Jail and busting

What sends you to jail, what you can do there, and how busting, self-busting and bail work.

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Introduction

City Jail is where you end up when a crime or bust goes badly, or when another player has you arrested. While there, most of the game is closed to you. Knowing how to get out, and how to get others out, saves time and earns honours.

How it works

What sends you to jail: a critical failure on a crime (with a loss of crime experience), a failed bust, a jail result in an organised crime (with a smaller loss of experience), or being arrested by another player. Sentences range from about ten minutes to several hours.

In jail you can still train at Crims, the jail gym: strength and speed at 3.4 and defence at 4.5, but no dexterity. Its defence gains beat every lightweight gym and the first middleweight gym.

Busting is freeing another player. Each attempt costs 5 nerve, reduced by up to 3 with faction Criminality upgrades. Success is more likely with faction perks (up to 50% more), Law education, working at a Law Firm, more completed busts, a higher level, and lower-level targets with less time left. Several busts in quick succession lower the success rate.

Bust result	What happens
Success	The prisoner is freed
Failure	You lose the nerve but stay free
Jailed	You are caught and jailed for one to three hours

Self-busting costs half your maximum nerve, rounded up, or a third after completing LAW2990. Failing adds to your sentence.

Bail buys someone out: $100 x minutes left x the prisoner's level. Education can cut this by up to 57.25% and the 1-star Law Firm special by 50%. You can buy yourself out once you have completed Common Law.

Step by step

1. If jailed, decide whether to wait, self-bust, pay bail or ask your faction for a bust.
2. While you wait, train defence at Crims.
3. To bust others, start with low-level prisoners with little time left.
4. Space your busts out so the success rate does not drop.
5. Work out bail costs with the Jail bail cost calculator.

Examples

- A level 20 player with 60 minutes left costs $100 x 60 x 20 = $120,000 to bail before discounts.
- A player with a 90-nerve bar pays 45 nerve to self-bust, or 30 after LAW2990.

Advanced tips

- Busting adds to your natural nerve bar, so it is a way to grow your bar as well as help others.
- Law Firm employees can see the bust success chance, which takes much of the guesswork out of busting.

Common mistakes

- **Busting high-level prisoners with long sentences early on.** The chance is low and failure can jail you for hours.
- **Busting in rapid bursts.** Each quick attempt is less likely to succeed.
- **Wasting jail time.** Crims is one of the best defence gyms available to new players.

Sources

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

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

Related guides: Crimes 2.0, Nerve, Gym training, Crime progression