	Auction House
Sickle	13 - 14	53 - 58	N / A	Auction House
Baseball Bat	14 - 15	63 - 69	N / A	Auction House
Machete	16 - 17	50 - 55	N / A	Auction House
Dual Blades	17 - 18	75 - 82	N / A	China
Steel Baton	18 - 19	56 - 62	N / A	Auction House
Greatsword	18 - 19	46 - 51	N / A	Auction House
Lead Pipe	24 - 25	45 - 50	N / A	Auction House
Nunchucks	26 - 27	67 - 74	N / A	Japan
Steel Mace	30 - 32	60 - 66	N / A	South Africa
Dagger	30 - 32	80 - 88	N / A	Mexico
Chainsaw	40 - 42	34 - 37	N / A	Auction House
Butterfly Knife	56 - 59	65 - 72	N / A	Auction House
Katana	60 - 63	50 - 55	N / A	Japan
Bloody Scythe	65 - 68	65 - 72	N / A	N / A

# Temporary Weapons

Weapon	Damage	Accuracy	Origin	Effect
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Snowball	8 - 8	50 - 55	N / A	N / A
Ninja Stars	8 - 9	40 - 44	Japan	N / A
Fireworks	9 - 10	40 - 44	China	N / A
Brick	28 - 29	43 - 47	Auction House	N / A
Claymore Mine	83 - 87	27 - 30	Mexico	N / A
Grenade	86 - 90	106 - 117	Auction House	N / A
HEG	90 - 94	116 - 128	South Africa	N / A
Smoke Grenade	N / A	200 - 220	South Korea	Decreases opponents Speed to 1/3rd for 120 seconds
Concussion Grenade	N / A	200 - 220	Russia	Decreases opponents Dexterity to 1/5th for 20 seconds
Flash Grenade	N / A	200 - 220	Switzerland	Decreases opponents Speed to 1/5th for 20 seconds
Tear Gas	N / A	200 - 220	Argentina	Decreases opponents Dexterity to 1/3rd for 120 seconds
Pepper Spray	N / A	200 - 220	Auction House	Decreases opponents Dexterity by 1/4th for 20 seconds

# Useful Supplies

## Contents

- [Medical](#)
- [Drugs](#)
- [Energy Drinks](#)
- [Enhancers](#)
- [Boosters](#)
- [Alcohol](#)
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## Medical

Item	Where to get	Cooldown	Effect
Sticky Plaster	Auction House	5 Minutes	+2% Health, -5m Hosp
Bandage	Auction House	10 Minutes	+5% Health, -10m Hosp
First Aid Kit	Auction House	15 Minutes	+10% Health, -30m Hosp
Morphine	Auction House / France	20 Minutes	+20% Health, -1h Hosp
Blood Bags	Auction House	30 Minutes	+30% Health, -2h Hosp

## Drugs

Item	Where to get	Cooldown	Effects
Xanax	Auction House / Canada	360 - 480 minutes	+250 Energy, +100 Happy, -25% Battle Stats

Ecstasy	Auction House / Japan	240 - 320 minutes	2* Happy, +15% Speed
Lean	Auction House	120 - 160 minutes	-20% Strength & Speed, +35% Defence & Dexterity
Vicodin	Auction House / Argentina	120 - 160 minutes	+25% Battle Stats, +25 Max Health
LSD	Auction House	420 - 560 minutes	+45% Def, +30% Str, +25 Speed & Dex, +50 E, +350 H, +5 Adren
Painkillers	Auction House / Switzerland	120 - 160 minutes	+50% Max Health, +50% Health
Cannabis	United Kingdom	60 - 80 Minutes	+25% CE, -20% Str, -25% Def, -35% Speed, +5 Adren
Crack	Mexico	180 - 240 minutes	-20% Dexterity, +20% Speed

# Energy Drinks

Item	Where to get	Cooldown	Effect
Diet Cola	Auction House	2 Hours	+5 Energy
Clout9	Auction House	2 Hours	+10 Energy
Coffee Cube	Auction House	2 Hours	+15 Energy
Mountain View	Auction House	2 Hours	+20 Energy
Alligator Aid	Auction House	2 Hours	+20 Energy
Munster	Auction House	2 Hours	+25 Energy
BlueBull	Auction House	2 Hours	+25 Energy
Gamer Fuel	Auction House	2 Hours	+30 Energy
Triple Energy	Auction House	2 Hours	+30 Energy
Can of Whispering Witches	Halloween Event	2 Hours	+35 Energy
Can of Screaming Souls	Halloween Event	2 Hours	+40 Energy

# Enhancers

Item	Where to get	Cooldown	Effect
Small Suitcase	Switzerland	N/A	Travel Storage +3
Medium Suitcase	China	N/A	Travel Storage +5
Large Suitcase	Japan	N/A	Travel Storage +7
Laptop	South Korea	N/A	Allows various actions while flying
Golden Laptop	United Arab Emirates	N/A	Allows various actions while flying
Dumbbells	Auction House	6 Hours	Permanent +1% Strength
Parachute	Auction House	6 Hours	Permanent +1% Dexterity
Rollerskates	Auction House	6 Hours	Permanent +1% Speed
Handwraps	Auction House	6 Hours	Permanent +1% Defence
Metal Detector	Auction House	N/A	Improves Search for Cash crime success
Solid State Drive	Auction House	N/A	Improves Sell Pirated Content crime success
Ski Mask	Auction House	N/A	Improves Shoplift crime success
Cut Throat Razor	Auction House	N/A	Improves Pickpocketing crime success
Mountain Bike	Auction House	N/A	Improves Armed Robbery crime success
Tracking Device	Auction House	N/A	Improves Assassination crime success
Arc Zippo	Auction House	N/A	Improves Arson crime success
Screwdriver	Auction House	N/A	Improves Grand Theft Auto crime success
Tumble Dryer	Auction House	N/A	Improves Counterfeiting crime success
Combination Lock	Auction House	N/A	Improves Arms Trafficking crime success

# Boosters

Item	Where to get	Cooldown	Effect
Lawyers Contact Card	Auction House	N/A	N/A
Erotic DVD	Argentina	6 Hours	+2500 Happy
Mr Beans Holiday Blu-ray	South Korea	6 hours	+3500 Happy
Milk	Canada	2 Hours	+40 Energy

# Alcohol

Item	Where to get	Cooldown	Effect
Bottle of Whiskey	Auction House	1 Hour	+1 Adrenaline
Bottle of Beer	Auction House	1 Hour	+1 Adrenaline
Bottle of Vodka	Auction House	1 Hour	+1 Adrenaline
Bottle of Rum	Auction House	1 Hour	+1 Adrenaline
Bottle of Bourbon	Auction House	1 Hour	+1 Adrenaline
Bottle of Red Wine	Auction House	1 Hour	+2 Adrenaline
Bottle of Champagne	Auction House	1 Hour	+3 Adrenaline
Bottle of Vampire Blood	Halloween Event	1 Hour	+3 Adrenaline
Bottle of Bacardi 151	Auction House	1 Hour	+4 Adrenaline
Bottle of Moonshine	Auction House	1 Hour	+5 Adrenaline

# Sweets

Item	Where to get	Cooldown	Effect
Mints	Auction House	30 Minutes	+25 Happy

Sherbets	Auction House	30 Minutes	+25 Happy
Cotton Candy	Auction House	30 Minutes	+25 Happy
Dark Chocolate	Auction House	30 Minutes	+25 Happy
Gummy Bears	Auction House	30 Minutes	+25 Happy
Lollipop	Auction House	30 Minutes	+25 Happy
Bag of Bon Bons	Auction House	30 Minutes	+50 Happy
Chocolate Brownies	Auction House	30 Minutes	+50 Happy
Chocolate Cookie	Auction House	30 Minutes	+50 Happy
Bag of Vampire Kisses	Halloween Event	30 Minutes	+75 Happy
Chocolate Bloody Eyeballs	Halloween Event	30 Minutes	+100 Happy
Bag of Marshmallows	Auction House	30 Minutes	+100 Happy
Pack of Jawbreakers	Auction House	30 Minutes	+125 Happy
Pack of Strawberry Pencils	Auction House	30 Minutes	+150 Happy
Cupcake	Auction House	30 Minutes	+200 Happy
Birthday Cake	Auction House	30 Minutes	+250 Happy