

# Back to Basics

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## Energy

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

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

## Happiness

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

## Adrenaline

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

## Stats

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This feature is still in development.

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

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

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

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

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

## Property

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

Find out more information [here](#).

## Events

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

## Gym

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

Find out more information [here](#).

# Crimes

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## About

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

## Outcomes

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

## Failing

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

# Jail

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

# Hospital

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

# Casino

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

## Settings

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

### Notification settings

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

### Other Settings

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1. Passive Mode - Disables all Economy features

## Attacking

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

even 0 XP.

Find out more information [here](#).

# Leveling

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

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

# Items

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

Find out more information [here](#).

# Organisations

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

# Travelling

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

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

# Crypto Exchange

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

Find out more information [here](#).

# Drugs

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

