

Mayor

The Mayor is an elected government role that sits above the rest of the CP force. As Mayor you manage city funds, upgrade police capabilities, set tax rates, issue warrants, and control the lockdown. You are not a frontline officer — your power is administrative, and using it well makes the whole CP team stronger.

Accessing the Mayor Menu

Open the Mayor menu by pressing **F7** or typing **!mayor** in chat. All your controls are in this menu — city funds, upgrades, taxes, warrant management, and officer bonuses.

City Funds

The Mayor manages a city treasury that is separate from your personal money. The city starts with **\$5,000** and a default maximum of **\$25,000**. You can expand the maximum capacity by purchasing the **Storage of City Funds** upgrade (see Police Upgrades below). The treasury passively earns between **\$2,500 and \$5,000** every **5 minutes**. You can withdraw up to **\$10,000** per session and deposit up to **\$25,000** per session.

City funds persist between Mayors — if the previous Mayor banked money into the treasury, you inherit it. Spend wisely and invest in upgrades that benefit the whole force.

Police Upgrades

Upgrades are purchased from city funds and apply to all CP officers on the server immediately. Each upgrade has two levels.

Police Equipment — Gives CP officers additional weapons. Level 1 (\$50): AR2 and crowbar. Level 2 (\$200): RPG and crowbar.

Police Salaries — Increases salary payout for all CP. Level 1 (\$500): +\$100 per payout. Level 2 (\$1,000): +\$200 per payout.

Police Protection — Increases default armour for all CP. Level 1 (\$500): +100 armour. Level 2 (\$1,000): +200 armour.

Police Health — Increases default health for all CP. Level 1 (\$500): 125 HP. Level 2 (\$1,000): 150 HP.

Storage of City Funds — Expands the treasury cap, allowing you to bank more money and fund larger upgrades. Five levels available, ranging from \$25,000 cost (cap: \$50,000) up to \$200,000 cost (cap: \$300,000).

Tax System

As Mayor you can set a salary tax rate on any job, from 0% up to **100%**. Tax is deducted from each salary payout — if a player earns \$500 per tick and you have set a 20% tax, they receive \$400. Tax revenue goes into the city treasury. Some jobs are tax-exempt by default — Gangsters cannot be taxed regardless of your settings.

Setting extremely high taxes makes citizens angry and can get you voted out or result in a raid on the mayor's office. Balance revenue with player goodwill.

Officer Bonuses

You can award a direct cash payment to any individual CP officer at any time. Bonuses range from **\$100 to \$100,000** per award, with a **10-second cooldown** between each payment. Use this to reward officers who make big arrests or perform well during raids.

Firing Officers

The Mayor can remove CP officers from their job with a **10-second cooldown** between each dismissal. Use this to remove officers who are abusing their power or acting against city interests. This is a significant power — use it only when genuinely necessary.

Warrants

Only the Mayor can issue search warrants. A warrant authorises CP officers to enter and search a specific player's property. Warrants last **30 seconds** from the moment of issue. Coordinate with your officers — they need to be ready to breach the moment you issue the warrant so the time window is not wasted.

Lockdown

The Mayor can initiate a city lockdown. During lockdown, citizens are expected to stay indoors and off the streets — CP can enforce this. There is a cooldown of **120 seconds** between lockdowns. Use lockdowns during active criminal emergencies, not as a routine tool.

Mayor Catalog

The Mayor can purchase special entities from the city catalog using city funds. Available items include a **Leaderboard** (up to 2, costs \$5,000 each) and **Trashcan** entities (up to 3, costs \$2,000 each) which can be placed around the city. Trashcans spawn random reward items for citizens who interact with them.

As Mayor, your most impactful actions are the Police Salaries and Protection upgrades — a well-equipped, well-paid force is far more effective than one operating on base stats.

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