

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.

