Beyond the basics: all guides

Systems that reward experienced players, from NPC looting to annual events, racing and the casino.

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Beyond the basics guide, beginner

Christmas Town

The December event map, with Santa's daily gifts, mini-games, chests, keys, Christmas Bucks, prize coupons, shops and ornaments.

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Introduction

Christmas Town is Torn's winter event: a walkable map with hidden items, daily gifts, mini-games and shops. It usually opens in early to mid December and runs for roughly 20 days, with the exact dates announced in the newspaper. Some of what you collect carries over to next year, so even a short visit each day adds up.

How it works

Finding things. Walking around the map turns up random items, with new ones added each year. Santa roams the map: find him once a day for a present. The Grinch roams too, and can take your keys and tickets.

Mini-games. Tents on the map hold daily mini-games. Each completed game gives one Prize Coupon (up to five a day) and 0 to 3 Christmas Bucks. Coupons are exchanged, all at once, at Coupon Exchanges for items.

Christmas Bucks come from Santa, chests and mini-games (0 to 3 each), or 5 from the Christmas Wheel. Spend them in the shops:

Shop	Sells
Beer Tent	Festive alcohol, 1 to 4 bucks
Candy Shop	Candy, 1 to 2 bucks
Gift Shop	Holiday collectables
Ornaments Shop	Speed ornaments, which make you walk faster on the map

Chests. Bronze, silver and gold chests each need a key of the same type. Combination chests need a three-digit code.

Ornaments each raise your item spawn rate in Christmas Town by 1 to 5%. Snow globes, earned by completing player-made maps, add a little more; globes from discontinued maps turn up as rare gifts from Santa.

What carries over: unused keys, Christmas Bucks and Prize Coupons are kept for next year's event.

Step by step

1. Watch the newspaper in December for the start date.
2. Each day: find Santa, play five mini-games for your coupons, and walk the map for items.

3. Collect ornaments early; they raise your spawn rate for the rest of the event.
4. Open chests whenever you have the matching key.
5. Spend bucks and coupons before the end, or keep them for next year.

Examples

- Five mini-games a day for 20 days gives up to 100 Prize Coupons.
- A player with several 3% ornaments finds noticeably more items on the same walk.

Advanced tips

- The Book of Carols from Christmas Town takes six hours off your current education course.
- Candy and alcohol from Christmas Town add to your booster cooldown like any other.

Common mistakes

- **Walking past Santa.** His gift is daily.
- **Carrying many keys** where the Grinch can take them.
- **Skipping mini-games,** the steadiest source of coupons and bucks.

Sources

Torn wiki: Christmas Town: https://wiki.torn.com/wiki/Christmas_Town, retrieved 2026-11-23

Torn wiki: Calendar: https://wiki.torn.com/wiki/Calendar, retrieved 2026-11-23

Related guides: Annual events and competitions, Boosters and cooldowns, Education

Beyond the basics guide, beginner

The Easter Egg Hunt

How eggs appear during the April event, what each colour does when you use it, and how unfound eggs carry over to next year.

Version 1.0. Published 24/11/2026, last reviewed 24/11/2026.

Introduction

Once a year, Easter eggs appear on random pages across Torn for a week. Clicking one puts it in your inventory, and each colour gives a strong one-off boost when you use it, from 500 energy to 1% on all your battle stats. Every player gets the same chance, so careful browsing during the week pays off.

How it works

When. The hunt runs from 2 to 8 April. It uses event time slots: your start time on 2 April is the slot you chose on the Calendar page, between 10:00 and 16:00 TCT.

How many. Each player has 10 to 12 new eggs a year. Eggs you did not find last year come back too: they reappear straight away at the start of the event, in new places. New eggs appear gradually on random pages and stop appearing 24 hours before the end. Eggs never disappear; any left at the end roll over to next year. The spawn rate is the same for every player and does not depend on how active you are. Several eggs can sit on the same page.

What each egg does. Eggs keep in your inventory and can be used at any time, even outside the event. Using one adds six hours to your booster cooldown.

Egg	Effect
Green	+500 energy
Red	+250 nerve
Yellow	+10,000 happiness
Blue	Current life to three times your maximum
White	Halves your current drug addiction
Black	Money
Brown	+1% to all work stats
Purple	+25% to your current mission credit balance
Gold	+1% to all battle stats

Green, Red and Yellow are the most common, then White, then Black and Blue, then Brown and Purple. Gold is the rarest; it can also be looted from the Easter Bunny. Orange and Pink eggs have not appeared since the 2023 changes.

Step by step

1. Set your event time slot to a time you are usually online.
2. During the week, browse widely: eggs can appear on any page.

3 Keep eggs until they are most useful rather than eating them straight away.

4 Plan around the six hours of booster cooldown each egg adds.

Examples

- Saving a Yellow egg for a big training session gives 10,000 extra happiness at the moment it matters most (see Happy jumps).
- A player who found 8 of their 11 eggs one year starts the next hunt with those 3 waiting, plus the new year's batch.

Advanced tips

- Purple eggs add 25% of your current mission credits, so they are worth more once you have saved credits.
- A White egg halving addiction can save a trip to Rehab.
- Eggs in the casino can still be collected by players with casino self-exclusion, but only by going to the page directly.

Common mistakes

- **Eating eggs as soon as you find them,** when their effects are worth more at the right moment.
- **Ignoring the booster cooldown,** which can block energy drinks you planned to use.
- **Assuming you have missed your chance.** Unfound eggs roll over to next year.

Sources

Torn wiki: Easter Egg Hunt: https://wiki.torn.com/wiki/Easter_Egg_Hunt, retrieved 2026-11-23

Torn wiki: Calendar: https://wiki.torn.com/wiki/Calendar, retrieved 2026-11-23

Torn wiki: Item Cooldowns: https://wiki.torn.com/wiki/Item_Cooldowns, retrieved 2026-11-23

Related guides: Annual events and competitions, Boosters and cooldowns, Energy, Nerve, Happy

The casino

Casino tokens, the games and the levels that unlock them, casino points from the Casino job, and the self-exclusion setting.

Version 1.0. Published 24/11/2026, last reviewed 24/11/2026.

Introduction

Torn's casino, in the Red-Light district, has a dozen games played with in-game money and casino tokens. It is entertainment, not income: like real gambling, it is designed so that most players lose over time. This guide explains how tokens work, which games unlock when, and how to switch the casino off for yourself if you want to.

How it works

Casino tokens are given to every player at the start of each Torn day: 75 a day. Most games cost one token a play. More tokens come from:

Source	Tokens
Points refill at the Points Building (30 points)	back up to 75
Casino Pass, found in the city	+50
Casino city job special, from Gaming Consultant (1 Casino point)	+25
Cruise Line Agency 1-star "Bursar" special	+25 per job point
A successful Counterfeiting casino tokens crime	up to 30
Spin the Wheel daily wheels	5, 10 or 25 by chance

Casino points are different. They are the Casino city job's job points (1 a day as Dealer up to 6 as Casino President), spent on that job's promotions and specials, not on games.

Games: Poker, Bookie, Blackjack, Russian Roulette, Slots, Spin the Wheel, Roulette, Lottery, High-Low, Keno and Craps. Some unlock with level:

Level	Unlocks
2	Bookies
3	Lottery
4	Blackjack
5	Poker
6	Russian Roulette
7	Spin the Wheel

Losing at Russian Roulette, and some Spin the Wheel results, put you in hospital.

Self-exclusion. You can ban yourself from the casino in your settings. This also blocks Lottery Vouchers, Casino Passes, armour and weapon caches and cosmetic caches. While excluded you cannot cash a bookie bet's cashier's check, or finish missions that need a casino visit.

Step by step

1. Decide how much money, if any, you are happy to lose; treat it as the price of entertainment.
2. Use your free daily tokens on the games you enjoy.
3. Do not chase losses with points refills.
4. If the casino is costing you more than you want, turn on self-exclusion in settings.

Examples

- A player who only uses the 75 free daily tokens spends nothing on tokens at all.
- A player who opens a weapon cache while self-excluded will find it blocked until the exclusion ends.

Advanced tips

- The casino's honours (such as winning a lottery jackpot or a 25-win streak at High-Low) are mostly a matter of persistence and luck.
- Spin the Wheel's three daily wheels can return some tokens, which is worth knowing if you play anyway.

> **Note**
> The Academy does not recommend gambling as a way to make money. No odds are published for most games, so no strategy here can claim an edge.

Common mistakes

- **Treating the casino as income.**
- **Confusing casino points and casino tokens.**
- **Playing Russian Roulette before a fight or war,** when a loss means hospital.

Sources

Torn wiki: Casino: https://wiki.torn.com/wiki/Casino, retrieved 2026-11-23

Torn wiki: Level and Ranks: https://wiki.torn.com/wiki/Level_and_Ranks, retrieved 2026-11-23

Torn wiki: Job: https://wiki.torn.com/wiki/Job, retrieved 2026-11-23

Related guides: City jobs, Levels and ranks, Early money

Annual events and competitions

The yearly calendar of Torn events, how event time slots work, and an overview of Elimination, the September team competition.

Version 1.1. Published 23/11/2026, last reviewed 24/11/2026.

Introduction

Torn runs events through the year, from one-day bonuses to two-week competitions. Many give items, energy or happiness worth planning around. This guide explains how event timing works and summarises the biggest competition, Elimination. Exact dates change, so check Torn's own calendar.

How it works

Event time slots. To spread the load during busy events, every account has a time slot between 10:00 and 16:00 TCT, in 15-minute steps, assigned when the account is created. You can change it on the Calendar page if the slot you want is not full. Slot events still last 48 hours for everyone. Events using slots include Valentine's Day, St Patrick's Day, the Easter Egg Hunt, 420 Day, Museum Day, World Blood Donor Day, World Population Day and World Tiger Day.

Seasonal highlights mentioned elsewhere in the Academy:

- The Easter Egg Hunt (2 to 8 April), where coloured eggs give energy, nerve and other rewards. See The Easter Egg Hunt.
- 420 Day, when Cannabis gives three times its nerve.
- World Diabetes Day (13 to 15 November), when candy gives three times its happiness.
- Trick or Treat at Halloween, with seasonal lootable NPCs. See Trick or Treat.
- Christmas Town in December, with its own items such as the Book of Carols. See Christmas Town.
- The Torn Anniversary on 15 November, when the letters of the Torn logo become donuts. Each bite (up to 10, with 15 minutes between bites of the same letter) gives: T +50 energy, O +10 nerve, R +500 happiness, N +25% life and 100 minutes off a hospital stay.

Elimination. An annual team competition. From 2026 it runs from 5 to 18 September. Torn creates 12 teams, each starting with 1,000 tickets and 50 lives. To enter you must be at least 14 days old and attack 5 players during the entry period (5 to 10 September); players are assigned to teams on a balanced basis and cannot switch. Teams attack each other to move tickets between them, and the team with the fewest tickets at each elimination tick is knocked out, until one team remains. Elimination hits count as inside hits, so they do not qualify for early discharge.

Step by step

1 Check Torn's calendar at the start of each month.

2. Set your event time slot to a time you are usually online.
3. Save boosters or energy for events that multiply them.
4. For Elimination, enter in the entry window and make your 5 qualifying attacks.

Examples

- A player in the UK who plays in the evening moves their slot from 10:00 TCT to 16:00 TCT so slot events start when they are online.
- Saving candy for World Diabetes Day triples its happiness.

Advanced tips

- Events stack with books and faction specials. Plan purchases weeks ahead for the biggest gains.
- Elimination's balanced teams mean every player's attacks matter, whatever their strength.

Common mistakes

- **Missing the Elimination entry window.**
- **Leaving your time slot at a time you are asleep.**
- **Using multiplied items on ordinary days** instead of saving them.

Sources

Torn wiki: Calendar: https://wiki.torn.com/wiki/Calendar, retrieved 2026-11-23

Torn wiki: Elimination: https://wiki.torn.com/wiki/Elimination, retrieved 2026-11-23

Torn wiki: Christmas Town: https://wiki.torn.com/wiki/Christmas_Town, retrieved 2026-11-23

Torn wiki: Easter Egg Hunt: https://wiki.torn.com/wiki/Easter_Egg_Hunt, retrieved 2026-11-23

Torn wiki: Trick or Treat: https://wiki.torn.com/wiki/Trick_or_Treat, retrieved 2026-11-23

Torn wiki: Torn Anniversary: https://wiki.torn.com/wiki/Torn_Anniversary, retrieved 2026-11-23

Torn wiki: Happy: https://wiki.torn.com/wiki/Happy, retrieved 2026-11-23

Related guides: The Easter Egg Hunt, Christmas Town, Trick or Treat, NPC looting, Racing

Elimination

Torn's annual team competition in September, how entry, captains, tickets and lives work, how teams are knocked out, and the Choose Your Prize rewards.

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Introduction

Elimination is Torn's biggest yearly attacking competition. Every player who enters joins one of 12 teams, and teams attack each other to win tickets. Once the elimination stage begins, the team with the fewest tickets loses a life every 15 minutes, until one team is left. This guide explains each phase, how to qualify, and what you get for taking part.

> **Note**
> Dates and rules here are for the 2026 competition, which ran in September. Torn has moved Elimination between months before (it ran in December in 2025 and paused in 2024), so check the in-game calendar each year.

How it works

Schedule for 2026 (all times 12:00 TCT):

Phase	Start	What happens
Entry	5 September	Qualify and join; closes 10 September
Voting	7 September, for 24 hours	Teams elect a Captain
Attacking	10 September	Attacks move tickets between teams; no lives lost
Elimination	11 September	Every 15 minutes, the team with fewest tickets loses a life
End	18 September at the latest	The last team standing wins

Qualifying. Your account must be at least 14 days old, and you must attack 5 players of your choice during the entry period. Torn assigns you to a team on a balanced basis; you cannot choose or switch.

Teams. There are 12 teams, each starting with 1,000 tickets and 50 lives, and each with a private team forum and chat.

Captains. Players nominate themselves; the one with the most votes becomes Captain and picks up to five Vice-Captains. These six can send team newsletters, post headlines on the team ticker and moderate the team forum. Vice-Captains cannot be added once attacking starts.

Tickets. Each successful attack on an enemy team member moves one ticket from their team to yours. Stalemates, escapes and successful defends move nothing. No new tickets are ever created; tickets only leave the game when a team is eliminated.

Lives. From the elimination phase, every 15 minutes the team with the fewest tickets loses a life. At zero lives the team is out. Ties are broken by fewest tickets, then fewest wins, then most

losses, then fewest lives.

Step by step

1. **Check the calendar** for the entry date and make sure your account will be at least 14 days old by then.
2. **Make your 5 qualifying attacks** during the entry period.
3. **Join your team's chat and forum** and follow the Captain's plan.
4. **Use the attacking period** to practise and pick up tickets before lives are at stake.
5. **Attack steadily during elimination,** especially when your team is near the bottom of the ticket table.
6. **Stay in your team to the end** so you qualify for Choose Your Prize.
7. **Claim your prize** from the Elimination page within 31 days.

Examples

Why timing matters. Two teams are close to the bottom. Every 15 minutes, whichever has fewer tickets loses a life. A burst of 20 wins just before a check can push your team above the other one and make them lose the life instead.

Ticket maths. Your team has 900 tickets. A member wins 3 attacks against another team, so your team now has 903 and theirs has 3 fewer. If they defend successfully against you, nothing moves.

Choose Your Prize. At the end, everyone who stayed with their team gets between 1 and 6 prize options, with better options for better personal and team performance. Players chose one item from options such as books, weapon mods, special ammo, special refills, supply packs, job points, mission credits, points or a weapon cache.

Advanced tips

- Elimination hits count as inside hits, so they never qualify you for an early discharge from hospital.
- From 2026, stealthed attacks still count towards your total but do not update your last attack time, so you do not appear on the target team's revenge list.
- Team pages and the revenge list update live, so you can see who is online and in hospital without refreshing.
- You can leave from the attacking period onwards with the button at the top right of the Elimination page, but leaving costs you the end-of-competition prize.

Common mistakes

- **Missing the entry window.** You must make your 5 attacks before entry closes; there is no late entry.
- **Attacking players who are too strong.** A lost attack moves a ticket to the other team. Pick targets you can beat.

- **Leaving early.** Only players who stay with their team to the end receive prizes.
- **Forgetting to claim.** Prize options disappear after 31 days.

Sources

Torn wiki: Elimination: https://wiki.torn.com/wiki/Elimination, retrieved 2026-11-23

Torn wiki: Calendar: https://wiki.torn.com/wiki/Calendar, retrieved 2026-11-23

Related guides: Annual events and competitions, Attacking basics, Preparing to fight, Chain mechanics

Racing

The Raceway, from getting a car and licence to racing classes, racing points, racing skill, tracks and the twice-yearly tournament.

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Introduction

The Raceway in the Red-Light district is Torn's racing game. You enlist cars, enter official or custom races against up to 99 other drivers, and build two things over time: racing points, which move you up through the racing classes, and racing skill, which improves your results. It runs alongside everything else and costs no energy or nerve.

How it works

Getting started. You need a car and a Racing License. The licence costs 50 points at the Points Building. Cars come from the Docks in the city, or from other players on the Item Market and in bazaars.

Official races are free to enter. You are matched with five other drivers in your class. A race takes an hour to prepare and finishes when everyone has crossed the line. After leaving an official race you wait 15 minutes before joining another.

Custom races are set up by players. They give no racing points but do give racing skill, and there is no waiting time between them. The creator chooses:

Setting	Limit
Drivers needed to start	up to 6
Maximum drivers	up to 100
Laps	up to 100
Bet	up to $100,000,000, paid to the top three
Wait before the start	up to 2,880 minutes
Cars allowed, upgrades allowed, password	optional

A custom race with only one driver is deleted an hour after its wait time ends. If you leave, or the race times out, your bet comes back as a cashier's check at the bank.

Racing points and classes. Finishing in the top three of an official race earns racing points. Points move you up the classes:

Class	Racing points earned
E	0
D	25
C	100
B	250
A	475

Points you later spend, or lose in a crash, still count towards your class. Points from company specials do not. You can race cars from your own class or below, never above. Some of the 16 tracks only open at higher classes.

Racing skill rises with every race, official or custom, up to a maximum of 100. Longer races, more drivers (up to 100) and better finishing positions give more. Official races, including gold-flaired official events, give double. The Torn City Motors (TCM) benefit block adds a passive 10%. Racing skill was overhauled on 11 June 2025, so older advice about it hardly rising after level 20 no longer applies.

The tracks:

Track	Length	Track	Length
Uptown	2.25 mi	Vector	1.16 mi
Withdrawal	3.4 mi	Mudpit	1.06 mi
Underdog	1.73 mi	Hammerhead	1.16 mi
Parkland	3.43 mi	Sewage	1.5 mi
Docks	3.81 mi	Meltdown	1.2 mi
Commerce	1.09 mi	Speedway	0.9 mi
Two Islands	2.71 mi	Stone Park	2.08 mi
Industrial	1.35 mi	Convict	1.64 mi

Car upgrades are permanent once fitted; the only way to change one is to buy a replacement part. Removing a car from enlistment strips all its upgrades, and a crash can also remove some.

Step by step

1. Buy a Racing License (50 points) and a car.
2. Enlist the car at the Raceway and fit the upgrades you can afford.
3. Enter official races to earn racing points and double skill.
4. Use custom races, ideally long ones with many drivers, to build skill between official races.
5. Move up a class when you reach the points, and enlist a car of that class.

Examples

- A driver who finishes first, second and third in three official races earns 3 + 2 + 1 = 6 racing points.
- Reaching Class A takes 475 racing points, for example about 160 first-place finishes.

Advanced tips

- Because skill grows with race length and the number of drivers, large, long custom races are the quickest skill builders outside official races.
- The Ultimate Racing Tournament runs twice a year; the winner receives a Stormatti Casteon and a Gold Racing Trophy.
- You cannot travel while in a race, and you can only be in one race at a time. Being hospitalised during a race does not change the result.

Not confirmed
The racing points for each finishing position (3, 2 and 1 for first to third) come from a summary of the wiki's Racing page, not from the saved Raceway page. Check in game.

Common mistakes

- **Removing an enlisted car** and losing every upgrade on it.
- **Buying a car above your class,** which you cannot race yet.
- **Only racing custom races,** which never move you up a class.

Sources

Torn wiki: Raceway: https://wiki.torn.com/wiki/Raceway, retrieved 2026-11-23

Torn wiki: Stock Market: https://wiki.torn.com/wiki/Stock_Market, retrieved 2026-11-23

Related guides: Annual events and competitions, Stock benefit blocks, Trading and markets

Trick or Treat

The Halloween attacking event, with baskets, treat chances, scary clothing and weapons, basket upgrades, and summoning M'aol.

Version 1.0. Published 24/11/2026, last reviewed 24/11/2026.

Introduction

Trick or Treat is Torn's Halloween event. During it, every attack you win can earn treats for your Halloween basket. Treats buy candy, cans and alcohol, or upgrades that earn you more treats in future years. The basket is yours forever, so effort in one Halloween carries into the next.

How it works

The basket. From level 5 you can buy the starting basket, the Halloween Basket: Spooky, at Sally's Sweet Shop. Baskets go on sale at 12:00 TCT on 24 October, the day before the event, and 1,000 are restocked every 15 minutes. A basket stays on your account for good and cannot be traded.

Earning treats. After winning an attack, there is a 35% base chance of a treat. Each basket upgrade adds 5%, so the top basket, Nightmarish, gives 80%. Every result counts the same (leave, mug, hospitalise or arrest), and so does every target, active or inactive. Treats cannot be stolen by other players.

Basket upgrades. The basket upgrades automatically as you collect treats from attacks. Treats from upgrades do not count towards this. There are honour bars for reaching the Frightful, Terrifying and Nightmarish baskets.

Spending treats. Treats can be exchanged, all at once, for items: candy such as Bags of Candy Kisses, alcohol such as Bottles of Pumpkin Brew, and energy drinks such as Goose Juice. Or they can buy upgrades in four tiers. Tier II opens at the Frightful basket, tier III at Shocking and tier IV at Horrifying. Upgrades include multipliers that sometimes give 2 or 3 treats at once. Multipliers stack: with both the Doubler and the Tripler there is a 2% chance of 6 treats.

Scary items. Wearing one piece of "scary" clothing (masks, the Straitjacket, the Medieval Helmet and others) raises your treat chance; wearing more gives no extra. Finishing a fight with a "scary" weapon also raises the chance.

M'aol. Spending 9,999 treats summons M'aol, a seasonal lootable NPC (see NPC looting). The treats are used up.

Step by step

1. Reach level 5 and buy your basket from Sally's Sweet Shop from 24 October.
2. Wear one piece of scary clothing and use a scary weapon for the final hit.
3. Attack as often as your energy allows; easy targets are as good as hard ones for treats.

4 Spend treats on upgrades early in the event, so they work for the rest of it and in future years.

Examples

- A Spooky basket at 35% gives about 35 treats per 100 wins; a Nightmarish basket at 80% gives about 80.
- Two scary masks give the same bonus as one, so wear one and use your other slots for protection.

Advanced tips

- Since any target counts, inactive players are the cheapest source of wins for treats.
- Upgrades are permanent, which makes early Halloweens an investment in later ones.

Common mistakes

- **Waiting to upgrade** until late in the event.
- **Wearing several scary items** for no extra benefit.
- **Exchanging without a plan.** An exchange uses all your treats at once, so buy the upgrades you want first.

Sources

Torn wiki: Trick or Treat: https://wiki.torn.com/wiki/Trick_or_Treat, retrieved 2026-11-23

Torn wiki: M'aol: https://wiki.torn.com/wiki/M'aol, retrieved 2026-11-23

Torn wiki: Loot: https://wiki.torn.com/wiki/Loot, retrieved 2026-11-23

Torn wiki: Calendar: https://wiki.torn.com/wiki/Calendar, retrieved 2026-11-23

Related guides: Annual events and competitions, Attacking basics, NPC looting

NPC looting

How groups attack lootable non-player characters, how loot levels rise, and how the loot lottery decides who gets the rewards.

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Introduction

Some non-player characters (NPCs) can be attacked for loot: special clothing, weapons and other items you cannot get any other way. Because these NPCs are tough and many players attack them at once, looting is organised group play with a lottery at the end.

How it works

Loot levels. Each lootable NPC has a loot level from 1 to 5, shown on its status bar. After it is defeated, the level resets to 1, then rises at 30, 90, 210 and 450 minutes after the defeat. The loot level when the NPC is defeated is the number of players who receive loot, and higher levels improve the chance of the better items.

The lottery. Loot is shared by lottery, and more effort earns more chances. To get a ticket you must either land a damaging hit or successfully land a temporary item on the NPC. Several hits in one turn do not give extra tickets. Damage over time from other players counts as your own damage. Tickets expire when the NPC is defeated or regenerates to full life.

Which NPCs. There are thirteen lootable NPCs. Eight are seasonal and only available at certain times of year; six of those appear only during the Halloween week, once 9,999 treats have been used.

Step by step

1. Find out which lootable NPCs are available and their current loot level.
2. Join a group that plans to attack at a high loot level (IV or V).
3. Prepare: life full, loadout ready, ammunition and temporary items equipped.
4. Attack when the group attacks, landing at least one damaging hit or temporary item.
5. Check your events after the defeat to see if you won loot.

Examples

- An NPC defeated at loot level V gives loot to five players; one defeated at level I gives loot to only one.
- A player who lands a single Flash Grenade on the NPC gets a lottery ticket, even without damaging hits.

Advanced tips

- Waiting the full 450 minutes for level V gives more winners and better odds of top items, which is why groups time their attacks.
- During Trick or Treat, hits on M'aol's mitigated shield count as damaging hits.

Common mistakes

- **Attacking early at a low loot level,** giving loot to fewer players.
- **Missing every hit,** which earns no ticket.
- **Arriving after the defeat,** when tickets have already expired.

Sources

Torn wiki: Loot: https://wiki.torn.com/wiki/Loot, retrieved 2026-11-23

Torn wiki: M'aol: https://wiki.torn.com/wiki/M'aol, retrieved 2026-11-23

Torn wiki: Trick or Treat: https://wiki.torn.com/wiki/Trick_or_Treat, retrieved 2026-11-23

Related guides: Attacking basics, Temporary items, Preparing to fight, Annual events and competitions