# Property and companies: all guides

Owning and renting homes, upkeep, working for a company and running one.

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# Properties

Buying, renting, upgrading and staffing a home. How property sets your maximum happiness, what it costs to run, and when to move up.

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## Introduction

Your property is where you live. Its main job is setting your maximum happiness, which in turn sets how much you gain from gym training. Every player starts in a Shack that cannot be sold. Moving up, by buying or renting, is one of the best early investments in the game.

## How it works

**Standard properties** from the Estate Agents, without upgrades:

| Property | Price | Base happy | Daily upkeep |
|---|---|---|---|
| Shack | free | 100 | $0 |
| Trailer | $5,000 | 110 | $10 |
| Apartment | $25,000 | 125 | $25 |
| Semi-Detached House | $75,000 | 150 | $70 |
| Detached House | $300,000 | 200 | $150 |
| Beach House | $500,000 | 300 | $200 |
| Chalet | $750,000 | 350 | $300 |
| Villa | $1,250,000 | 400 | $350 |
| Penthouse | $2,000,000 | 450 | $450 |
| Mansion | $3,000,000 | 500 | $500 |
| Ranch | $15,000,000 | 600 | $1,000 |
| Palace | $65,000,000 | 1,000 | $3,000 |
| Castle | $200,000,000 | 1,500 | $10,000 |
| Private Island | $500,000,000 | 2,000 | $100,000 |

**Upgrades and staff** raise maximum happiness further: a fully upgraded and staffed Villa reaches 800, a Private Island up to 5,025 (see Happy). Buying a lower tier of an upgrade does not reduce the price of the next tier.

**Discounts:** the Empty Lunchbox Traders (ELT) benefit block and a 10-star Property Broker each give 10% off home upgrades; the Property Law course gives 5% off properties from the Estate Agents.

**Renting (leasing).** If you cannot afford to buy, you can rent from another player. The landlord sets the price, length and upgrades; the rent is paid up front. Tenants still pay upkeep and any staff they hire, and cannot use the vault. Leases can be extended up to 100 days in total and always end at 03:30 TCT.

**Upkeep.** Owners and tenants pay daily upkeep and staff fees. If unpaid fees pass a threshold, the property's maximum happiness gradually falls, eventually to zero. A 7-star Lingerie Store job waives upkeep for the property you live in.

**Vaults.** An owned property's vault stores money, and can be shared with your spouse. Funds stay in a property's vault if you move elsewhere.

**Selling.** Sell on the property market or back to the Estate Agents for about three quarters of the price, minus any unpaid fees. The property must be empty.

## Step by step

1. Move out of the Shack as soon as you can, even into a Trailer or Apartment.
2. Compare buying with renting: renting a big property can give more happiness per dollar early on.
3. Pay upkeep regularly so your maximum never starts to fall.
4. Add upgrades when you can, starting with those that add the most happiness for the money.
5. Move up again when your income allows.

## Examples

- Moving from a Shack (100) to a fully upgraded Detached House (500) gives five times the maximum happiness for gym training.
- A tenant renting a Villa for 30 days pays the whole rent at the start, plus daily upkeep.

## Advanced tips

- The three most expensive properties give extra benefits beyond happiness.
- Before moving out, you must fire hired staff and clear unpaid upkeep.

## Common mistakes

- **Staying in the Shack** to save money that would earn more through better training.
- **Letting upkeep build up** until happiness starts to fall.
- **Storing money in a rented property,** where the vault is not available.

### Sources

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

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

Related guides: Happy, Gym training, Passive income, Early money

# Running a company

For directors. Starting or buying a company, hiring and training staff, stock and pricing, advertising, environment and climbing the star ranking.

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## Introduction

Directing a company is a daily management job. You hire, place and train employees, keep stock on the shelves, set prices and advertising, and keep the vault funded. Done well, it earns a steady income and gives your employees specials they value. You must be level 10 to own a company.

## How it works

**Getting a company.** Start one from the job listings in the newspaper for a flat cost, or take over an established company from another player by transfer or trade, possibly with employees, stock and upgrades.

**Three measures of a company:**

| Measure | What it means |
|---|---|
| Popularity | Your weekly income as a percentage of the best company of your type |
| Efficiency | How effective your employees are on average, capped at 100%, updated once a day around 18:00 TCT |
| Environment | Staff room size and number of employees; drug users and inactive staff lower it, cleaners and managers raise it. A low environment can cut income by up to a third |

**Advertising** has a maximum base effect of 40%, shared out between competing companies by budget. Marketers, the BUS2400 and LAW2100 courses and the Tell Group (TGP) benefit block strengthen it.

**Star ranking.** Companies are ranked 1 to 10 stars by gross profit, adjusted every Sunday. Employee pay does not affect ranking. Stars decide job points (one per star per day) and the director's own daily work stats: 5 of each at 1 star, 10 at 2, 20 at 3, 35 at 4 and 50 at 5 or more.

**Closing hour,** about 18:00 TCT, is when the day's customers, income, work stat gains and job points are calculated.

**Stocks that help directors:** TGP (advertising), TC Media Productions (TCP, sales boost) and Syscore (SYS, protection from hacking specials). Messaging Inc. (MSG) and Yazoo (YAZ) give free newspaper adverts for recruiting.

## Step by step

1. Choose a company type whose specials and customers you understand.
2. Hire employees whose stats suit each position, ideally well above the requirements.

3. Keep enough in the vault to pay a full week of wages and advertising.
4. Keep stock ordered and prices adjusted so goods do not run out.
5. Watch environment; add cleaners or a bigger staff room as you grow.
6. Train employees whenever trains are available.
7. Review popularity each week to see how close you are to the next star.

## Examples

- A company earning $5,000,000 a week against a best-in-type of $10,000,000 has 50% popularity.
- A 5-star director gains 50 of each work stat every day, on top of their income.

## Advanced tips

- Inactive employees hurt more than they appear to, through both efficiency and environment.
- Business Management courses add productivity and employee effectiveness for directors; check the education course directory.

## Common mistakes

- **Running the vault low** and missing wages or advertising.
- **Raising pay to chase stars.** Pay does not affect ranking.
- **Hiring drug users** in companies where environment matters.

### Sources

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

Torn wiki: Working Stats: https://wiki.torn.com/wiki/Working_Stats, retrieved 2026-11-23

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

Related guides: Working for a company, Passive income, Education, Stock benefit blocks