

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.

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