Making money guide, intermediate

Travel and trading abroad

Flying to the eleven destinations, flight times and costs, how much you can carry, and buying abroad to sell at home.

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

Introduction

From level 15 you can fly abroad from the Travel Agency. Each destination has shops with items you cannot buy in Torn, which many players buy cheaply and sell at home. Travel also leads to unique places such as Rehab in Switzerland and hunting in South Africa.

How it works

Destinations and standard flights:

Destination	One way (standard)	Cost
Mexico	24 min	$6,500
Cayman Islands	33 min	$10,000
Canada	39 min	$9,000
Hawaii	2 h 7 min	$11,000
United Kingdom	2 h 31 min	$18,000
Argentina	2 h 38 min	$21,000
Switzerland	2 h 46 min	$27,000
Japan	3 h 33 min	$32,000
China	3 h 49 min	$35,000
United Arab Emirates	4 h 17 min	$32,000
South Africa	4 h 42 min	$40,000

An airstrip on your property, the Wind Lines Travel (WLT) benefit block or a Business Class Ticket all shorten flights (WLT flights are free), and the book Mailing Yourself Abroad cuts a further 25%. Flight times vary by up to 3%. See the Flight times calculator.

Carrying items home. The default is 10 items per trip. An airstrip with a pilot, WLT or business class raises the base to 15. Suitcases add 1 to 3, the 3-star Lingerie Store special 2, and the faction Excursion branch up to 10.

Shops abroad. Each destination has a General Store (souvenirs, flowers, plushies), an Arms Dealer (weapons and armour) and a Black Market (drugs and contraband). Stocks are limited and restock over time. Shops buy back their goods: Black Market goods at current price, others at 75%.

Safety. While in the air you cannot be attacked. Players in the same country can attack each other, and there is a 15-second grace period on arrival. Others can see your destination on your profile, unless you work in a 10-star Theater. You cannot use your inventory abroad, apart from items packed in your travel inventory, which use travel slots.

Step by step

1. Reach level 15 and open the Travel Agency.
2. Pick a destination by what you want to buy and how long you can be away.
3. Check what sells well in Torn before buying.
4. Buy up to your carry limit and fly home.
5. Sell through a bazaar to avoid the 5% Item Market fee.

Examples

- A return trip to Mexico takes 48 minutes standard, 14 minutes in business class.
- A player with an airstrip, a large suitcase and full Excursion can carry 15 + 3 + 10 = 28 items.

Advanced tips

- Excursion also cuts travel costs by up to 75% and raises hunting income.
- A Detective Agency employee can delay your flight with the Watchlist special; WLT holders are immune.

Common mistakes

- **Flying with a lot of cash.** Players abroad can be mugged.
- **Travelling before an organised crime executes or a war starts.**
- **Buying more than the market at home can absorb.**

Sources

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

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

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

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

Related guides: Trading and markets, Early money, Passive income, Comparing items and what they are worth