Education

How Torn's education courses work, what they give you, how to make them shorter, and how to choose a path.

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Introduction

Education courses run in real time and give permanent rewards: work stats, passive battle stat bonuses, gym gain boosts, new crimes, new abilities and discounts. Almost every part of the game is improved by some course. Because only one course runs at a time, the most important rule is simple: always have one running.

How it works

Courses and bachelors. Courses belong to 12 bachelors: Biology, Business Management, Combat Training, Computer Science, General Studies, Health & Fitness, History, Law, Mathematics, Psychology, Self Defense and Sports Science. Each bachelor starts with an introduction course, which unlocks the others in it. The full list, with costs, lengths and outcomes, is in the education course directory.

What courses give. Examples from the official course tables:

Kind of reward	Example
Passive battle stats	Aerobics: +1% dexterity. Judo: +1% defence
Gym gains	Strength and Conditioning: +1% to strength gains
Weapons	Study of Rifles: +1 accuracy with rifles. Evolution: +1% damage with all weapons
Crimes and abilities	Introduction to Computing unlocks the Cracking crime. Kick Boxing unlocks the kick attack
Discounts	Property Law: 5% off properties from the estate agents
Jail	Common Law: buy yourself and others out of jail
Medical	Intermediate Biochemistry: +10% medical item effectiveness

Completing courses and bachelors also earns honours and merits, and completing the History bachelor unlocks the Museum.

Cost. Each course costs money to start. The International School TC (IST) benefit block makes every course free.

Getting removed. Drugs add addiction, and once your addiction is high enough you are removed from any course you are enrolled in. Rehab in Switzerland and some faction and company perks reduce addiction or its effects.

Shorter courses. Three permanent reductions add together:

Reduction	Amount
Education Length merits	2% per merit, up to 20%
Reaching Principal in the Education city job	10%, kept even if you leave the job
West Side University (WSU) benefit block	10%

All three together cut course times by 40%. They only apply to courses started after you gain them. You can also cut the current course: 30 minutes per job point with the 1-star Fitness Center or 7-star Hair Salon specials, or 6 hours with a Book of Carols from Christmas Town.

Step by step

1. Start the introduction course of the bachelor you want most.
2. Plan the next course before the current one ends, so there is no gap.
3. Choose courses that support your plan: Sports Science for training, Combat Training for weapons, Business Management for companies, Law for jail and busting, History for points from the Museum.
4. Add Education Length merits early; they shorten every course afterwards.
5. Use the Education course length calculator to see a course's real length with your reductions.

Examples

- The whole History bachelor takes 175 days without reductions. With all three reductions it takes 105 days.
- A player who reaches Principal before starting their long courses saves 10% on every one of them.

Advanced tips

- Since April 2024 the reductions add together. Before that they multiplied, which gave 35% rather than 40% in total, so older advice may quote different numbers.
- The Bachelor of Biology lets you use stat-boosting needles in fights, and the Sports Medicine course makes them 10% stronger.
- Work stats from courses help you get better company positions, which in turn pay more and give better job specials.

Common mistakes

- **Leaving gaps.** Every day without a course running is a day lost for good.
- **Letting addiction build during a course.** High addiction removes you from it.
- **Buying the reductions late.** Merits and Principal only help future courses.

Sources

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