VIP Event

The VIP Event is a gang competition where one gang is selected to defend a randomly chosen player — the VIP — for 15 minutes, while every other registered gang attempts to hunt them down and eliminate them. It is one of the highest-stakes gang events on the server, with attackers able to earn double the credits of defenders.

Registration Phase

When a VIP Event is announced, all players will receive an invitation popup. Gangs have **2 minutes** to register their participation. Any gang that does not register during this window will not be involved in the event — neither as defenders nor as attackers.

> The VIP Event requires a minimum of 20 players online to start. If not enough gangs register, the event may fall back to a random Turf War instead.

Grace Phase

Once registration closes, a defending gang is selected at random from the registered participants. A random non-AFK, alive member of that gang is chosen as the VIP. There is then a **60-second grace period** for the defending gang to get into position before attackers are unleashed. Use this time wisely.

> If the VIP dies during the grace period the event will be requeued with no credits awarded to anyone. Defenders should prioritise keeping the VIP safe from the very start.

Combat Phase

Once the grace period ends, the combat phase begins and lasts for **15 minutes**. All registered non-defending gangs become attackers and are free to hunt the VIP anywhere on the map. The defending gang must keep the VIP alive for the full duration to win.

Win Conditions

Defenders Win — If the VIP survives the full 15-minute combat timer, the defending gang earns **+1 Gang Credit** .

Attackers Win — If a player from an attacking gang kills the VIP, that attacker's gang earns **+2 Gang Credits**. Only the gang of the player who lands the killing blow receives the reward.

> If the VIP is killed by their own gang, commits suicide, or dies to the environment, no credits are awarded to anyone. Make sure your own gang is not responsible for the VIP's death.

AFK & Disconnect Rules

If the VIP disconnects during the combat phase, the event will end immediately with no rewards. Players who have been inactive for more than 2 minutes are considered AFK and will be skipped during VIP selection — so stay active if you want a chance to be selected or to participate.

Leaderboard

VIP Event outcomes are tracked on the gang leaderboard. Whether your gang defended or took down the VIP, the result is recorded and contributes to your gang's overall standing on the server.

> Attackers earn +2 Gang Credits for eliminating the VIP — the same as a Gang Package delivery. Coordinating multiple gangs against a single defender can be a fast and lucrative path to credits.

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