Getting started guide, beginner

Donator status and subscriptions

What donator status gives you, how Donator Packs and subscriptions differ, what they cost in real money, and why the energy bar matters most.

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

Introduction

Torn is free to play, and everything in it can be reached without spending real money. Donator status is the optional paid upgrade. It does not unlock new areas or give direct power; what it changes is how much energy you get, which in turn changes how fast you can train and fight. This guide sets out what you actually get, the two ways to pay, and how players without a budget get donator days anyway.

> **Note**
> Prices below are in US dollars as listed on Torn's donation page when this guide was reviewed. Torn sets these prices and can change them; always check the in-game Donator House before buying.

How it works

What donator status gives you while it lasts:

Benefit	Without donator	With donator
Maximum energy bar	100	150
Energy regeneration	5 every 15 minutes	5 every 10 minutes
Advanced player search	No	Yes
Notebook	No	Yes
Donator forums	No	Yes

There are also medals for holding donator status for a total number of days.

Two ways to pay:

Option	Price	You receive
Standard Donator Pack	$5.00 each, with discounts on bulk orders	An item that gives 31 days of status and 60 points when used
Monthly subscription	$4.85 a month	31 days of status and 90 points each month, plus two Subscriber Rewards on the 1st of the month
Annual subscription	$48.50 a year	372 days of status and 1,080 points at purchase

A **Donator Pack** arrives as an item in your inventory and does nothing until you press *Use*. Because it is an item, packs can be traded between players, sold in a bazaar or on the item market, and sold to the Pawn Shop. A **subscription** skips the item and credits days and points straight to your account. Subscribers also get Subscriber Rewards (such as caches, supply

packs and books), entry into prize draws, and holiday gifts.

Bulk pack orders above a certain size are discounted by 21%, with a further discount for crypto payments. If you still have pack days left when you start a subscription, they are kept and resume when the subscription ends.

Step by step

1. **Decide whether you need it yet.** In your first weeks, your energy is rarely the bottleneck; learning the game is. Donator status pays off once you train or chain every day.
2. **If you want to pay,** open the Donator House in the City and choose a Standard pack or a subscription. Payment methods include PayPal, Amazon and crypto on the website, and Google Play on the Android app.
3. **If you bought a pack,** go to your items and use it. Unused packs give nothing.
4. **If you do not want to spend money,** buy a Donator Pack from another player with in-game money on the item market or in a bazaar. This is the common route for free players once they earn steadily.
5. **To cancel a subscription,** cancel where you paid: PayPal's automatic payments, the cancel button on the Donator House page for Amazon, or the Play Store's subscriptions page. You keep the days already paid for.

Examples

Energy over a day. With donator status you regenerate 5 energy every 10 minutes, which is 720 energy a day, against 480 without it. That is 50% more natural energy for training at the gym or attacking, before counting the larger bar that holds 150 instead of 100 between logins.

Pack vs subscription for points. Twelve standard packs at full price cost $60 and give 720 points over 372 days. An annual subscription costs $48.50 and gives 1,080 points for the same number of days, plus monthly rewards. For a long-term player the subscription is better value; packs are better if you want flexibility or plan to resell.

Buying with game money. Instead of spending dollars, a player who has built up savings buys one Donator Pack from the item market. The price there is set by players and moves over time, so it is checked on the day rather than assumed.

Advanced tips

- Time a pack around your training plan. If you are saving energy for a happy jump, have donator status active so your bar holds 150 and regenerates faster during the stacking period.
- Packs expire at 13:00 TCT on their final day, so using a new pack just before that keeps your status unbroken.
- The points from a pack can be worth a large part of its in-game price. Check the points market price before deciding whether to keep the points or sell the pack unopened.
- Subscriptions have the best odds at the rare items in Subscriber Rewards. If you want those specifically, packs are not a substitute.

Common mistakes

- **Buying a pack and never using it.** The status and points only arrive when you use the item from your inventory.
- **Thinking donator status is required to compete.** Many strong players are free players who buy packs with in-game money, or play without them. It speeds training; it does not decide outcomes.
- **Paying an unofficial seller real money for in-game goods.** Real-money trading outside the Donator House breaks Torn's rules and puts your account at risk. Only buy through the official page.
- **Assuming a refund is automatic.** Refund requests go to Torn's payments team by email, usually only within 30 days and only where the goods can be taken back from your account.

Sources

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

Torn wiki: Donator Pack: https://wiki.torn.com/wiki/Donator_Pack, retrieved 2026-11-23

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

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

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