Beyond the basics guide, intermediate

Racing

The Raceway, from getting a car and licence to racing classes, racing points, racing skill, tracks and the twice-yearly tournament.

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

Introduction

The Raceway in the Red-Light district is Torn's racing game. You enlist cars, enter official or custom races against up to 99 other drivers, and build two things over time: racing points, which move you up through the racing classes, and racing skill, which improves your results. It runs alongside everything else and costs no energy or nerve.

How it works

Getting started. You need a car and a Racing License. The licence costs 50 points at the Points Building. Cars come from the Docks in the city, or from other players on the Item Market and in bazaars.

Official races are free to enter. You are matched with five other drivers in your class. A race takes an hour to prepare and finishes when everyone has crossed the line. After leaving an official race you wait 15 minutes before joining another.

Custom races are set up by players. They give no racing points but do give racing skill, and there is no waiting time between them. The creator chooses:

Setting	Limit
Drivers needed to start	up to 6
Maximum drivers	up to 100
Laps	up to 100
Bet	up to $100,000,000, paid to the top three
Wait before the start	up to 2,880 minutes
Cars allowed, upgrades allowed, password	optional

A custom race with only one driver is deleted an hour after its wait time ends. If you leave, or the race times out, your bet comes back as a cashier's check at the bank.

Racing points and classes. Finishing in the top three of an official race earns racing points. Points move you up the classes:

Class	Racing points earned
E	0
D	25
C	100
B	250
A	475

Points you later spend, or lose in a crash, still count towards your class. Points from company specials do not. You can race cars from your own class or below, never above. Some of the 16 tracks only open at higher classes.

Racing skill rises with every race, official or custom, up to a maximum of 100. Longer races, more drivers (up to 100) and better finishing positions give more. Official races, including gold-flaired official events, give double. The Torn City Motors (TCM) benefit block adds a passive 10%. Racing skill was overhauled on 11 June 2025, so older advice about it hardly rising after level 20 no longer applies.

The tracks:

Track	Length	Track	Length
Uptown	2.25 mi	Vector	1.16 mi
Withdrawal	3.4 mi	Mudpit	1.06 mi
Underdog	1.73 mi	Hammerhead	1.16 mi
Parkland	3.43 mi	Sewage	1.5 mi
Docks	3.81 mi	Meltdown	1.2 mi
Commerce	1.09 mi	Speedway	0.9 mi
Two Islands	2.71 mi	Stone Park	2.08 mi
Industrial	1.35 mi	Convict	1.64 mi

Car upgrades are permanent once fitted; the only way to change one is to buy a replacement part. Removing a car from enlistment strips all its upgrades, and a crash can also remove some.

Step by step

1. Buy a Racing License (50 points) and a car.
2. Enlist the car at the Raceway and fit the upgrades you can afford.
3. Enter official races to earn racing points and double skill.
4. Use custom races, ideally long ones with many drivers, to build skill between official races.
5. Move up a class when you reach the points, and enlist a car of that class.

Examples

- A driver who finishes first, second and third in three official races earns 3 + 2 + 1 = 6 racing points.
- Reaching Class A takes 475 racing points, for example about 160 first-place finishes.

Advanced tips

- Because skill grows with race length and the number of drivers, large, long custom races are the quickest skill builders outside official races.
- The Ultimate Racing Tournament runs twice a year; the winner receives a Stormatti Casteon and a Gold Racing Trophy.
- You cannot travel while in a race, and you can only be in one race at a time. Being hospitalised during a race does not change the result.

Not confirmed
The racing points for each finishing position (3, 2 and 1 for first to third) come from a summary of the wiki's Racing page, not from the saved Raceway page. Check in game.

Common mistakes

- **Removing an enlisted car** and losing every upgrade on it.
- **Buying a car above your class,** which you cannot race yet.
- **Only racing custom races,** which never move you up a class.

Sources

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

Torn wiki: Stock Market: https://wiki.torn.com/wiki/Stock_Market, retrieved 2026-11-23

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