

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.

Revision #1

Created 2026-05-14 09:54:17 UTC by Noseian

Updated 2026-05-14 09:57:27 UTC by Noseian