Making money guide, beginner

Bounties

Placing and claiming bounties, the listing fees, who cannot be bountied, and how players protect themselves.

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Introduction

A bounty is a reward for putting a particular player in hospital. Anyone can place one through the newspaper, and anyone strong enough can claim it. For hunters, bounties are a way to earn money from attacks; for those placing them, they are a way to strike at someone they cannot beat themselves.

How it works

Claiming. You must hospitalise the target to claim a bounty. You can claim from Torn or abroad, by attacking from their profile or using Claim on the bounties page. You cannot claim a bounty you placed yourself.

Placing. Each player has 10 bounty slots. There is a 50% listing fee, and an optional extra 50% to list anonymously: a $10 bounty costs $15, or $20 anonymously. Unclaimed bounties expire after 7 days and cannot be bought off or removed.

Who cannot be bountied: developers, staff acting as staff, and new players, unless the person placing the bounty is also under new player protection. Bounties are refunded if the target is sent to Federal Jail.

Protection and counters.

Option	Effect
Private Security Firm job points	20 job points buy 72 hours of bounty protection
7-star Cyber Cafe "IP Tracing"	Reveals who placed an anonymous bounty
Syscore (SYS) benefit block	Stops your anonymous bounties being revealed by IP Tracing

Step by step

1. Open the bounties section of the newspaper and sort by reward.
2. Pick targets you can beat, checking their status and faction.
3. Attack and choose hospitalise to claim.
4. Weigh the reward against the 25 energy each attack costs.

Examples

- Placing a $1,000,000 anonymous bounty costs $2,000,000.

- A hunter beats a target but chooses mug. The bounty is not claimed, because only hospitalising counts.

Advanced tips

- Several bounties can stack on one player, so popular targets can be worth a lot.
- Attacking a bountied player who is in a strong faction can bring retaliation; check before hitting.

Common mistakes

- **Leaving or mugging** instead of hospitalising.
- **Placing bounties on protected new players,** which is not allowed.
- **Forgetting bounties expire** after 7 days.

Sources

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

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