Properties

Buying, renting, upgrading and staffing a home. How property sets your maximum happiness, what it costs to run, and when to move up.

Version 1.0. Published 23/11/2026, last reviewed 23/11/2026.

Introduction

Your property is where you live. Its main job is setting your maximum happiness, which in turn sets how much you gain from gym training. Every player starts in a Shack that cannot be sold. Moving up, by buying or renting, is one of the best early investments in the game.

How it works

Standard properties from the Estate Agents, without upgrades:

Property	Price	Base happy	Daily upkeep
Shack	free	100	$0
Trailer	$5,000	110	$10
Apartment	$25,000	125	$25
Semi-Detached House	$75,000	150	$70
Detached House	$300,000	200	$150
Beach House	$500,000	300	$200
Chalet	$750,000	350	$300
Villa	$1,250,000	400	$350
Penthouse	$2,000,000	450	$450
Mansion	$3,000,000	500	$500
Ranch	$15,000,000	600	$1,000
Palace	$65,000,000	1,000	$3,000
Castle	$200,000,000	1,500	$10,000
Private Island	$500,000,000	2,000	$100,000

Upgrades and staff raise maximum happiness further: a fully upgraded and staffed Villa reaches 800, a Private Island up to 5,025 (see Happy). Buying a lower tier of an upgrade does not reduce the price of the next tier.

Discounts: the Empty Lunchbox Traders (ELT) benefit block and a 10-star Property Broker each give 10% off home upgrades; the Property Law course gives 5% off properties from the Estate Agents.

Renting (leasing). If you cannot afford to buy, you can rent from another player. The landlord sets the price, length and upgrades; the rent is paid up front. Tenants still pay upkeep and any staff they hire, and cannot use the vault. Leases can be extended up to 100 days in total and always end at 03:30 TCT.

Upkeep. Owners and tenants pay daily upkeep and staff fees. If unpaid fees pass a threshold, the property's maximum happiness gradually falls, eventually to zero. A 7-star Lingerie Store job waives upkeep for the property you live in.

Vaults. An owned property's vault stores money, and can be shared with your spouse. Funds stay in a property's vault if you move elsewhere.

Selling. Sell on the property market or back to the Estate Agents for about three quarters of the price, minus any unpaid fees. The property must be empty.

Step by step

1. Move out of the Shack as soon as you can, even into a Trailer or Apartment.
2. Compare buying with renting: renting a big property can give more happiness per dollar early on.
3. Pay upkeep regularly so your maximum never starts to fall.
4. Add upgrades when you can, starting with those that add the most happiness for the money.
5. Move up again when your income allows.

Examples

- Moving from a Shack (100) to a fully upgraded Detached House (500) gives five times the maximum happiness for gym training.
- A tenant renting a Villa for 30 days pays the whole rent at the start, plus daily upkeep.

Advanced tips

- The three most expensive properties give extra benefits beyond happiness.
- Before moving out, you must fire hired staff and clear unpaid upkeep.

Common mistakes

- **Staying in the Shack** to save money that would earn more through better training.
- **Letting upkeep build up** until happiness starts to fall.
- **Storing money in a rented property,** where the vault is not available.

Sources

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

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

Related guides: Happy, Gym training, Passive income, Early money