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Auction House

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Overview

- The Auction House is a place for buying and selling items. There are many different categories, each contain every marketable item currently for sale
- When you have selected a category to browse, you can view the items as well as their prices. You can use a series of [Commands](#) to buy items, and to interact with the Auction House
- When selling items, you must do this from your inventory, using the Money Bag icon

Commands

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

Items

Equipment			
Melee Weapon	Primary Weapon	Secondary Weapon	Armour
Useful Supplies			
Medical Items	Drugs	Energy Drinks	Enhancers
Alcohol	Sweets		Boosters

General Shopping			
Plushies	Plants	Jewellery	Fish
Other Items			

Bank

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Overview

The Bank is designed for long term investments where players can safely store their money and gain interest on their funds.

There are 5 available time periods for investments

- 1 Week
- 2 Weeks
- 1 Month
- 2 Months
- 3 Months

Once the investment period is up, you can leave your money sitting in the bank until you are ready to safely withdraw it.

Commands

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

Interest Gains

Each investment length of time shows its own interest rate. This interest is added as soon as the investment is made, and can be collected ontop of the original investment at the end. The longer

investment periods have the highest interest rates.

When you spend [Merits](#) on Bank Interest, the interest rate is increased by 5% of the original for each merit spent.

Banking Limit

The limit as to much you can invest in the bank at any given time is £2.5 billion.

Casino

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Overview

The casino is a place players can gamble their hard earned cash to try and win big. More often than not, they end up losing big. If you know how to gamble, and have self control, the casino can make you very rich. If not, the casino can make you very poor.

Commands

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

Games

- Coinflip
- Blackjack
- Slots
- Russian Roulette

This page is still under development, some information may be missing during this time

College

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Overview

Education is available in the Community College, education is an important and beneficial aspect of the game as it can provide enhancers and perks to make your life easier.

To enroll in a Education course you require a bit of money which varies for each course. Some education courses require you to complete prerequisite courses before you can enroll.

Commands

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

Advantages of Education

- Earn Working Stats
- Boost gains in the [Gym](#)
- Earn passive buffs to [Battle Stats](#)
- Boost your [crime](#) success rate
- Complete tasks
- Reduce cost of Bail, Property upgrades and more
- Increase Bust success rate
- Gain the ability to withdraw blood

How to Shorten Education Time

Currently, there is only one way to shorten Education time:

- Spending [merits](#) on decreasing education time. Each merit removes 2% of education time per upgrade, upto a max of 20% shorter education.

Gym

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Overview

New players join the [Davies Den](#) gym. There are currently 30 standard gyms. To unlock the new standard gyms, you have to train hard, and pay the fee to join the new gym. You'll slowly gain gym XP to allow you to unlock and train in better and bigger gyms. The next gym will be available once you have the required XP to join. To join, a 'UP!' button will be shown on your gym message.

While viewing the gym information page, you will notice next to each stat there are values. These are multipliers that typically increase as you gain access to better gyms, however this may not always be the case for all stats. For example, [Davies Den](#) has a modifier of 3 across all stats, and is a [Featherweight Gym](#). [Silver Gym](#) is also a [Featherweight gym](#) and has a modifier of 5 across all stats.

A very important part of the gym is your [Happiness](#). Think of [Happiness](#) as a modifier to your gym gains. You can use [Properties](#) to permanently increase your natural happiness allowing for consistent higher gains. After each train in the gym, you will lose some happiness. The happiness you lose is between 40-60% of the [Energy](#) used.

Commands

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

Featherweight Gyms

Name	Unlock Price	Train Cost	Strength Gains	Defence Gains	Speed Gains	Dexterity Gains
Davies Den	£0	5 Energy	3	3	3	3
Pure Gym	£250	5 Energy	3.4	3.4	3.8	3.4
Beach Bods	£500	5 Energy	3.8	4.2	4	3.8
Global Gym	£1,000	5 Energy	4.2	4.2	4.2	4
Franks Fitness	£2,500	5 Energy	4.4	4.6	4.4	4.2
Average Joes	£5,000	5 Energy	4.4	4.6	4.6	4.8
Pour Femme	£10,000	5 Energy	4.7	4.7	4.7	4.7
Silver Gym	£25,000	5 Energy	5	5	5	5

Lightweight Gyms

Name	Unlock Price	Train Cost	Strength Gains	Defence Gains	Speed Gains	Dexterity Gains
Core Gym	£50,000	10 Energy	5.8	5.4	5	5.2
Knuckle Heads	£100,000	10 Energy	5.4	5.6	5.8	5.4
Carls Cardio	£250,000	10 Energy	6	5.6	6.2	5.6
Legs, Bums & Tums	£500,000	10 Energy	6	6.2	6	6
Anabolic Anomalies	£1,000,000	10 Energy	6	6.4	6.5	6.2
Pioneer Fitness	£2,000,000	10 Energy	6.5	6.8	6.5	6.2
Gym Hero	£3,000,000	10 Energy	6.3	6.6	6.6	6.7

Muscle Monsters	£5,000,000	10 Energy	7	7	7	7
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Welterweight Gyms

Name	Unlock Price	Train Cost	Strength Gains	Defence Gains	Speed Gains	Dexterity Gains
Flow Fitness	£7,500,000	10	7.1	7.2	7	7.3
Planet Fitness	£10,000,000	10	7.2	7	7.1	7.1
Muscle Magic	£12,500,000	10	7.2	7.3	7.4	7.2
Rival Fitness	£15,000,000	10	7.3	7.4	7.4	7.4
Dynamo Fitness	£17,500,000	10	7.5	7.5	7.5	7.5

Middleweight Gyms

Name	Unlock Price	Train Cost	Strength Gains	Defence Gains	Speed Gains	Dexterity Gains
Premium Body	£20,000,000	20	7.5	7.6	7.5	7.6
World Gym	£22,500,000	20	7.6	7.5	7.4	7.6
Crossfit Zone	£25,000,000	20	7.7	7.8	7.8	7.9
Retro Fitness	£30,000,000	20	7.8	7.7	7.9	7.8
Fit! Gym	£35,000,000	20	8	8	8	8

Heavyweight Gyms

Name	Unlock Price	Train Cost	Strength Gains	Defence Gains	Speed Gains	Dexterity Gains
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Catalyst Fitness	£42,500,000	25	8.2	8.1	8.1	8.2
Canyon Gym	£50,000,000	25	8.1	8.3	8.2	8.1
Raise The Bar	£62,500,000	25	8.3	8.2	8.2	8.4
24 Hour Fitness	£75,000,000	25	8.5	8.5	8.5	8.5

Special Gyms

Name	Unlock Price	Train Cost	Strength Gains	Defence Gains	Speed Gains	Dexterity Gains
?	?	?	?	?	?	?

Hospital

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Overview

The hospital is where all players are sent upon having their health hit 0. This can happen in many ways, such as failing an attack, being attacked or overdosing on a drug. There is a hospital for each [country](#), these are not linked and you can only see the hospital of the [country](#) you are currently in.

You can get out of the hospital faster by using [medical items](#) which are designed for medical use. Drugs which benefit your health will not reduce your hospital timer.

Commands

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

How to get out

Revive

Being revived will remove you from hospital and restore a percentage of your health. Reviving costs 75 energy, with this cost being reduced by 5 energy for each [organisation](#) upgrade the reviver has. To gain the ability to revive, a person must first complete the 'Master of Biology' [education](#) course.

Items

The following items will help you get out of hospital:

- Sticky Plaster
- Bandage
- First Aid Kit
- Morphine
- Blood Bags

All of these items will add time to your **medical cooldown** after being used. Your medical cooldown is a timer which increases each time you use a medical item. Once your medical cooldown goes above 6 hours, you must wait for it to drop below 6 hours to use more.

The maximum medical cooldown can be increased through [organisation](#) upgrades, upto 9 hours. You can also improve the effectiveness of all medical items upto 30% through [organisation](#) upgrades.

Sticky Plaster

Sticky plasters takes off 5 minutes from your hospital timer, restores 2% of your total health and adds 5 minutes to your medical cooldown.

Bandage

Bandages takes off 10 minutes from your hospital timer, restores 5% of your total health and adds 10 minutes to your medical cooldown.

First Aid Kit

First Aid Kits takes off 30 minutes from your hospital timer, restores 10% of your total health and adds 15 minutes to your medical cooldown.

Morphine

Morphine takes off 1 hour from your hospital timer, restores 15% of your total health and adds 20 minutes to your medical cooldown.

Blood Bags

Blood bags can be filled by using an empty blood bag and used once the [education](#) course 'Gene Programming' has been completed. Filling a blood bag will take 30% of your health and add 1 hour to your medical cooldown, and will give you one filled blood bag of your blood type.

Blood bags take off 2 hours from your hospital timer, restores 30% of your health and adds 30 minutes to your medical cooldown.

A table on which Blood Bags you can use can be found below:

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Jail

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Overview

The City Jail is where you go when you get caught violating city laws, and get into conflict with the police.

The following actions will send you to Jail:

- Failing a [Crime](#) (Red Result) this will result in Jail time and loss of CE
- Failing a [Bust](#)

There is a huge difference in jail time, it can range from a few minutes to many hours.

Commands

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

Busting

Busting is the attempt to free an imprisoned player from the City Jail by someone outside. The following things impact your chance of successfully busting a player from Jail:

- Level (A higher level increases your bust chances for players with a lower level)
- Time (Your bust chances increases as someone nears the end of their prison sentence)

- Perks (Not Yet Added)
- [Bail](#) (A higher bail decreases your chances of busting someone out of prison)

There are three possible outcomes to a busting attempt:

- You succeed in busting them out. Sending the event '(Your name) broke you out of Jail'
- You fail in busting them out. Sending the event '(Your name) failed to break you out of Jail'
- You get caught trying to bust them out. Sending the event '(Your name) was caught trying to break you out of Jail'

The easiest inmates to break out are the ones that meet any of the following conditions, with the easiest busts having much lower level than yours and under three hours of jail time remaining:

- Their level is lower than yours
- They have a short amount of jail time left

Bail

In addition to busting someone out of Jail, there is also the option to buy someone out of jail, costing an amount in pounds equal to $((100 - 750) * \text{level} * (\text{duration in hours}))$

Points Store

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Overview

- The Points Store is a place to spend your [Points](#). There are a few different options for you to choose from, these options will expand as development continues.
- Details regarding gaining points can be found on the [Points](#) page.

Commands

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

Perks & Benefits

Name	Price (Points)	Purpose	Cooldown
Renew Quests	10	More Rewards	6h
Refill Energy	25	Refilled Energy	Expires at midnight
Refill Adrenaline	25	Refilled Adrenaline	Expires at midnight
One Merit	250	1 Merit	No Cooldown
Reset Merits	500	Resets all Merits	No Cooldown

Properties

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Overview

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.

Renting

If the player does not have enough cash on hand to purchase the type of property they want, they can rent a property from the Rental Market. The owner of the property is considered the 'landlord', and has full control over the rent price as well as the period, this is all set before the property is listed. Once a player has began renting a property, neither party can alter the terms.

When renting, the full rent price is paid upfront, no daily fees are to be paid to the landlord. However, the property will still rack up its upkeep costs, and this is to be paid by the tenant. If there is outstanding upkeep on the property by the end of the renting period, the debt is taken

from account.

Property vaults cannot be used in rented properties.

Owning

To purchase a property, you can use the Property related commands. There you are able to purchase and own a property. Any property that you own can be found in your property list. Find key details below:

- You cannot store money in a property that you do not live in.
- You cannot share a property with your Spouse if you do not live in it.
- You can sell the property at anytime, or list it on the Property Market to be rented.
- You are responsible for the vault funds. Vaults are obtainable in Apartments and above, but only upgradable in a Villa and above.
- You are responsible for upkeep. Unpaid upkeep greater than a week old will result in a restriction set onto your natural happiness boost.

Moving

- **Moving in:** Once you own or rent a property, you have the option to move in. You can only use the facilities of a property after moving in. Your Spouse can also move into any property which you currently live in. The vault can only be used by your Spouse if Vault Sharing is enabled, this is disabled by default.
- **Move Out:** You can only change into another property to leave your current property. You can not move into another property if you have a vault balance, or if you have outstanding upkeep in your current property. Your Spouse will automatically be moved out of your property once you move out.
- Your spouse can pay upkeep as well as pay for upgrades as they wish.

Standard Properties

Name	Cost	Base Happiness	Daily Upkeep	Resale Price
Shack	£0	100	£0	Not Marketable
Trailer	£15,000	110	£200	£9,000
Apartment	£50,000	125	£1,000	£30,000

Semi-Detached House	£125,000	150	£2,000	£75,000
Detached House	£500,000	200	£3,500	£300,000
Beach House	£1,000,000	300	£5,000	£600,000
Manor	£2,500,000	350	£10,000	£1,500,000
Penthouse	£3,750,000	400	£15,000	£2,250,000
Ranch	£5,000,000	450	£20,000	£3,000,000
Villa	£10,000,000	625	£50,000	£6,000,000
Mansion	£25,000,000	750	£75,000	£15,000,000
Palace	£75,000,000	1,000	£125,000	£45,000,000
Castle	£250,000,000	1,500	£200,000	£150,000,000
Private Island	£750,000,000	2,000	£300,000	£450,000,000

Fully Upgraded Properties

Name	Cost	Happiness	Daily Upkeep	Resale Price
Shack	£0	100	£0	Not Marketable
Trailer	£25,500	154	£200	£13,500
Apartment	£85,000	175	£1,000	£51,000
Semi-Detached House	£337,500	260	£2,000	£202,500
Detached House	£1,500,000	555	£3,500	£900,000
Beach House	£2,350,000	695	£5,000	£1,410,000
Manor	£4,900,000	765	£10,000	£2,940,000
Penthouse	£7,375,000	935	£15,000	£4,425,000
Ranch	£9,650,000	1105	£20,000	£5,790,000
Villa	£32,650,000	1150	£50,000	£19,590,000

Mansion	£80,150,000	1390	£75,000	£48,090,000
Palace	£205,150,000	2225	£125,000	£123,090,000
Castle	£561,900,000	3200	£200,000	£337,140,000
Private Island*	£1,311,900,000	4200	£300,000	£787,140,000
Private Island**	£2,211,900,000	5000	£300,000	£1,327,140,000

(*) Private Islands with 4200 happiness do not have the Private Yacht upgrade which costs £900,000,000 and gives 800 Happiness

(**) Private Islands with 5000 happiness have every upgrade

Unique Properties

Unique properties are properties that are able to be won by a special event. These properties are extremely desirable, especially if they contain upgrades such as the airstrip. All custom properties, besides Edinburgh Castle, get their own custom upgrades. There are a few things property owners should know:

- Properties owned by **Inactive Players** will be either sold, or given to another player after 1 month of inactivity
- Properties not used or lived in for a significant period of time will be sold or given to another player after 1 month
- If property upkeep is unpaid for 30 days or more, the property will be sold or given to another player
- Custom Properties are unsellable, and unrentable. However once trading is available, will be tradable.

Name	Happiness	Daily Upkeep	Current Owner
Fine Art House	3500	£250,000	Godwiz [621704395138138122]
Atlantis	4350	£250,000	Shimi [720901522711380048]
Edinburgh Castle	4500	£250,000	Stig [439327545557778433]
Malevolent Shrine	4500	£250,000	MuGen [625386461692428288]

Mansion	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Palace	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Castle	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Private Island	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

High Value Upgrades									
Name	Shooting Range	Private Bar	Vaults				Medical Facility	Airstrip with Plane	Private Yacht
			Small	Medium	Large	Ex Large			
Cost	£500,000	£350,000	£15m	£22m	£40m	£105m	£15m	£75m	£900m
Effect	+100 Happy	+100 Happy	+75 Happy	+100 Happy	+125 Happy	+175 Happy	+150 Happy	+300 Happy	+800 Happy
Shack	No	No	No	No	No	No	No	No	No
Trailer	No	No	No	No	No	No	No	No	No
Apartment	No	No	No	No	No	No	No	No	No
Semi-Detached House	No	No	No	No	No	No	No	No	No
Detached House	No	No	No	No	No	No	No	No	No
Beach House	No	No	No	No	No	No	No	No	No
Manor	No	No	No	No	No	No	No	No	No
Penthouse	No	Yes	No	No	No	No	No	No	No
Ranch	Yes	Yes	No	No	No	No	No	No	No
Villa	No	Yes	Yes	No	No	No	No	No	No
Mansion	No	Yes	Yes	Yes	No	No	No	No	No
Palace	No	Yes	Yes	Yes	Yes	No	Yes	No	No

Castle	Yes	Yes	Yes	Yes	Yes	Yes	Yes	No	No
Private Island	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

Additional Upgrade Benefits

- 1. Properties with an **Airstrip and Plane** give free flights, 30% flight time reduction and 7 additional storage slots.
- 2. Properties with an **Airstrip and Jet** give free flights, 50% flight time reduction and 12 additional storage slots.

Stock Market

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Overview

- To use the stock market, you first require the **Stock Ticker**, which can be purchased for 100 points in the [Points Store](#) *
- There are no limits to how many shares you can purchase, sell or own at any given time
- Buying shares has no fees, however selling shares comes with a fee of 0.25% of the total value you sell
- You are only able to sell a block of stocks each sale. You sell stocks in your portfolio, after viewing a stock
- Stocks cant be sold or purchased while in Hospital, Jail or while Travelling
- The value of each stock fluctuates throughout the day, changing every minute. The amount these stocks change by depends on its current value. The fluctuations are partially dependant on the activity within the stock market, as well as with an element of randomness.

Commands

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

Stock Benefits

Stock Benefits come in two types, 'Passive' or 'Active'.

- **Passive** benefits require owning the correct number of shares for 7 days before the benefit activates. **Active** benefits payout every 7 or 30 days.

- It is possible to own multiple 'Increments' of each **Active** benefit stock. Each increment will cost twice that of the previous increment.
 - For example: If GTK requires 500,000 shares for its first increment, 1,000,000 shares will be required for the second, for a total of 1,500,000 shares for two increments.
- Active benefits are also added after owning the correct number of shares for 7 days. All increments will be paid out at once for each stock you purchase, regardless of the increments.
- It is required that the user is active within the game for their stock benefits to continue. If a user has been inactive for longer than the benefit block takes to payout, the benefit will be voided.
 - Since Energy is capped at 1,000 and Happiness is capped at 99,999, owning more than 9 EGR increments will waste energy each 7 days.
 - Having over energy at the time of the stock dividend payout may also result in some being wasted.

Name	Acronym	Shares	Type	Frequency	Benefit
GenTek	GTK	500,000	Active	7 Days	1x Medical Cache
The Continental Hotel	TCH	2,000,000	Active	7 Days	1x Continental Coupon
TravelX	TVX	7,500,000	Passive	-	Private Jet Access
Crystal Entertainment	CRY	750,000	Active	7 Days	1x Erotic DVD
Duff Beer	DUFF	500,000	Active	7 Days	1x Case of Alcohol
Be Happier Co	BHC	1,500,000	Active	7 Days	10x Pickamix
BendërBrau Beverages Corp	DBC	1,500,000	Active	7 Days	1x Multipack of Energy Drinks
Alkane Energy	AKE	5,000,000	Active	30 Days	£100,000,000
Pilot Property Group	PPG	9,000,000	Active	30 Days	Random Property
DigiBit	DGB	750,000	Passive	-	Free Miner Servicing
East Side University	ESU	500,000	Passive	-	-10% Education Length
AntiSocial LTD	ASL	1,500,000	Active	30 Days	£4,000,000
DarkSpark Investments	DSI	1,500,000	Passive	-	+10% Bank Interest
Madison St. Medical Supply	MMS	1,000,000	Active	7 Days	1x Drug Pack

Energiser	EGR	750,000	Active	7 Days	100 Energy
Internactional Education LLC	IEL	2,000,000	Passive	-	Free Education Courses
Fiscal Imports	FCI	500,000	Active	7 Days	1x Foreign Supply Cache
Ace Casino	ACC	500,000	Active	7 Days	1x Lottery Pass