Making money guide, intermediate

Trading and markets

The Item Market, bazaars, the Auction House and direct trades. What each one charges, what it is good for and how to trade safely.

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

Introduction

Torn has several ways to buy and sell, and each has different fees and uses. Choosing the right one for a sale can save 5% or more, and knowing how trades work keeps you from being scammed.

How it works

Place	How it works	Cost to sell
Item Market	Anyone in Torn can list items; buyers browse by category with filters for weapon bonus, accuracy, damage and price	5% sales tax since 22 June 2025, plus an optional 10% to list anonymously
Bazaar	Your own shop, bought for 250 points; other players buy from it directly	No sales fee
Auction House	Up to 5 listings at once, 1 to 7 days, no starting bid or reserve; a listing cannot be cancelled. Weapons and armour, and other items only if rare (circulation of 250 or less)	Not covered here
Direct trade	You and another player each add money, items or properties, and both accept	No fee

What can be traded directly: money, items and properties, and companies or factions for their directors or leaders. Stocks, points, merits, rackets, territories, books and stats cannot be traded this way.

Auction payments arrive as cashier's checks in the bank, which credit automatically after 24 hours.

Enemies. Players on your enemies list cannot buy from your Item Market listings or bazaar, unless you turn that off.

Step by step

1. For small, quick sales, use the Item Market.
2. For regular or large sales, buy a bazaar and save the 5%.
3. For rare weapons and armour, consider the Auction House, remembering a listing cannot be withdrawn.

4 For deals agreed with another player, use a direct trade and check every item and amount before accepting.

5 Work out your profit after fees, not before.

Examples

- Selling an item for $20,000,000 on the Item Market returns $19,000,000; anonymously, $17,000,000. In a bazaar it returns the full $20,000,000.
- A player agrees a trade, then the other side swaps an item for a similar-looking cheaper one before accepting. Rechecking the trade window before you accept catches this.

Advanced tips

- The Item Market's accuracy and damage filters make it easy to find weapons with good rolls.
- Points cannot be traded directly. They change hands on the Points Market, where the price is capped at $100,000 per point, or through a faction armoury.

Common mistakes

- **Accepting a trade without rechecking it** after the other side changes it.
- **Listing rare items at auction too briefly** to attract bidders.
- **Forgetting the 5% fee** when pricing for profit.

Sources

Torn wiki: Item Market: https://wiki.torn.com/wiki/Item_Market, retrieved 2026-11-23

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

Torn wiki: Auction House: https://wiki.torn.com/wiki/Auction_House, retrieved 2026-11-23

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

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

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