Getting started guide, beginner

The city map, shops and city finds

Where everything is on the city map, the daily limit on shop purchases, how free items appear on the map each day, and how awareness raises how many you find.

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Introduction

The city is Torn's main hub: an interactive map where every shop, service and building lives. It is also where free items appear each day for players who look. This guide shows you how the map is laid out, what the shops can and cannot sell you, and how to find more items with awareness.

How it works

Districts. The city's quick links group places by district:

District	Places
West Side	Education, your gym, Travel Agency
North Side	Auction House, Bazaar Directory, Church, Item Market, Points Building, Points Market
Red-Light	Casino, Dump, Loan Shark, Missions, Raceway
Residential	Estate Agents, your house
Center	Chronicle Archives, City Hall, Committee, Community Center, Hospital, Jail, Museum, Staff, Visitor Center
Financial	Bank, Donator House, Messaging Inc, Stock Market
East Side	Big Al's Gun Shop, Bits 'n' Bobs, Cyber Force, Docks, Jewelry Store, Nikeh Sports, Pawn Shop, Pharmacy, Post Office, Print Store, Recycling Center, Super Store, Sweet Shop, TC Clothing

Some places only open once you reach a level or finish an education course.

Daily shop allowance. You can buy up to 100 items a day in total from the East Side shops. The allowance refreshes at the new Torn day (00:00 TCT).

City finds. Each day at midnight TCT, items may appear at random spots on your city map, as long as you were active at some point in the previous 24 hours. You see them by zooming in and click to pick them up. Playing more does not make more items appear. Most items can be found, but valuable or special ones cannot, including Dubai luxury weapons, cache gear, exclusive NPC loot, cars, boosters, exotic flowers and (since late 2024) stat enhancers. Seasonal items can appear during their events.

Awareness raises how many items you find. Bonuses add together rather than multiply:

Source	Extra awareness
Each merit in awareness	+20%
Psychology course PSY2680	+10%
Working at a Firework Stand or Candle Shop	+50%

Source	Extra awareness
Working at a Zoo	+70%
Book: Finders Keepers (31 days)	+2,500%
Awareness Awareness Week (third week of January)	An unpublished boost for everyone

Territory. Factions can claim blocks of the city map for daily respect. Each block has a base of 15 respect a day, multiplied by its sector (×1.00 to ×2.50, central being highest), its size (×1.00 to ×2.00) and what is on it (×1.00 for empty fields, ×2.00 for buildings, ×3.00 for landmarks). The territory view is off by default and can be turned on under the map.

Step by step

1. **Open the city** and use the quick links if the map feels busy.
2. **Check your map once a day** after midnight TCT. Zoom in and scan for item icons; click each to collect it.
3. **Sell or use what you find.** Many finds are cheap, but some are worth real money on the item market.
4. **Plan bulk shop purchases** around the 100-item daily limit, for example when buying plushies or flowers to resell.
5. **Add awareness over time** if city finds interest you: a merit or two, the Psychology course, or a job at a company that gives awareness.

Examples

Adding up awareness. A player has 2 merits in awareness (+40%), finished PSY2680 (+10%) and works at a Zoo (+70%). Their total is 40 + 10 + 70 = +120% extra awareness, not a multiplied figure.

Territory respect. A block in sector 1 (×2.50), of large size (×1.75), with buildings (×2.00) gives 15 × 2.50 × 1.75 × 2.00 = 131.25 respect a day, under the multipliers published on Torn's wiki.

Hitting the shop limit. A player buys 60 items at the Super Store and 40 at Bits 'n' Bobs. The next East Side purchase is refused until the new day.

Advanced tips

- City finds count only if you were active in the previous 24 hours, so a short daily login keeps them coming.
- A Dirty Bomb closes the Airport and most of the East Side for a while, and Cesium-137 often appears as a city find afterwards.
- Factions see territory rackets, criminal enterprises that spawn on random blocks, from the territory views on the map.
- Donators open the notebook from a button at the bottom right of the chat bar.

Common mistakes

- **Thinking more clicks give more finds.** Items spawn once a day; activity level no longer affects how many.
- **Expecting to find rare items.** The most valuable items are excluded from city finds entirely.
- **Running out of shop allowance before an important purchase.** Buy what matters first each day.

Sources

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

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

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

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

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