Getting started guide, beginner

Early money

Realistic ways for a new player to earn their first millions, and what each one costs in energy, nerve or time.

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Introduction

Money buys the things that make you stronger: a better property, education, gym memberships and, later, investments. Early on, you have little to invest, so the best income uses resources you already have, such as nerve, time and attention, rather than energy you need for training.

How it works

The main early sources are:

Source	What it costs	Notes
City job	Nothing; pays daily	Small amounts, but also gives work stats and job points
Crimes	Nerve	Pays money or items, and builds crime experience
City finds	Your attention	Items spawn on the city map each day at midnight for players who were active in the previous 24 hours
Selling items	Market fees	The Item Market charges 5% on sales; a Bazaar (250 points) charges none
Missions	Energy for attacks	Duke and other agents pay money and mission credits
Bounties	Energy for attacks	Paid for hospitalising the listed player
Hunting (level 15)	10 energy and $500 per session	In South Africa; income depends on hunting skill

Crimes. In Crimes 2.0, successful crimes pay cash, items or both, and build crime experience and skill. The first crime, Search for Cash, is available immediately. See Crimes 2.0.

City finds. Higher awareness means more items found. The Awareness merit adds 20% per upgrade. Finds can be sold or kept.

Missions. Contracts from Duke and other agents start easy and pay more as your standing grows. They also give mission credits, which buy weapon mods and other rewards. See Missions.

Step by step

1. Get a starter job on day one so pay and work stats start arriving.
2. Spend nerve on crimes you can succeed at. Failure pays nothing, and a critical failure costs experience.

3. Check the city map for finds every day.
4. Sell what you do not need. Small amounts go on the Item Market; when you have more to sell, a Bazaar saves the 5% fee.
5. Take missions from Duke and complete the easy ones.
6. Put your savings into a better property and education before anything else.

Examples

- Selling $1,000,000 of items on the Item Market returns $950,000 after the 5% fee. Through a Bazaar it returns the full amount.
- A hunting session costs 10 energy and $500. Whether it is profitable depends on your hunting skill; at low skill, your energy may be better spent in the gym.

Advanced tips

- Money that sits in your wallet can be lost to muggers. Keep only what you need on hand. The bank, your property vault and your faction are all safer places to hold money.
- Track what you earn per unit of nerve or energy. The best method for one player is not always the best for another.

Common mistakes

- **Spending all your energy on money-making.** Early on, training usually matters more.
- **Carrying cash.** A mugging takes a share of the money on hand.
- **Paying fees you do not need to.** Large sales through the Item Market lose 5%; a Bazaar avoids that.
- **Buying cosmetics before property and education.**

Sources

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

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