

Important Topics

- [Getting Started](#)
- [Attacking](#)
- [Battle Stats](#)
- [Crimes](#)
- [Donator Status](#)
- [Drugs](#)
- [Exchange, Crypto & Mining](#)
- [Items](#)
- [Marriage](#)
- [Organisations](#)
- [Travelling](#)
- [Individual Pages](#)
 - [Adrenaline](#)
 - [Armour](#)
 - [Back to Basics](#)
 - [Changelog](#)
 - [Command List](#)
 - [Collectibles](#)
 - [Countries](#)
 - [Energy](#)
 - [Merits](#)
 - [Other Items](#)
 - [Points](#)
 - [Weapons](#)
 - [Useful Supplies](#)

Getting Started

Contents

- [Overview](#)
- [Game State](#)
- [Purpose](#)

Overview

This section is intended to provide you with the basics to get started in our Economy. Here you can find links to some of the more important details of the game, such as the FAQ, Donating, and other information.

- [Back to Basics](#)
- [Donator](#)
- [Changelog](#)
- [Command List](#)

Game State

Currently, the game is under development. We have a page dedicated to Changelogs, where you will be able to view the upcoming and most recent changes. We decided to make this wiki as the game is intended to be large scale, and could potentially be cross community. This wiki is at an moderate state, some information may be missing.

Purpose

This game is intended to be a crime related or based game, and is set to operate in discord through the use of Hana. This game is set in a world where everyone is out for themselves. You can be whoever you like, and you can play the game in your own style, at your own pace. The game has many opportunities and possibilities for players to progress and to have fun, and with regular

updates, these options are ever expanding.

Attacking

Contents

- [Overview](#)
- [Commands](#)
- [Equipment](#)
- [Outcomes](#)
 - [Win](#)
 - [Loss](#)
 - [Escape](#)
 - [Stalemate](#)
- [Settings](#)
- [Patch History](#)

Overview

- 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.

Commands

The commands for this section can be found [here](#)

Equipment

Equipment in attacks is very important. Players can purchase [Armour](#) and [Weapons](#) from the [Auction House](#), or from other countries to be used in attacks to provide an advantage. [Armour](#) protects specific parts of the body. When attacking there are 10 possible hit locations, some with a higher modifier than others, 5 of these areas can be protected with armour.

Players can also purchase Temporary weapons from various locations which can provide an advantage by applying a debuff to the enemy if successful.

Possible Hit Locations

1. Head - 1.5x Damage Multiplier
2. Neck - 1.4x Damage Multiplier
3. Eye - 1.3x Damage Multiplier
4. Chest - 1.2x Damage Multiplier
5. Groin - 1.15x Damage Multiplier
6. Leg - 0.9x Damage Multiplier
7. Arm - 0.8x Damage Multiplier
8. Hand - 0.6x Damage Multiplier
9. Foot - 0.4x Damage Multiplier
10. Toe - 0.3x Damage Multiplier

Outcomes

Winning

There are 3 possible results from an attack, assuming you defeat them:

- **Leaving**

Leaving an opponent provides you with the most experience and respect of any option, and gives the defender the shortest hospital time.

- **Mugging**

Mugging an opponent allows you to steal a percentage of the players money on their character, between 5-15%. A mug provides the attacker with less experience and respect compared to leaving an opponent. Mugging someone gives a hospital time of 30 minutes.

- **Hospitalising**

Hospitalising an opponent puts them into hospital for the most amount of time, starting at 2 hours. This can be increased with merits. Hospitalising a target will also allow the attacker to collect any bounties on the player.

Loss

- When losing an attack, no money is lost, and no XP is gained.
- The attacking player is sent to the hospital
- The opponent is notified of your failed attack

Escape

- When escaping an attack, no gold is lost or gained, and no XP is gained or lost
- Neither the attacker or defender is sent to the hospital
- The opponent is notified of the failed attack

Stalemate

- A stalemate occurs when both sides remain standing after 25 turns
- Neither player is victorious
- Neither player is sent to the hospital
- No money or XP is awarded

Battle Stats

Contents

- [Overview](#)
 - [Speed](#)
 - [Defence](#)
 - [Speed](#)
 - [Dexterity](#)
- [Commands](#)
- [Merits](#)

Overview

Your **Battle Stats** are the stats used when [Attacking](#) other players. These are **Strength, Defence, Speed and Dexterity**. Each battle stat has a different effect in combat

Strength

- Increases the damage you deal for each hit

Defense

- Reduces the damage you take from each hit

Speed

- Increases the chance of hitting your opponent
- Decreases your opponents chances of escaping from you

Dexterity

- Increases your chance of dodging an attack
- Increases your chance of performing a stealth attack
- Increases your chance of escaping an opponent

The primary method of increasing your battle stats is by using your [Energy](#) in the [Gym](#).

Commands

The commands for this section can be found [here](#)

Merits

- [Passive Stats](#)
- Brawn - Gives a passive bonus to strength of 3% per point, up to max of +30%
- Protection - Gives a passive bonus to defense of 3% per point, up to max of +30%
- Sharpness - Gives a passive bonus to speed of 3% per point, up to max of +30%
- Evasion - Gives a passive bonus to dexterity of 3% per point, up to max of +30%

Crimes

Contents

- [Overview](#)
- [Commands](#)
- [How to Increase your Adrenaline Bar](#)
- [How to Increase Odds in Crime Success](#)
- [Crime List](#)
 - [Search for Cash](#)
 - [Sell Pirated Content](#)
 - [Shoplift](#)
 - [Armed Robbery](#)
 - [Assassination](#)
 - [Arson](#)
 - [Grand Thief Auto](#)
 - [Counterfeiting](#)
 - [Kidnapping](#)
 - [Arms Trafficking](#)

Overview

- Crimes require [Adrenaline](#), adrenaline is like Energy and it naturally generates every 5 minutes. The maximum for your Natural Adrenaline bar is 65. You can use merits to gain an additional 10, and organisations can add an additional 40, allowing for a current maximum of 125 [Adrenaline](#).
- Result odds vary for crimes, and are relatively based on how often they appear in crimes. They will be rated as 'Often', 'Rare' or 'Never'
- Crime outcomes are known as Green, Blue and Red.
 - [Green](#) indicating a successful crime
 - [Blue](#) indicating an unsuccessful crime, but you were not caught
 - [Red](#) indicating an unsuccessful crime, where you were caught

- Whenever you get sent to [Jail](#) for a crime ([Red](#)), it negatively affects your Natural Adrenaline bar

Commands

The commands for this section can be found [here](#)

How to Increase Your Adrenaline Bar

- Increasing your natural adrenaline by completing crimes, with each tier you gain an additional 5 onto your bar. With each tier, the difficulty for getting the next upgrade increases.
- Investing in Adrenaline Merits which boosts your Adrenaline Bar by +1 per merit investment
- Organisation upgrades can add upto +40 adrenaline

How to Increase Your Crime Success

- Completing crimes is the best way to increase Crime Success
- Investing in Crime Experience Merits which boosts crime experience by +3% per merit investment

Crime List

Search for Cash

Requirements:

- 2 [Adrenaline](#)

Recommended Natural Adrenaline: 15

[Crime Enhancer: Metal Detector](#)

Crime Name	Payout	Greens	Blues	Reds	Jail / Hosp Time
------------	--------	--------	-------	------	------------------

Search the Streets	£40 - £250	Yes	No	No	No
Search the Mall	£20 - £100	Yes	No	No	No
Search the Fair	£20 - £80	Yes	No	No	No
Search the Theater	£5 - £50	Yes	No	No	No
Search the Park	£5 - £30	Yes	No	No	No
Search the Bins	£5 - £30	Yes	No	No	No

Sell Pirated Content

Requirements:

- 3 [Adrenaline](#)
- 5,000 [Battle Stats](#)

Recommended Natural Adrenaline: 15+

[Crime Enhancer: Solid State Drive](#)

Crime Name	Payout	Greens	Blues	Reds	Jail / Hosp Time
Sell Cracked Photoshop	£250 - £1.25K	Yes Often	No	Yes Rarely	48 - 72 Minutes
Sell Leaked Photos	£600 - £2.5K	Yes Often	No	Yes Semi-Rarely	48 - 72 Minutes
Sell Pirated DVDs	£250 - £800	Yes Often	No	Yes Semi-Rarely	48 - 72 Minutes
Sell Pirated CDs	£250 - £500	Yes Often	No	Yes Rarely	48 - 72 Minutes

Shoplift

Requirements:

- 4 [Adrenaline](#)
- 25,000 [Battle Stats](#)

Recommended Natural Adrenaline: 20+

Crime Enhancer: Ski Mask

Crime Name	Payout	Greens	Blues	Reds	Jail / Hosp Time
Sweet Shop	Sweets	Yes Often	No	Yes Occasionally	96 - 144 Minutes
Jewellery Store	Jewellery	Yes Often	No	Yes Often	144 - 216 Minutes
Clothes Shop	Clothes	Yes Often	No	Yes Semi-Rarely	96 - 144 Minutes
Fishmonger	Fish	Yes Often	Yes Occasionally	Yes Rarely	72 - 108 Minutes

Pickpocket Someone

Requirements:

- 5 [Adrenaline](#)
- 75,000 [Battle Stats](#)

Recommended Natural Adrenaline 20+

Crime Enhancer: Cut Throat Razor

Crime Name	Payout	Greens	Blues	Reds	Jail / Hosp Time
Junkie	£2.5K - £5K	Yes Often	Yes Semi-Rarely	Yes Rarely	180 - 225 Minutes
Child	£3.5K - £6K	Yes Often	Yes Rarely	Yes Semi-Rarely	180 - 225 Minutes
Pensioner	£4K - £7.5K	Yes Often	Unknown	Yes Occasionally	180 - 225 Minutes
Business Man	£5K - £10K	Yes Often	Unknown	Yes Often	180 - 225 Minutes
Lawyer	£6K - £12K	Yes Occasionally	Unknown	Yes Often	180 - 225 Minutes

Armed Robbery

Requirements:

- 8 [Adrenaline](#)

- 300,000 [Battle Stats](#)
- Primary or Secondary Weapon

Recommended Natural Adrenaline: 20+

[Crime Enhancer: Mountain Bike](#)

Crime Name	Payout	Greens	Blues	Reds	Jail / Hosp Time
Gas Station	£5K - £10K	Yes Often	Yes Occasionally	Yes Rarely	192 - 288 Minutes
Grocery Store	£8K - £15K	Yes Often	Yes Occasionally	Yes Semi-Rarely	192 - 288 Minutes
Bank	£10K - £25K	Yes Often	Yes Semi-Rarely	Yes Semi-Rarely	240 - 360 Minutes

Assassination

Requirements:

- 10 [Adrenaline](#)
- 1,000,000 [Battle Stats](#)
- Primary or Secondary Weapon

Recommended Natural Adrenaline: 25+ depending on crime.

[Crime Enhancer: Tracking Device](#)

Crime Name	Payout	Greens	Blues	Reds	Jail / Hosp Time
Mob Boss	£12K - 17K	Yes Occasionally	Yes Rarely	Yes Semi-Rarely	360 - 432 Minutes
Drive-by Shooting	£14K - £18K	Yes Often	Yes Often	Yes Semi-Rarely	360 - 432 Minutes
Car Bomb	£12K - £16K	Yes Occasionally	Yes Semi-Rarely	Yes Rarely	360 - 432 Minutes

Arson

Requirements:

- 11 [Adrenaline](#)

- 3,000,000 [Battle Stats](#)
- Gas Can & Golden Zippo Lighter
- Driving License Education [GEN02]

Recommended Natural Adrenaline: 30+ depending on crime.

[Crime Enhancer: Arc Zippo](#)

Crime Name	Payout	Greens	Blues	Reds	Jail / Hosp Time
Home	£15K - £22K	Yes Occasionally	Yes Semi-Rarely	Yes Semi-Rarely	336 - 504 Minutes
Car Park	£13K - £19K	Yes Often	Yes Semi-Rarely	Yes Rarely	336 - 504 Minutes
News Agency	£15K - £25K	Yes Often	Yes Semi-Rarely	Yes Semi-Rarely	336 - 504 Minutes
Warehouse	£13K - £16K	Yes Often	Yes Rarely	Yes Rarely	336 - 504 Minutes
Tourist Attraction	£25K - £32.5K	Yes Often	Yes Rarely	Yes Often	336 - 504 Minutes
Government Building	£50K - £100K	Yes Occasionally	Yes Rarely	Yes Often	432 - 648 Minutes

Grand Thief Auto

Requirements:

- 13 [Adrenaline](#)
- 7,500,000 [Battle Stats](#)
- Lockpicking Set
- Driving License Education [GEN02]

Recommended Natural Adrenaline: 35+ depending on crime.

[Crime Enhancer: Screwdriver](#)

Crime Name	Payout	Greens	Blues	Reds	Jail / Hosp Time
Steal a Parked Car	£25K - £35K	Yes Often	Yes Occasionally	Yes Rarely	240 - 320 Minutes
Perform a Car Jack	£35K - £60K	Yes Occasionally	Yes Rarely	Yes Often	240 - 320 Minutes

Steal from an Auction	£20K - £32K	Yes Occasionally	Yes Occasionally	Unknown	240 - 320 Minutes
Steal from a Showroom	£35K - £75K	Yes Occasionally	Yes Semi-Rarely	Yes Often	240 - 320 Minutes

Counterfeiting

Requirements:

- 14 [Adrenaline](#)
- 15,000,000 [Battle Stats](#)
- Printing Paper & Ink

Recommended Natural Adrenaline: 40+ depending on crime.

[Crime Enhancer: Tumble Dryer](#)

Crime Name	Payout	Greens	Blues	Reds	Jail / Hosp Time
Money	£50K - £100K	Yes Often	Unknown	Yes Occasionally	480 - 720 Minutes
Passport	Passport	Yes Occasionally	Unknown	Yes Often	528 - 792 Minutes
Casino Chips	Counterfeit Casino Chips	Yes Occasionally	Unknown	Yes Often	528 - 792 Minutes

Arms Trafficking

Requirements:

- 16 [Adrenaline](#)
- 20,000,000 [Battle Stats](#)

Recommended Natural Adrenaline: 45+ depending on crime.

[Crime Enhancer: Combination Lock](#)

Crime Name	Payout	Greens	Blues	Reds	Jail / Hosp Time
Explosives	£150K - £200K	Yes Often	Yes Often	Yes Occasionally	576 - 864 Minutes

Firearms	£200K - £250K	Yes Often	Yes Occasionally	Yes Often	624 - 936 Minutes
----------	---------------	-----------	------------------	-----------	----------------------

Donator Status

Contents

- [Overview](#)
- [Commands](#)
 - [Donations](#)
 - [Benefits](#)
 - [Subscriptions](#)
 - [Benefits](#)
- [FAQ](#)

Overview

Donator Status is a title you hold whenever you are a monthly subscriber. In order to become a Donator, you are able to purchase 'Donator Crates'. If you do wish to donate to receive one of these Donator Crates, you can purchase them [here](#).

In the near future we will add payment options for purchasing these Donator Crates in bulk, and the process will be automated.

Upon purchasing a Donator Crate from our store, you should be sent a message telling you that your product has been delivered to your inventory. If this does not happen within 1 hour of donating, please contact [Stig#1337](#)

Commands

The commands for this section can be found [here](#)

Donations

You can choose to purchase a single crates, or you can receive them in larger quantities if you wish to purchase more than one. Purchasing in bulk will have a slight discount, meaning more value for money.

The standard price set per Donator Crate, is \$5.00. If you use this item, you will recieve 31 days of Donator Status, and 50 points. These crates can be sold for £20,000,000 on the auction house.

Benefits

- 50 Points
- Player List
- +35 Inventory Slots
- +50 Maximum Energy
- 10 Energy per 10 minutes
- Donator Status on Profile

Subscriptions

You can purchase a subscription [here](#). This will cost you \$5.00 per month.

Upon subscribing for the Monthly Subscription option, you will get 31 days of Donator Status, and 75 points. You will recieve these rewards for every month you are a subscriber.

Subscribers get one 'special item' per month. These items are added to your inventory on the first day of each month, and you will recieve a notification if they are enabled. This item currently is fixed as a **Gold Bar**. In the future, you will recieve two items, these items will vary in value, and will may not be marketable.

Benefits

- Player list
- Monthly Item Drop
- Special prize draws
- Random giveaways
- +35 Inventory Slots
- Donator Status Role
- 75 points per month
- 150 Maximum Energy
- Donator Status on Profile
- 10 Energy per 10 minutes

FAQ

- **Where do I donate?**

You can donate [here](#)

- **Who can I contact for help or support?**

You can contact any staff member of the [My Anime Land](#) discord server.

- **How do I cancel my subscription?**

You will be able to cancel your subscription at any time through [our payment provider](#), and you wont lose any days which you have already paid for.

- **Why does it not say im a donator or subscriber?**

If you purchased a Donator Crate, you must use it in your inventory to get Donator Status. For subscriptions, if you do not recieve access within 1 hour of donating, please contact a Staff member.

Drugs

Contents

- [Overview](#)
- [Drugs](#)
- [Addiction Effects](#)
- [Overdosing](#)

Overview

A Drug is an item which you can use in order to receive a range of special effects. Each drug has its own effects, and this is accompanied with the risk of addiction and overdose. Each drug uses up your drug cooldown. Find key details below.

- You cannot use another drug while under the effect of a previous one. You can check how much time is left by checking the cooldowns command.
- Any drug that increases your happiness above your natural maximum will reset back to your natural maximum every quarter-hour and on the hour. For example: xx:00, xx:15, xx:30, xx:45
- [Overdosing](#) on drugs will increase the cooldown
- Drugs can be found abroad as well as on the auction house.
- Your level of [addiction](#) does affect your chance to overdose, however overdosing without being addicted is still possible.

Drugs

Effects & Cooldown	Overdose Effects
Xanax	

<ul style="list-style-type: none"> • +250 Energy • +100 Happy • -25% Battle Stats <p>Cooldown: 360 - 480 minutes</p>	<ul style="list-style-type: none"> • -100% Energy, Happy & Adrenaline • Hospital: 2000 - 5000 minutes • -25% Battle Stats <p>Cooldown: 1200 - 1800 minutes</p>
Ecstasy	
<ul style="list-style-type: none"> • Doubles Happy • +15% Speed <p>Cooldown: 240 - 320 minutes</p>	<ul style="list-style-type: none"> • -100% Energy & Happy • Hospital: 360 - 480 minutes <p>Cooldown: 720 - 1080 minutes</p>
Lean	
<ul style="list-style-type: none"> • -20% Strength & Speed • +35% Defence & Dexterity <p>Cooldown: 120 - 160 minutes</p>	<ul style="list-style-type: none"> • -100% Energy, Happy & Adrenaline • Hospital: 180 - 300 minutes <p>Cooldown: 480 - 720 minutes</p>
Vicodin	
<ul style="list-style-type: none"> • +25% Battle Stats • +25% Maximum Health <p>Cooldown: 120 - 160 minutes</p>	<ul style="list-style-type: none"> • -150 Happy • Hospital: 600 - 840 minutes <p>Cooldown: 720 - 960 minutes</p>
LSD	
<ul style="list-style-type: none"> • +30% Strength • +45% Defence • +25% Speed & Dexterity • +50 Energy • +350 Happy • +5 Adrenaline <p>Cooldown: 420 - 560 minutes</p>	<ul style="list-style-type: none"> • -100% Energy & Adrenaline • -50% Happy • -30% Strength • -45% Defence • -25% Speed & Dexterity • Hospital: 1500 - 2000 minutes <p>Cooldown: 1200 - 1800 minutes</p>
Painkillers	
<ul style="list-style-type: none"> • +50% Maximum Health • +50% Health <p>Cooldown: 120 - 160 minutes</p>	<ul style="list-style-type: none"> • -100% Energy & Adrenaline • Hospital: 600 - 840 minutes <p>Cooldown: 480 - 720 minutes</p>
Cannabis	

<ul style="list-style-type: none"> • +25% Crime EXP • -20% Strength • -25% Defence • -35% Speed • +5 Adrenaline <p>Cooldown: 60 - 80 minutes</p>	<ul style="list-style-type: none"> • -100% Adrenaline • -35% Happy • -50% Crime EXP • -30% Strength • Hospital: 240 - 360 minutes <p>Cooldown: 240 - 420 minutes</p>
Crack	
<ul style="list-style-type: none"> • -20% Dexterity • +20% Speed <p>Cooldown: 180 - 240 minutes</p>	<ul style="list-style-type: none"> • 100% Energy, Happy & Adrenaline • Hospital: 360 - 600 minutes <p>Cooldown: 450 - 660 minutes</p>

Addiction

Each type of drug will give you a different level of addiction. Addiction effects occur once you have reached a particular level of addiction. These effects last long term, and will directly affect your [Battle Stats](#).

Aside from the [Battle Stats](#) debuff, additional negative consequences. These are:

- You will be kicked from any education you are enrolled in after 3 - 10% [Battle Stats](#) debuff.
- Job effectiveness in the city will drop

Overdosing

Any time a drug is taken, there is a small chance to overdose on said drug. When this happens, the player will receive an event saying whenever they have overdosed.

Currently, all drugs share a single overdose effect, and they all come with an extended drug cooldown and hospital time. Each drug currently has the same overdose rate. This will change in the near future.

Overdose chances can be slightly reduced by keeping your addiction level low to none.

Exchange, Crypto & Mining

Contents

- [Overview](#)
- [Commands](#)
- [Miners](#)
- [Crypto Currencies](#)
- [Exchange](#)
- [Definitions](#)
 - [Current Price](#)
 - [Market Cap](#)
 - [Available Supply](#)
 - [Circulating Supply](#)
 - [Maximum Supply](#)
- [Fees](#)

Overview

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.

Commands

The commands for this section can be found [here](#)

Miners

Miner	Tier	Value	Upgrade Price	Earnings / H	Decay / H	Service Cost / %
Cheap Miner	0	£1,000,000	£1,800,000	£1,250	0.66%	£500
Advanced Miner	1	£2,500,000	£3,000,000	£1,900	0.6%	£750
Super Miner	2	£5,000,000	£6,000,000	£3,500	0.53%	£1,250
Ultra Miner	3	£10,000,000	£9,000,000	£4,625	0.44%	£1,500
Ultimate Miner	4	£17,500,000	£12,000,000	£5,750	0.33%	£2,000
Hyper Miner	5	£27,500,000	£18,000,000	£7,500	0.27%	£2,250
Neutron Miner	6	£42,500,000	£27,000,000	£9,250	0.23%	£2,500
Carbide Miner	7	£65,000,000	-	£11,000	0.19%	£2,750

Crypto Currencies

Users wallets are the house for their crypto currencies. Wallets show the total coins they currently have, as well as the value in GBP.

Name	Identifier	Max Supply	Icon
Zelum	ZEL	885,958	zelum.png not found or type error
Ryze	RZE	9,646,274	ryze.png not found or type error
Astral	AST	258,123	astral.png not found or type error

Node	NODE	3,891,572	node.png not found or type is invalid
Volt	VLT	32,531,829	Volt.png not found or type is invalid
Proton	PRO	1,897,468	Proton.png not found or type is invalid
Trite	TRT	586,527	Trite.png not found or type is invalid
Strut	SRT	100,000,000,000	strut.png not found or type is invalid

Exchange

The exchange is where all [Crypto Currency](#) tranactions happen. The exchange allows for currencies to be viewed, along with their stats as well as a graph displaying their history.

The exchange also allows for currencies to be purchased and sold, currencies can also be converted, however this requires a Merit Upgrade.

Exchange Information

- [Current Price](#)
- [Market Cap](#)
- [Available Supply](#)
- [Circulating Supply](#)
- [Maximum Supply](#)

Definitions

Current Price

- The price of a specific asset right now

Market Cap

- The total market valuation for that particular asset. Meaning the total value of all coins in circulation

Available Supply

- The total supply of the asset which is currently purchasable from the [Exchange](#)

Circulating Supply

- The total supply that is for available, as well as coins inside users wallets

Maximum Supply

- The maximum amount of coins that can ever be in circulation

Fees

Fees in the [Exchange](#) are variable depending on the action being performed. Find a table below showing the fee brackets.

Transaction Type	Fee Type	Rate
Purchase	Fixed	2.5%
Sale	Variable	2.5% - 10%
Conversion	Variable	2.5% - 10%

Items

Contents

- [Overview](#)
- [Weapons](#)
- [Armour](#)
- [Collectibles](#)
- [Useful Supplies](#)
- [Other Items](#)

Overview

You can find the details surrounding various items throughout the economy here, as well as details about their functions if they have one. Items can be purchased and sold by the means of the [Auction House](#), and can be purchased from the [Auction House](#), or purchased in stores found by [Travelling](#).

Weapons

Found on the complete [Weapons](#) page.

1. [Primary](#)
2. [Secondary](#)
3. [Melee](#)
4. [Temporary](#)

Armour

Found on the complete [Armour](#) page.

1. [Helmets](#)
2. [Body Armour](#)
3. [Pants](#)
4. [Boots](#)
5. [Gloves](#)

Collectibles

Found on the complete [Collectibles](#) page.

1. [Collectibles](#)
2. [Staff Items](#)
3. [Unreleased & Test Items](#)

Useful Supplies

Found on the complete [Useful Items](#) page.

1. [Medical](#)
2. [Energy Drinks](#)
3. [Enhancers](#)
4. [Boosters](#)
5. [Drugs](#)
6. [Alcohol](#)
7. [Sweets](#)

Other Items

Found on the complete [Other Items](#) page.

1. [Cache](#)
2. [Clothing](#)
3. [Fish](#)

4. Jewellery
5. Miners
6. Other
7. Plants
8. Plushies
9. Special

Marriage

Contents

- [Overview](#)
- [Commands](#)
- [Propose](#)
- [Divorce](#)
- [Vault Sharing](#)

Overview

In order to be able to marry another player, you must first have a ring. You are then able to propose to the one you love most, this will unlock a few benefits, and the ring will be transferred to your spouse's inventory. In order to divorce, your marriage must be at least 7 days old.

Commands

The commands for this section can be found [here](#)

The Proposal

After a ring has been chosen, you can propose to someone using the [Propose Command](#), this will prompt you for ring selection.

The person you've proposed to will receive an event and have the option to Accept or Deny your proposal. Once the proposal has been accepted, the marriage status is applied to both players.

Divorce

You can divorce your partner by using the [Command](#). The ring will not be returned, and if you live in your spouses property you will be moved to your Shack. No vault balance will be split, this is to be decided by the players.

Benefits

One of the major benefits of marriage, is the ability to share properties with your partner. Either player can move into a property owned or rented by their spouse. The owner of the property has the ability to kick their spouse out of that property. Spouses cannot access vaults, unless vault sharing is enabled.

If vault sharing is enabled, both players will be able to access the property vault, and withdraw and deposit into it. The owner of the property can decide whether or not to share the vault with their spouse, by default the vault is not shared.

Organisations

Contents

- [Overview](#)
- [Commands](#)
- [Starting an Organisation](#)
- [Respect](#)
- [Management Panel](#)
 - [Applications](#)
 - [Members](#)
 - [Upgrades](#)
 - [Positions](#)
 - [Settings](#)

Overview

An **Organisation** is a group of players who play together under the same name and logo, with a shared goal within the game. Organisations are led by a Leader, and can recruit and promote others to help them.

Commands

The commands for this section can be found [here](#)

Starting an Organisation

We hope to see in an increase in the use of organisations after this update, as it will help new players massively with the long list of benefits. Starting a organisation costs £5,000,000. A brand new organisation will start with 5,000 respect, and will give 5 maximum members.

The buying and selling of organisations is allowed, this is a good way to get an already established organisation for cheap.

Respect

Respect is what organisations fight and grind for. Its essentially represents how good your organisation is, and it can be used for bragging rights, or it can be used for earning special upgrades and perks. Respect is gained in many ways, and can only be lost through attacks. The following are methods of earning respect.

- Spending [Energy](#)
- [Crimes](#) complete
- Challenges complete
- [Tasks](#) complete
- Quests complete

Management Panel

The management panel is the meat and potatoes of faction management. Its split into 5 sections which allows you to manage:

Applications

Here you can view, accept or decline applications of users that have applied to your Organisation. Controls require the [Manage Applications](#) permission

Members

Here you can view members and their organisation bank balance, how long they've been a member, their level and their position. There are 3 controls which require the [Manage Members](#) permission.

Upgrades

The upgrades is where you can view, upgrade, downgrade and remove upgrade paths. Controls require the [Manage Upgrades](#) permission.

- An upgrade from the core tree cannot be undone. This includes the capacity upgrades and armoury upgrades,
- The other trees are classed as special upgrades, and the upgrades can be unset as you see fit. Upgrades take 48 hours to be unset, and return all respect upon being unset.
- Most upgrades require challenges to be completed in order for the upgrade to become available

Positions

Only the leader can edit positions by default, however the leader can modify other positions and rename them as they like.

Settings

Only the leader can edit settings by default, these settings include the Icon, description, friendly fire, and channel notifications settings. Controls require the `Manage Organisation` permission.

Travelling

Contents

• Overview
• Commands
• Destinations
• Carrying Items

Overview

Once you reach level 10, you will unlock the ability to travel overseas, you require a passport to do so. When travelling, you have limited access to features. Each destination has a unique set of items that may not be found in the United Kingdom. Key points to remember:

- Abroad stores have limited stocks, these stores restock regularly.
- Other players may see you are travelling in the player list.
- There is a 3% variance on flight times and prices.
- You can get attacked in other countries by players who are in the same country.
- Abroad stores sell stock at a considerably lower price than their value in most cases.

Commands

The commands for this section can be found [here](#)

Destinations

Country	City	Travel Time				Cost	
		Standard	Airstrip (Plane)	Airstrip (Jet)	Business Class	Standard	Airstrips

France	Paris	18m	13m	9m	5m	£7,500	£0
Switzerland	Bern	26m	18m	13m	7m	£9,750	£0
Russia	Moscow	53m	37m	27m	14m	£12,000	£0
Canada	Toronto	1h 51m	1h 18m	55m	28m	£15,000	£0
United Arab Emirates	Dubai	2h 1m	1h 24m	1h 1m	31m	£20,000	£0
China	Beijing	2h 44m	1h 55m	1h 22m	41m	£23,500	£0
South Korea	Seoul	2h 58m	2h 5m	1h 30m	45m	£25,000	£0
Mexico	Mexico City	2h 59m	2h 5m	1h 31m	45m	£30,000	£0
Japan	Tokyo	3h 12m	2h 15m	1h 36m	48m	£33,000	£0
South Africa	Johannesburg	3h 20m	2h 20m	1h 40m	50m	£36,000	£0
Argentina	Buenos Aires	3h 55m	2h 45m	1h 58m	59m	£40,000	£0

Carrying Items

The default number of items that you can carry home from a destination is 6 items. There are some ways to increase the number of items that you can carry.

- **Small Suitcase** gives +3 items
- **Medium Suitcase** gives +5 items
- **Large Suitcase** gives +7 items
- Unlocking the **Airstrip with Plane** upgrade on the Private Island. +7 items
- **Extra Large Suitcase** gives +10 Items
- Organisation Upgrades can add upto +10 Items
- Unlocking the **Airstrip with Jet** upgrade on some Custom Properties. +12 items
- Using a **Business Class Ticket** +15 items
- **World Tourism Day** will double travelling storage (27th September)

Suitcases are not stackable, meaning only one effect will work. Defaulted to the largest suitcase

The maximum amount of items you can carry from a destination is currently 82 items.

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.

Adrenaline

Contents

- [Overview](#)
- [Crime Experience](#)
- [Ways to Increase your Adrenaline Bar](#)

Overview

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

Your Crime Experience (known as CE) is a hidden stat which affects the geenal 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

- 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

Contents

- [Overview](#)
- [Helmets](#)
- [Body Armour](#)
- [Pants](#)
- [Boots](#)
- [Gloves](#)

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 mathmatical 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

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

Contents

- [Energy](#)
- [Happiness](#)
- [Adrenaline](#)
- [Stats](#)
- [Property](#)
- [Events](#)
- [Gym](#)
- [Crimes](#)
- [Jail](#)
- [Hospital](#)
- [Casino](#)
- [Settings](#)
- [Attacking](#)
- [Leveling](#)
- [Items](#)
- [Organisations](#)
- [Travelling](#)
- [Crypto Exchange](#)
- [Drugs](#)

Energy

- 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

- 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

- 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

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

- 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

- 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

- 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

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

- 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

- 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

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

Settings

- 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

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

1. Passive Mode - Disables all Economy features

Attacking

- 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

- 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

- 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

- 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

- 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

- 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

[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

Buffed 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

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

Contents

- [Overview](#)
- [Individual Commands](#)
- [Locations](#)
 - [Auction House](#)
 - [Bank](#)
 - [Casino](#)
 - [College](#)
 - [Exchange](#)
 - [Points Store](#)
 - [Gym](#)
 - [Other](#)
 - [Stock Market](#)
- [Crimes](#)
- [Donators](#)
- [Earning](#)
- [Inventory](#)
- [Loans](#)
- [Mining](#)
- [Organisations](#)
- [Player](#)
- [Property](#)
- [Relationships](#)
- [Settings](#)
- [Tasks & Merits](#)
- [Travelling](#)
- [Vault](#)

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

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

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

Tasks & Merits

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

Travelling

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

Contents

- [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 heiße [535877916236709888]

Countries

Contents

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

Argentina

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

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
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

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

Contents

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

Overview

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

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

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

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

Contents

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

Overview

- 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

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

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

- **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

Contents

<ul style="list-style-type: none">CacheClothingFishJewelleryMinersOtherPlantsPlushiesSpecial
--

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

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
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

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

Contents

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

Overview

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

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

Donating

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

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

Weapons

Contents

- [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
--------	--------	----------	--------	--------

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](#)
- [Sweets](#)

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