Making money guide, intermediate

Hunting

Hunting in South Africa, from the three session types and what each animal pays to building hunting skill and the bonuses that raise income.

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Introduction

From level 15 you can fly to South Africa and hunt. Each session costs 10 energy and $500, and pays money depending on what you catch. Hunting income grows with a separate hunting skill, which takes a very long time to build. It is a way to turn energy into money, at the cost of the battle stats that energy would otherwise have bought in the gym.

How it works

Sessions. There are three, and each gives the same hunting skill. Results are immediate.

Session	Animals
Beginner	Buffalo $250, Warthog $400, Zebra $350, Baboon $500
Standard	The beginner animals, plus Giraffe $1,000, Cheetah $2,000, Leopard $2,500, Hippo $3,000
Advanced	All of the above (some pay more), plus Giraffe $1,500, Hyena $3,000, Gorilla $4,500, Hippo $4,500, Lion $5,000, Rhino $8,500, Elephant $12,000, Tiger $20,000

During World Tiger Day (28 to 30 July, from 12:00 TCT), rare animals appear: Addax $850,000 (skill 13) and White Tiger $5,000,000 (skill 22) in beginner sessions, Pangolin $1,400,000 and Cape Vulture $2,800,000 in standard sessions. Hunting experience is five times normal during the event.

> **Not confirmed**
> The wiki notes the Hippo may also appear in standard sessions at the advanced price, and that the skill needed for Pangolins and Cape Vultures is unknown.

Hunting skill starts at 1 and goes to 100. The wiki estimates about 164,000 energy to reach 100, or 20% less with a 7-star Meat Warehouse.

Income bonuses:

Bonus	Effect
Farm or Zoo, 3-star special	+25% hunting income
Faction Excursion branch, Hunting	up to +30% income
GEN2120 Survival Skills course	+15% hunting skill

When to move up. The wiki's advice: beginner sessions until your skill is in the mid-twenties, standard until the mid-seventies, then advanced. At maximum skill it estimates about $800,000 per full donator energy bar.

Step by step

1. Reach level 15 and fly to South Africa.
2. Start with beginner sessions.
3. Move to standard around skill 25 and advanced around skill 75.
4. Add income bonuses you can get: a Farm or Zoo job, your faction's Excursion upgrades, Survival Skills.
5. Bank your money before a long hunting trip so it earns interest.

Examples

- A donator with 150 energy runs 15 sessions for $7,500 in fees.
- A player flying home from South Africa with an airstrip regenerates energy on the way, so hunting with their spare energy just before leaving wastes nothing.

Advanced tips

- World Tiger Day's fivefold experience makes it the best time to build skill.
- If you travel to South Africa to buy goods anyway, hunting with spare energy before the flight home is pure extra income.

Common mistakes

- **Hunting instead of training** when battle stats matter more to you.
- **Jumping to advanced sessions too early,** which pay less at low skill.
- **Forgetting the $500 fee** in your profit sums.

Sources

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

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

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

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