

# Money Making

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# Criminal

# Bank Robbery

The bank robbery is one of the most chaotic and high-stakes money-making activities on the server. Thieves break into the bank vault, steal gold bars, and transport them to a buyer NPC to cash out. CP are rewarded handsomely for stopping the robbery, making this a full-on team conflict every time it kicks off.

## Eligible Jobs

Only certain jobs are permitted to steal and carry gold bars from the vault. These are: **Thief, Masterthief, Terrorist, Terrorist Leader & Custom Jobs**. If you are not one of these jobs, you cannot participate in the robbery.

## Server Requirements

The bank robbery requires a minimum of **30 players online** and at least **5 active CP** before it can take place. This ensures there is always a meaningful law enforcement presence to contest the robbery.

## Carrying Gold Bars

Your base carry limit is **10 gold bars**. This can be increased through upgrades: +5 bars, +10 bars, or +15 bars, depending on which upgrades you have purchased. Once you have grabbed your bars from the vault, get to the buyer NPC as quickly as possible.

## CP Reward for Stopping the Robbery

CP players who prevent gold bars from being sold receive a reward worth **3x the gold price** per bar recovered. This makes stopping the robbery extremely lucrative for law enforcement and gives CP a strong financial incentive to respond aggressively.

The bank robbery is one of the most dangerous activities on the server. You will be hunted by CP and likely contested by other players. Go in with backup and a clear escape route.

## Death Penalty

If you are killed while carrying gold bars, your movement speed is reduced until you either sell the bars or lose them. Plan your route and avoid getting downed before you can cash out.

The bank vault will not respawn gold indefinitely. If the vault is cleared and needs to be reset, only a server founder can respawn it using the `/bankrespawn` command.

# Bitcoin Mining

Bitcoin mining is a passive money-making activity where players set up mining rigs connected to a power supply to accumulate bitcoins over time. Once you have a supply of bitcoins, sell them at the terminal for cash. Like money printers, bit miners require a solid base setup and are a target for raids.

## Setting Up

To get started you need a bitminer and a power source — either a generator or a solar converter. Connect the power supply to your miner using power leads and extension leads. Once connected and powered on, your miner will begin accumulating bitcoins passively.

## Miner Tiers

There are multiple tiers of bitminer available — **Bitminer 1**, **Bitminer 2**, and **Bitminer Rack**. Higher tier miners accumulate bitcoins faster. The Bitminer Rack supports up to **8 server module slots** which can be installed or swapped out to further increase mining rate.

## The Terminal

Each miner has a terminal that authorised players can interact with. Through the terminal you can toggle mining on or off, sell accumulated bitcoins for cash, install or remove server modules, and upgrade your mining rate. Some miners also support **remote terminal access**, letting you manage your setup from elsewhere on the map without physically visiting it.

## Authorisation

By default only the owner of the miner can access the terminal. You can authorise additional players to allow your gang members or housemates to manage the setup and sell bitcoins on your behalf.

CP are blocked from using bit miners. Make sure you are on an eligible job before setting up your mining operation.

Bit miners are visible and physical — they are a clear sign to raiders that there is something worth taking in your base. Keep them hidden and well defended, and make sure your power supply is protected too. Destroying the power connection will shut your miners down.

# Chocolate & Cigarettes

Chocolate and cigarettes are two separate but similarly structured criminal money-making activities. Both involve producing a product using a crafting entity, collecting the output, and selling it to a buyer NPC. Neither is as high-risk as cocaine or weed, but both still come with penalties on death and job switch.

## Chocolate

Chocolate bars are produced at a stove entity. Interact with the stove to manufacture bars and collect them into your inventory. Once you have a supply, take them to the chocolate buyer NPC — a waypoint will guide you there. Interact with the NPC to sell your stock.

If you die while carrying chocolate, your entire supply is lost. There is no reward passed to whoever killed you — the product simply disappears. Switching jobs also clears your chocolate inventory immediately.

Chocolate is removed from your inventory on death and on job switch. Do not carry more than you are comfortable losing.

## Cigarettes

Cigarette packs are produced using the cigarette machine entity. When activated, the machine ejects packs as physical world objects — walk over them or pick them up manually to add them to your inventory. Once you have collected enough packs, take them to the cigarette buyer NPC to sell. A waypoint will appear to guide you once you are carrying a sufficient amount.

There is a limit on how many packs can exist as physical world entities at one time, so collect them promptly after the machine ejects them rather than letting them pile up.

Like chocolate, dying while carrying cigarette packs results in losing your entire supply. Switching jobs will also clear your cigarette inventory instantly.

Cigarette packs are removed from your inventory on death and on job switch. Do not change your job while carrying stock.

Both chocolate and cigarettes are lower-risk alternatives to harder drugs like cocaine and weed. They offer a more relaxed criminal income stream, though their payouts are also lower by comparison.

# Cocaine

Cocaine is a high-risk, high-reward criminal activity involving a full multi-step manufacturing process. You cannot simply pick it up — you have to make it yourself using a chain of equipment: a stove, cooking pots, an extractor, and a drying rack. Once you have produced cocaine packs, take them to Tyrone the buyer NPC to sell. Every stage of the process is a potential point of failure, and law enforcement or rival players can raid and destroy your operation at any time.

## What You Need

To run a cocaine operation you need the following items and entities set up in your base: a **Stove** (with gas canisters and cooking plates), **Cooking Pots**, **Baking Soda**, **Water**, **Cocaine Leaves**, an **Extractor**, a **Bucket**, a **Drying Rack**, and **Batteries**. A repair wrench is also available to maintain your equipment.

## Step 1 — Prepare the Cooking Pot

Take a cooking pot and add both **Baking Soda** and **Water** to it. The order does not matter — once both are in, the pot is ready to cook. Place the pot onto the stove. The stove needs gas canisters attached and cooking plates installed before it can heat. Turn on the burner and wait for the temperature to reach 100°C. Once it hits max temperature there is a chance the pot will finish cooking — it must have been on the heat for at least **30 seconds** before it can complete.

Do not leave the pot on the stove after it finishes cooking. If overcooking is enabled, leaving a cooked pot on the heat too long will cause it to catch fire and damage your stove.

## Step 2 — Load the Extractor

Place your **Cocaine Leaves** into the extractor until it is fully loaded. Then bring your cooked pot over and load the mixture into the extractor as well. Attach an empty **Bucket** to the extractor. Once the leaves and cooked mixture are both loaded and the bucket is attached, press the switch to begin extraction. The extraction takes **30 seconds**. When complete, the bucket will detach as a full bucket ready for the next stage.

## Step 3 — Dry the Cocaine

Take the full bucket to the **Drying Rack** and pour it out onto the rack. The drying rack needs **Batteries** to run — attach up to two batteries before starting. Press the switch to begin drying. The drying process takes **20 seconds**. If the batteries run out mid-process, the drying will fail and you will lose the product. Keep an eye on the charge.

If the drying rack runs out of battery charge before the process finishes, the cocaine is lost. Always have fresh batteries attached before starting a drying cycle.

## Step 4 — Collect the Cocaine Pack

Once drying is complete, a **cocaine pack** will spawn on the drying rack. Pick it up and store it in your drug holder box. Repeat the process to build up your supply. Your base carry limit is **25 packs** — gangs with the relevant carry perk can hold up to 50.

## Selling to Tyrone

Take your cocaine packs to **Tyrone** — the buyer NPC — to sell. Stand within **300 units** of him to begin the transaction. Each pack takes around **1 second** to sell, so a full load takes roughly 25 seconds. Moving away from Tyrone during the sale will cancel it. Tyrone's buy price fluctuates over time based on how many CP are online, ranging between **\$17,000 and \$20,000 per pack**.

Successfully completing a sale will make you **wanted** for 300 seconds. Stay alert after every sell — CP can engage you on sight during this window.

## Donator Bonuses

Certain donator ranks receive a bonus multiplier on cocaine sales. VIP earns **1.25x**, Ultimate VIP earns **1.30x**, and staff ranks earn **1.35x**.

## Death & Arrest Penalties

**Killed by CP** — The CP receives **50% of your cocaine's total value** as a cash reward. Your cocaine is confiscated.

**Killed by another player** — The attacker receives **25% of your cocaine packs** as a direct pickup they can sell themselves.

**Arrested** — The arresting CP receives **100% of your cocaine's value** as a cash reward. All packs are removed.

**Suicide / Environmental Death** — All cocaine packs are lost with no reward to anyone.

Switching jobs will remove all cocaine packs from your inventory instantly. Do not change jobs while carrying product.

# Money Printers

Money printers are passive income devices that generate cash over time. Set them up in your base, keep them charged and repaired, and collect the printed money at regular intervals. Printers can be upgraded significantly through plugins, making them one of the most lucrative passive income sources on the server — but also one of the most raided.

## Base Output

A standard printer produces **\$6,000 per cycle** with a cycle time of **300 seconds (5 minutes)**. Money accumulates inside the printer until you withdraw it. The longer money sits inside the printer without being withdrawn, the more it benefits from the stored money bonus — up to a maximum multiplier of 5x.

## Printer Plugins

Plugins are purchasable upgrades that permanently increase your printer's output per cycle. They stack with each other for maximum earnings.

**Master Plugin** (\$25,000) — +\$1,900 per cycle

**VIP Plugin** (\$50,000) — +\$1,800 per cycle

**Additional Plugin** (\$15,000) — +\$1,000 per cycle

**Gang Plugin** (\$20,000) — +\$1,000 per cycle

## Bonuses

**Stored Money Bonus** — Printers gain +1.5% output for every \$100,000 stored inside them, up to a maximum 5x multiplier. Letting money accumulate in the printer rather than withdrawing immediately can meaningfully increase your per-cycle earnings.

**Hour Bonus** — Printers also gain +1.5% output per hour of continuous operation, up to a cap of 7.5%. Keep your printers running without interruption to benefit from this bonus.

## Maintenance

Printers consume **50 power per print cycle** and will stop producing money if they run out. Use **Printer Charge** to restore power to 100%. Printers also take damage over time and from raids, use **Repair** to restore 50 HP each.

Printers are illegal and a major raid target. Keep them hidden and well defended. If raiders break in and destroy your printers, all the money inside them is lost.

CP can confiscate or destroy printers if found during a raid. Never leave your printers unattended without a solid base defence.

# Weed

Weed is one of the server's primary criminal money-making activities. The system involves growing or obtaining raw weed, mixing it with additives to create blended recipes, packaging it for a higher sell price, and offloading it to Gazza — the NPC collector. Mastering the full production chain is the difference between basic income and serious profit.

## Strains

There are three weed strains available on the server, each with different price volatility. Prices update every **15 minutes** and fluctuate dynamically, so what you sell for matters as much as how much you have.

**Stardawg** — The most stable strain with low volatility. Good for consistent, predictable returns. Prices range roughly between \$18,000 and \$25,000 per ounce.

**Purple Haze** — A mid-volatility strain. Prices swing more noticeably between ticks, meaning you can catch high peaks but also risk selling at a low.

**White Widow** — The most volatile strain with the highest price swings. High risk, high reward — timing your sell well with White Widow can yield the best returns on the server.

You can carry a base maximum of **25 ounces** of weed at a time. Gangs with the **25 Weed Limit perk** unlocked can carry an additional 25 ounces, for a total of 50oz.

Type **/weed** in chat at any time to see a full breakdown of your current weed inventory — including raw, packaged, mixed, and packaged mixed, broken down by strain and recipe.

## The Weed Mixer

The Weed Mixer is a placeable ceramic table entity used to combine raw weed with additives and produce a blended recipe. Place it in your base, load in your raw weed and additives, and the mixer will process your blend in around **5 seconds**.

The mixer works by matching the combination of ingredients you put in against a list of known recipes. It will always find the most specific recipe that matches what you have loaded. Recipes are custom-made by server staff and are discoverable through experimentation — you will not know what a recipe produces until you try it. If your ingredient combination does not match any known recipe, you will produce an **Unknown Blend**, which sells for less than a proper recipe.

The first time you successfully produce a known recipe it is permanently unlocked to your Steam account. Type **/recipes** in chat to view every recipe you have discovered so far.

Each recipe has a rarity tier that affects how much it sells for. The rarer the recipe, the higher the payout. Experiment with different additive combinations to find the best ones.

# The Weed Packer

The Weed Packer is a placeable desk entity used to package your weed before selling. Load in your mixed or raw weed alongside **Plastic Bags** and the packer will process one ounce every 5 seconds, consuming one plastic bag per unit packaged. Packaged weed sells for significantly more than unpackaged weed, so it is always worth the extra step.

## Sell Multipliers

When selling to Gazza, your payout is calculated using the current strain price and a multiplier based on what form your weed is in. The further along the production chain your product is, the more it is worth.

**Raw Weed** — 0.70x (70% of market price)

**Packaged Strain Weed** — 1.00x (full market price)

**Mixed Weed (unpackaged)** — 0.85x regardless of recipe

**Packaged Mixed Weed** — Varies by recipe rarity.

The full production chain — raw weed ? mixed with a high-rarity recipe ? packaged — gives the highest possible payout. Always package your product before selling and focus on discovering rarer recipes to maximise your earnings.

## Selling to Gazza

Gazza is the NPC collector who buys your weed. He also announces updated weed prices every 15 minutes, so pay attention to his broadcasts if you want to time your sales well. Find him on the map and interact with him to offload your product.

## Death & Arrest Penalties

Carrying weed is risky. Here is what happens in different scenarios:

**Killed by CP** — The CP player receives **50% of your total weed's value** as a cash reward. Your weed is confiscated.

**Killed by a Gang Member** — The attacker receives **25% of your raw weed quantity** in ounces. A portion of your product is stolen directly.

**Arrested** — The arresting CP receives **75% of your total weed value** as a cash reward. All weed is removed.

**Suicide / Environmental Death** — All weed is lost with no reward to anyone.

Switching jobs will cause you to lose all weed in your inventory. Do not change your job while carrying product.

# Arena & Street Racing

The server offers two competitive money-making activities where players wager real in-game cash against each other — the Arena and Street Racing. Both work on a winner-takes-all basis: put your money in, compete, and walk away with the full pot if you win. Skill is the only variable.

## The Arena

The Arena allows players to create and join combat matches with an entry fee. The creator sets the entry fee and match type — 1v1, team-based, or gang wars. Entry fees are held in escrow until the match concludes. The winner receives the entire pot: **entry fee × total number of players** in the match.

Match types include standard 1v1 duels, team battles, and organised gang vs gang fights. Invite-only matches are available if you want to restrict who can join. A **15-second ready lock** is enforced before each match starts to prevent accidental entry.

The Arena also tracks an **ELO rating** for both individual players and gangs. Your rating reflects your competitive record and changes based on wins and losses. Gang matches contribute to the gang ELO separately from personal ratings.

There is no payout for 2nd place or below in the Arena. It is winner-takes-all. Only enter with money you are comfortable losing.

## Street Racing

Street Racing works similarly. A race creator sets an entry fee (up to a maximum of **\$50,000**) and the number of laps (up to 10). All participants pay the entry fee upfront and are then teleported to the race track. The first player to complete all checkpoints and cross the finish line wins the entire pot.

Each racer is given a custom go-kart for the duration of the race. Checkpoints must be passed in order — cutting the course is not possible. Races have a maximum duration of **600 seconds (10 minutes)**. If the race is not completed within the time limit, it ends without a payout. Players are returned to their normal job spawn when the race concludes or if they exit early.

A 15-second countdown occurs before racers are teleported to the track. Make sure you are ready before it expires.

Street Racing is one of the few money-making activities on the server with no criminal risk attached. There are no police penalties, no death penalties, and no item loss — just a fair race for the pot.

# Civil Protection

As a Civil Protection officer you earn money through a combination of salary, drug confiscations, bounty payouts, and arrest bonuses. The more actively you police the server, the more you earn — a busy CP who arrests wanted players and breaks up cocaine operations can easily out-earn their base salary many times over.

## Base Salary

All CP jobs receive a salary paid out at regular intervals. Your base salary depends on your job and any skill tree upgrades you have equipped. Police start at **\$300** per payout and SWAT start at **\$600**. Investing in your skill tree can increase your salary up to **\$1,000+** per payout on SWAT. The Mayor can also award bonus payments directly to individual officers.

## Drug Arrests & Confiscations

Cocaine is where the real CP money is made. When you deal with a cocaine supplier you earn cash in one of two ways depending on how you stop them:

**Arrested** — You receive **100% of the cocaine's total value** in cash. All packs are seized. At \$17,000 base price per pack, arresting someone carrying 25 packs pays out up to **\$425,000** in a single arrest.

**Killed while wanted** — You receive **50% of the cocaine's total value** in cash. The packs are removed. This is still a substantial reward — 25 packs at base price nets you **\$212,500**.

All other CP officers on the server receive a small cut of every confiscation automatically — 5% of the total confiscation amount is split among the rest of the force. You earn from your teammates' arrests too.

If you have the **Confiscation Bonus** skill unlocked, your payout is further increased by 10%, 20%, or 30% depending on how many tiers you have invested. This applies to all drug confiscation events.

## Bounty Payouts

Wanted players accumulate a bounty based on their crimes. When you arrest or kill a wanted player, the bounty is split as follows: **50% goes to you** as the arrester or killer, **25% is distributed to the government** (all CP and Mayor, excluding you), and **25% is removed**. Bounties are capped at **\$15,000,000**, so a fully-stacked criminal can be worth millions to bring in.

Bounties grow when wanted players commit crimes — **10% of their money** is added to their bounty on arrest, and **3% of their money** is added on each death. The more a criminal gets away with, the bigger the payout when you finally catch them.

## Arrest Bonus Skill

If you have the **Arrest Money** skill unlocked in your skill tree, you earn an additional **\$500 per arrest** on top of any bounty or confiscation payout, provided the arrested player was wanted at the time.

## Mayor Bonuses

The Mayor can award a direct cash bonus to any individual CP officer at any time. Bonus amounts range from **\$100 to \$100,000** per award, with a 10-second cooldown between each. If you have a generous Mayor on shift, it

is worth staying active and visible.

The most efficient way to earn as CP is to target cocaine suppliers. A single arrest of a supplier carrying a full load can pay out more than an entire session of salary alone.

### **Other Police Guides**

This page covers income only. For everything else about playing as CP, see the dedicated sections below:

[CP Skill Tree](#) — Unlock salary upgrades, confiscation bonuses, arrest range, wanted markers, and more.

[Arresting & Warrants](#) — How to want, warrant, and arrest players. Using the arrest stick correctly.

[Mayor](#) — How the Mayor role works, tax controls, salary upgrades, and bonuses.

[Bounty System](#) — How bounties accumulate on criminals and how payouts are calculated.