First week checklist

A tick-box plan for your first seven days in Torn.

Every day

- [ ] Spend all your energy in the gym before you log off
- [ ] Spend your nerve on crimes before the bar fills
- [ ] Check your job or company for job points
- [ ] Use your daily points refill on an empty bar, if you have points
- [ ] Read one Academy guide

During the week

- [ ] Find your gym, the Item Market and the Hospital on the city map
- [ ] Join a starter job (Army, Grocer or Casino need no work stats)
- [ ] Start your first education course
- [ ] Upgrade from the Shack when you can afford it
- [ ] Unlock your next gym
- [ ] Apply to a faction that trains new players
- [ ] Note how far Torn City Time (TCT) is from your clock

Notes

Day	Energy used	Stat trained	Money made	Notes