Beyond the basics guide, intermediate

Elimination

Torn's annual team competition in September, how entry, captains, tickets and lives work, how teams are knocked out, and the Choose Your Prize rewards.

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

Introduction

Elimination is Torn's biggest yearly attacking competition. Every player who enters joins one of 12 teams, and teams attack each other to win tickets. Once the elimination stage begins, the team with the fewest tickets loses a life every 15 minutes, until one team is left. This guide explains each phase, how to qualify, and what you get for taking part.

> **Note**
> Dates and rules here are for the 2026 competition, which ran in September. Torn has moved Elimination between months before (it ran in December in 2025 and paused in 2024), so check the in-game calendar each year.

How it works

Schedule for 2026 (all times 12:00 TCT):

Phase	Start	What happens
Entry	5 September	Qualify and join; closes 10 September
Voting	7 September, for 24 hours	Teams elect a Captain
Attacking	10 September	Attacks move tickets between teams; no lives lost
Elimination	11 September	Every 15 minutes, the team with fewest tickets loses a life
End	18 September at the latest	The last team standing wins

Qualifying. Your account must be at least 14 days old, and you must attack 5 players of your choice during the entry period. Torn assigns you to a team on a balanced basis; you cannot choose or switch.

Teams. There are 12 teams, each starting with 1,000 tickets and 50 lives, and each with a private team forum and chat.

Captains. Players nominate themselves; the one with the most votes becomes Captain and picks up to five Vice-Captains. These six can send team newsletters, post headlines on the team ticker and moderate the team forum. Vice-Captains cannot be added once attacking starts.

Tickets. Each successful attack on an enemy team member moves one ticket from their team to yours. Stalemates, escapes and successful defends move nothing. No new tickets are ever created; tickets only leave the game when a team is eliminated.

Lives. From the elimination phase, every 15 minutes the team with the fewest tickets loses a life. At zero lives the team is out. Ties are broken by fewest tickets, then fewest wins, then most

losses, then fewest lives.

Step by step

1. **Check the calendar** for the entry date and make sure your account will be at least 14 days old by then.
2. **Make your 5 qualifying attacks** during the entry period.
3. **Join your team's chat and forum** and follow the Captain's plan.
4. **Use the attacking period** to practise and pick up tickets before lives are at stake.
5. **Attack steadily during elimination,** especially when your team is near the bottom of the ticket table.
6. **Stay in your team to the end** so you qualify for Choose Your Prize.
7. **Claim your prize** from the Elimination page within 31 days.

Examples

Why timing matters. Two teams are close to the bottom. Every 15 minutes, whichever has fewer tickets loses a life. A burst of 20 wins just before a check can push your team above the other one and make them lose the life instead.

Ticket maths. Your team has 900 tickets. A member wins 3 attacks against another team, so your team now has 903 and theirs has 3 fewer. If they defend successfully against you, nothing moves.

Choose Your Prize. At the end, everyone who stayed with their team gets between 1 and 6 prize options, with better options for better personal and team performance. Players chose one item from options such as books, weapon mods, special ammo, special refills, supply packs, job points, mission credits, points or a weapon cache.

Advanced tips

- Elimination hits count as inside hits, so they never qualify you for an early discharge from hospital.
- From 2026, stealthed attacks still count towards your total but do not update your last attack time, so you do not appear on the target team's revenge list.
- Team pages and the revenge list update live, so you can see who is online and in hospital without refreshing.
- You can leave from the attacking period onwards with the button at the top right of the Elimination page, but leaving costs you the end-of-competition prize.

Common mistakes

- **Missing the entry window.** You must make your 5 attacks before entry closes; there is no late entry.
- **Attacking players who are too strong.** A lost attack moves a ticket to the other team. Pick targets you can beat.

- **Leaving early.** Only players who stay with their team to the end receive prizes.
- **Forgetting to claim.** Prize options disappear after 31 days.

Sources

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

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

Related guides: Annual events and competitions, Attacking basics, Preparing to fight, Chain mechanics