CS:GO Roleplay by Totenfluch

In cooperation with GGC-Base.de, Painlessgaming.eu and killzonegaming.com

Managed by

GGC

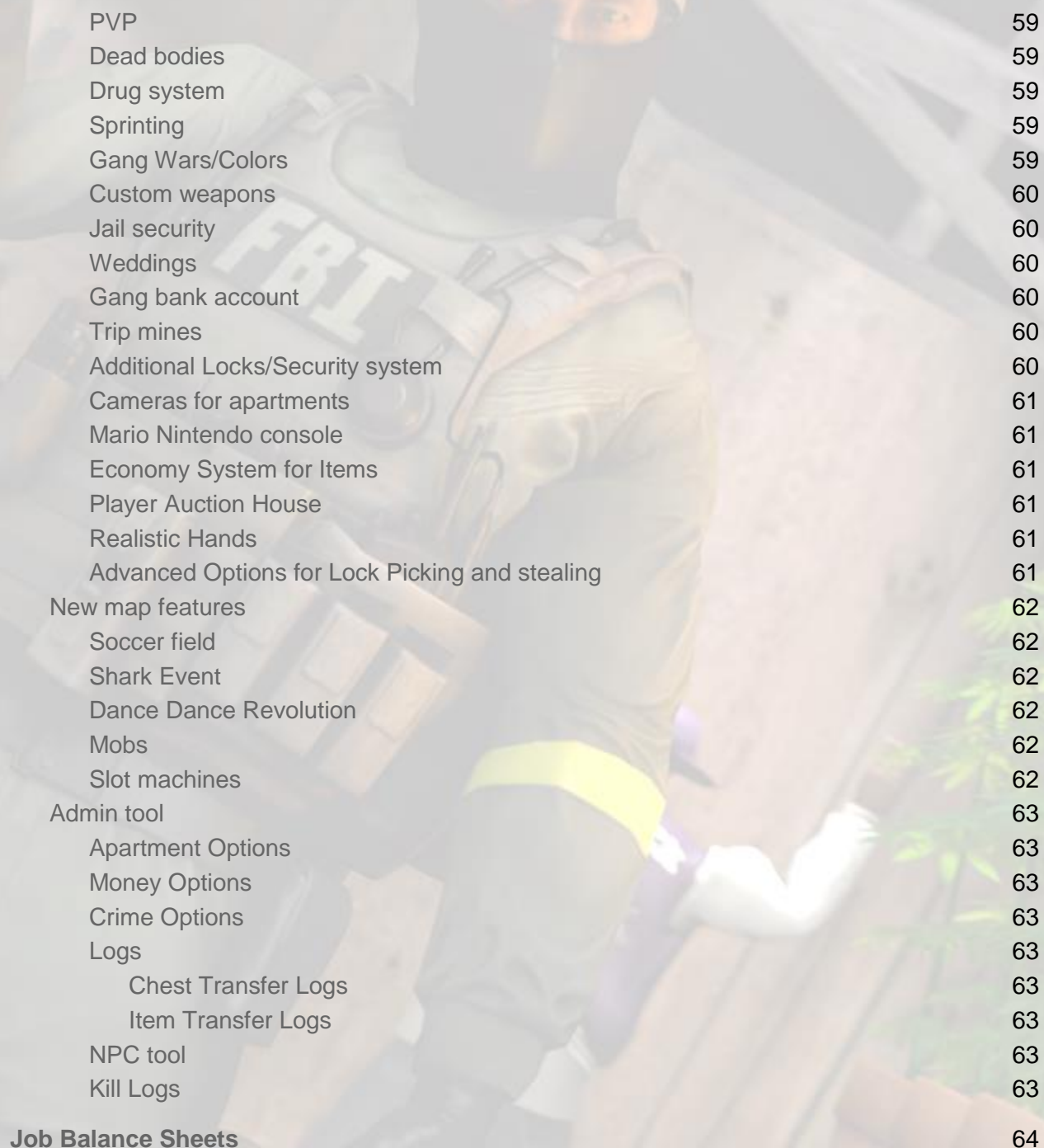   Totenfluch - http://steamcommunity.com/profiles/76561197984819860/

KZG

      Skyprah - http://steamcommunity.com/profiles/76561197975262643/

PLG

      Kiko - http://steamcommunity.com/profiles/76561198111390085/

Table of Contents

Abstract

This Paper is about T-RP and all its facets. T-RP is being developed by Totenfluch in cooperation with the German Games Community, Painlessgaming lead by Kiko and Killzonegaming lead by Skyprah. It has started in October 2016 as a small Project requested by Noctar between Totenfluch and Painlessgaming and was later expanded. This Paper gives a guide on how to play the role play as well as show Features that are planned for the future. The entire Project is around 25.000 Lines of code and an approximate workload of 2500h of coding and testing. Several People have helped with issues in the Project notable are pwnlism and Matrix7689 which both helped with the Map and of course AlliedModders where several people have answered questions relating to the Project.

Projects of this Scale take large dedication of everyone involved and I'd like to thank everyone that tested the whole Project during our 9 Month long beta. To those that have been with us since the technical alpha that didn't work too well but also to the people that took part in one or more of our weekend betas. And last but not least to those that took a whole saturday to help balance all economy related things.

I also learned from this that you need people that are willing to put their heart and their soul into this in helping to keep the daily Server Life active. Technical Stuff like Code, the map or models are not everything. A Project this large can only survive when people care about it and support the players playing it. A special thanks to hgn, Sciller, SevenOfNine for taking care of the little problems.

The Current Map

Papaver Fields

Black Market

Backpacks / Furniture

Garbage Collector

Spawn

Mansions

Police Station

Small Bank

Medic / Hospital

Harvestor

Gun Store

Gardener

Miner / Mines

Perk Vendor

Drug Planter

= NPC / Vendor

= Job Vendor / NPC

Big Bank

Getting Started

So, you're a newbie and you just spawned in. You'll be spawning in this area with $300 and only that.

Now you have a couple of options to start off with.

1. You become a Drug Planter, now this may sound cool, however, It'll be a risk if you are all alone on the server with no one to trust due to the fact that every Weed Seed costs $100, so you'll only be able to buy 3 seeds.
2. You become a Garbage Collector, this is one of the safest options as all you have to do is walk around town, picking up rubbish and turning it in for cash, nothing else.
3. You become a Miner, this is quite dangerous as you are in an underground area where you can easily get robbed as this area is right below the slums.
4. You become a Gardener, this is a safe bet for anyone looking to make quick money and stay safe at the same time. You can plant and harvest your own Cops in this Job.
5. You become a Harvester, this job is quite dangerous and it also gives you less money than all the others. The explanation has been provided in its section down below.
6. You become a Medic, People in this job are in high demand, because, as you can imagine people who can heal others to full health or stop you bleeding are loved.

Before you walk out and get a job, here are a few commands you might want to know.
Pressing F on your keyboard will open up your menu, this will give you access to your Inventory, your stashed Weapons, your Licenses and the Backpacks you currently own.

Pressing E on your keyboard will activate and allow you to interact with almost everything, Doors, NPC's, Harvestable objects like Weed, Garbage, Pap, etc. and also other Players, you can use the menu that pops up when interacting with another Player to Poke them, give them keys to your Apartment, Ziptie them, Free them from Zipties, Give them items and also Give them money.

Typing !tp in chat will allow you to enter Third Person, typing it again will put you back in First Person mode.typing it again will put you back in First Person mode.

Here's a quick summary of some important aspects of RP.
NLR = New Life Rule, it means when you die you forget the events that lead to your death, you forget who killed you and you forget where you died, once dead you do not share information that was related to your death.

Fear RP = It essentially means if someone has a gun to your head, you don't instantly become some courageous badass, you don't immediately Lie and walk away, you stay still and you follow their instructions.

Screenshots of Buildings around the Map

Now, this section is a collection of Screenshots of Apartment Buildings and some other Buildings. If you would like to go straight to the Job Explanations then please skip this.

This building houses the **Backpack vendor** and the **Two Furniture Vendors**. It is also behind the Spawn Point.

This is the building next to spawn, It has **3 penthouse apartments** above a **Disco**.

This is the next building over. It's an **apartment building**

This is the next building over. This building houses 2 NPC's, the **Gun License NPC** and the **NPC that you buy Apartment Keys from**.

This building is the **Garbage Collector building** which houses the NPC that gives you the **Garbage Collector job**.

Up next is the **VIP apartment building**

To your Direct Right when you are looking at the **VIP building**, you shall see these 5 houses. Now these Houses are Mansions and they cost 1.5million. **Behind them is a large Orchard with the Harvester NPC**.

Across from those Mansions is the **Small Bank**. This is where you can go to transfer funds to and from your wallet and to your friends or anyone you owe. (Note: You can also rob this place, however, I wasn't the one who told you that.)

Next to the Mansions and the Small Bank is the **Gun Store**. You cannot buy a **Gun** unless you own a Gun License.

To the right of the Gun Store are the **Slums and the Slums Apartments**. The Red Square showcases the entrance to the Apartments.
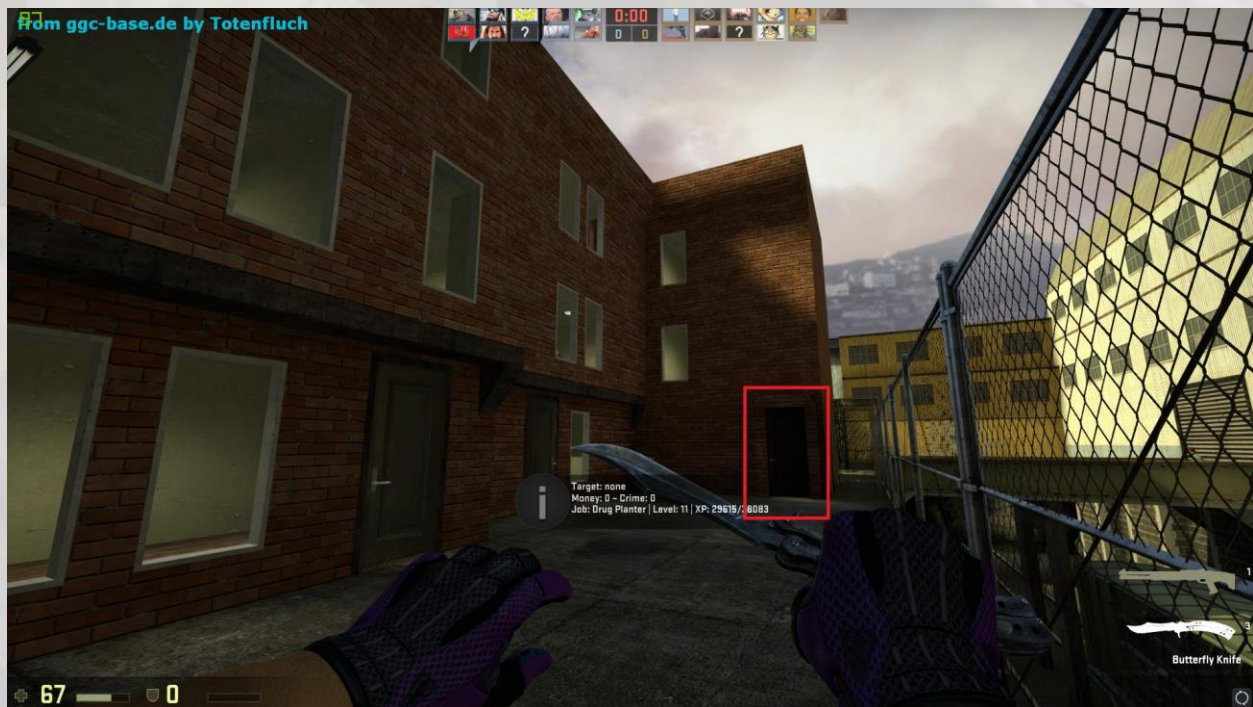
And these are the **Mines**. If you wish to be a Miner you will be going down and mining below the
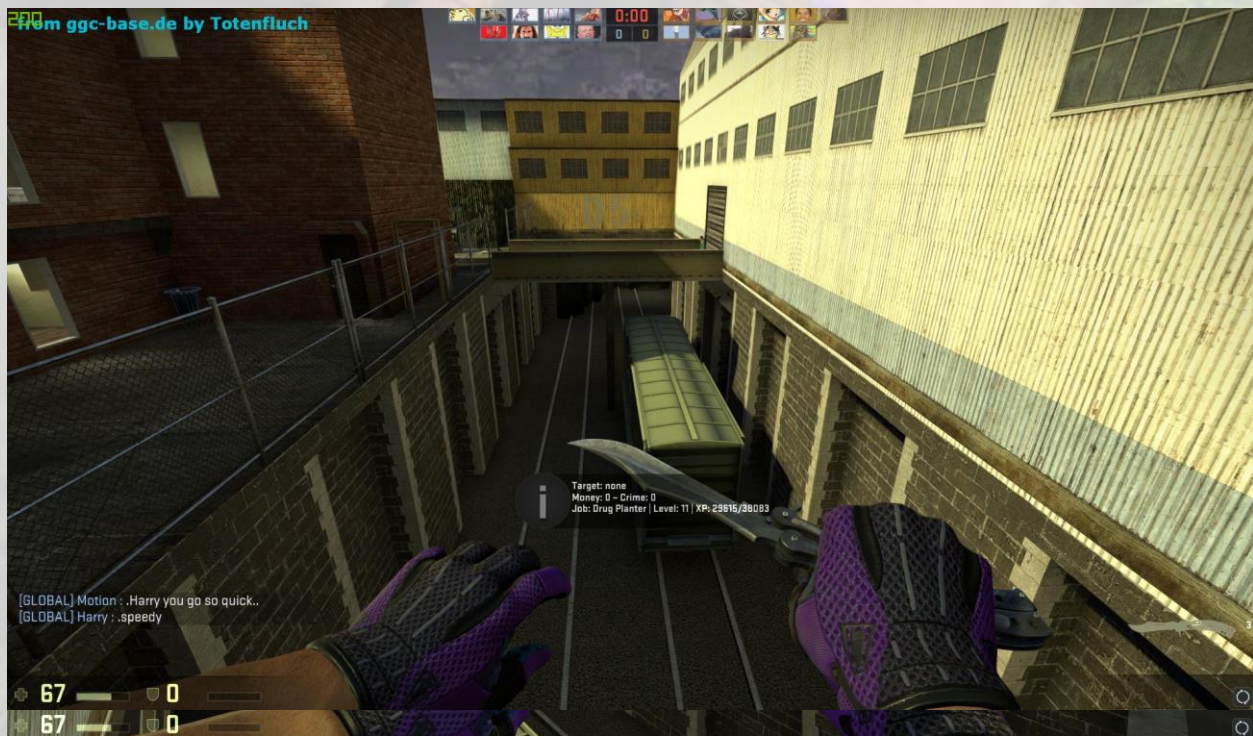
Slums.

These **apartments/perk** vendor is situated just outside of the Big Bank and right next to the

Alleyway that contains the Drug Vendor.

Big Bank. You can rob this place when 3 Police officers are online.

This **Apartment Block** is situated between the Hospital and the Perk Vendor building.

Hospital. You may go here to become a Medic, or to pay for Heals. However you can only get bandages from the NPC so there must be an actual Medic Player that is high enough level to fully heal you.

This is the **Corner Apartments**. It is very noticeable, only 4 floors, and the top 3 floors have a Penthouse each.

This apartment block (Blue) is in between the Small Bank and the Corner Apartments. It houses 4 apartments each floor.

This **warehouse** is situated behind the spawn point and houses an inbuilt Fight Club... well shit, I forgot the first rule of Fight Club.

Next to the Warehouse is the **Police Station**. This houses all the Popo and the Prison Cells.

In between the Police station and the Big Bank is this lovely **Apartment Block**.

Jobs

Drug Planter

Weed

Alright, so you want to be a Drug Planter? This isn't the safest as it's the most Illegal of all the jobs, however, it does make the most money (IMHO).

1 Fresh Weed sold to the Vendor will net you $150, if you wait the full 6 minutes with (at the start) 4 weed plants, you will gain 20 Fresh Weed, which will net you $3000 in 6 minutes.

From the left to the right
1st stage (2 fresh weed 100xp) - 2minutes.
2nd stage (3 fresh weed 150xp) - 4 minutes.
Final Stage (5 fresh weed 200xp) - 6 minutes.

Alright, now that you're familiar with the timing and the looks of the Weed Plant that you'll be working with, let's talk you through on how to get them.
First, you'll want to locate this shady fucker. He will be in the Alleyway to the left of the Big Bank behind the Slums.

Once you have bought the seeds from him, you'll want to find a secluded, secret place where no one will find your weed, preferably in a trusted persons house or even in some forgotten apartment.

From left to Right

Once you have found a place, go into your inventory, press 1 for your Marijuana Seeds, and press Plant. It will place an empty Pot.

Wait 2 minutes for it to grow

Wait another 2 minutes for the third picture

Wait another 2 minutes and it will sprout a smaller 3rd stalk, this is when your weed plant is fully grown.

Once you have harvested your 3 weed plants, you'll want to find that shady fuck again and sell your weed.

I only harvested 2 weed plants, so I will be getting 1500$, whereas if you harvest the 3 weed plants you were able to pay for you'll be getting $2,250. You can keep doing this until level 5 at which point you'll be able to move onto Harvesting and the Creation and Selling of Heroin which will net you $1k per Heroin you sell, on average you'll be selling 12 heroin so that's 12k a pop while spending 4.8k each run on Morphine. So a $600 profit for each Heroin sold.
Remember, every 5 levels you'll be able to plant an extra weed Pot. So at level 5, you'll be able to plant 5 weed pots instead of the Maximum 4. At level 10 you'll be able to plot 6 down.

Heroin

Alright, you wish to know about Heroin? well, the first thing you should know is that while you can Harvest Papaver before level 5, you can not mix it and make Heroin UNTIL level 5. So once at level 5, you may follow this.
First things first, you want to find a Drug Lab.

You can find this in some random apartment, get a friend to allow you to use theirs or you can buy an apartment from at least $25,000 to $1.5mil.
Now that you know where a Drug Lab is you can proceed to the Pap Fields, which is located

between the VIP Apartments and the Million Dollar Houses, you will know where it is because the Entrance is a tunnel.

Go straight down this road past the truck and you shall be at the Papaver Fields.

On the left, we have a buyable building. If you walk forward and across the river to the left will be where you will be harvesting Papaver, and to the right will be the Black Market Dealer

First you must gather Pap, there are 6 plants of Pap that you can harvest, each plant can be harvested twice, so explore the fields a bit and learn the boundaries of each Plant.
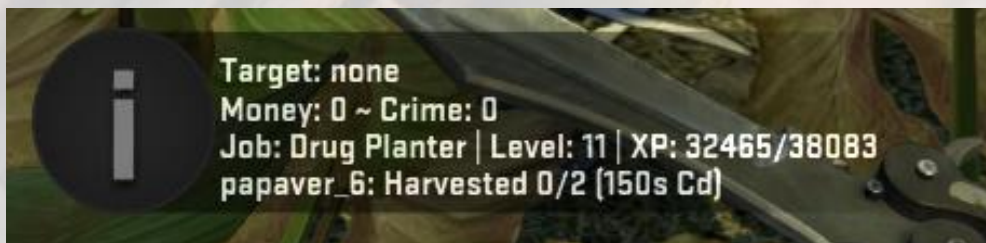
Once you are finished with your Harvesting you should have 12 Papaver in your inventory. Now at this point you can do 2 things, if you believe you are safe, take out $5000 or $4800 from your bank, go to the Black Market Dealer and buy all the Morphine you can (only buy 12 Morphine for 12 Pap, if you have more then just buy 1 Morphine per 1 Papaver.)

As you can see 1 Morphine costs $400 which is why you'll need $4800 for 12.
Now once you have 12 Morphine and 12 Papaver, go back to your Drug Lab and crush your Papaver
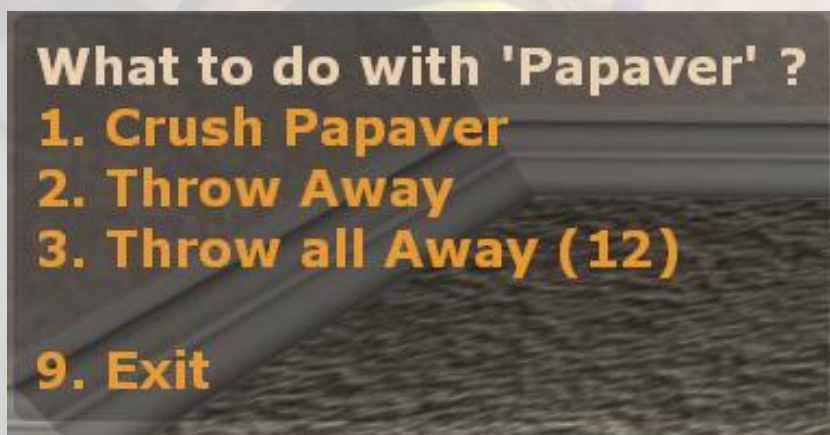
To do this you must go into your inventory (F on your keyboard), press the number associated with "Papaver" and press 1. to crush your Pap. Do this 12 times until you have 12 Crushed Papaver.

Go to your Drug Lab once you have 12 Crushed Pap, and press E.
It will say "Mix Heroin" with a 7 or 8 second countdown, you will have to press E 12 times to mix the 12 Morph and Pap into Heroin.

Once you have finished with Mixing the Heroin you will be able to see "Heroin (12)". I have 13 due to a Perk that I have.

Now that you have your Heroin, go back to the Black Market dealer and you should have the Option to "Sell Heroin"
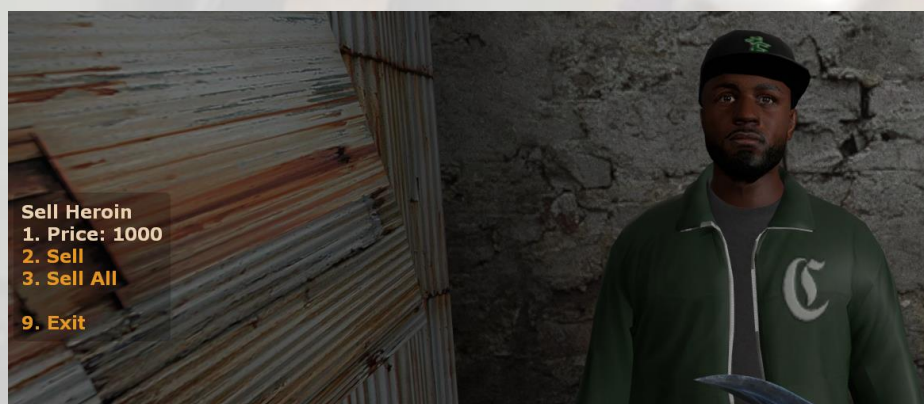
Press the Number Associated with "Sell Heroin" and press 3. to sell all.
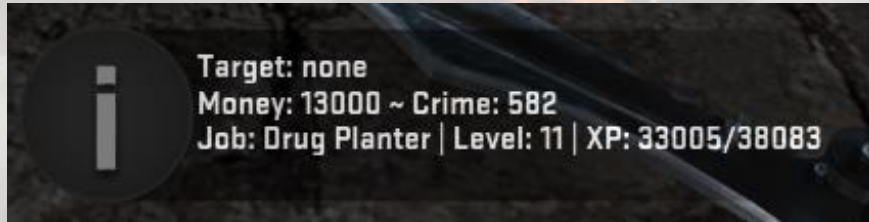
You should end up with $12,000.

Garbage Collector

So you wish to be the Garbage man? Well, you're in luck, mainly because this Occupation is straightforward, safe and LEGAL.
What you want to do, is find this place right here. It is in between the VIP Apartments and the Gun License/Apartment Key vendors.

Once inside you'll be faced with this guy

You'll want to press 3. to become a Garbage Collector. Now comes the only tedious part of this job, finding and collecting the Garbage.
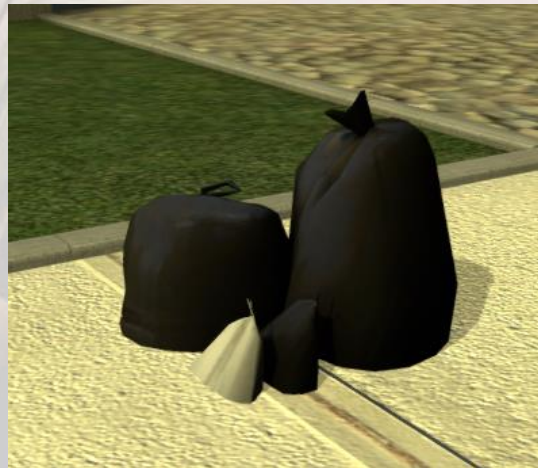
There are currently only 3 Garbage Models on the server.

Now, it will be easy to spot these three once you get used to looking around the streets.
Now, the reason this job is the easiest and safest is that you spend no money doing it, and all there is to it is walking around picking up these three items, returning to the Vendor and recycling them.
1 Garbage gives you $75 once you recycle it.
Not really much to say about this Job other than the ease and safety of it.

Miner

You wish to be Miner eh? alright then, let's get started.
First, you must find this weirdo in the Slums next to the Gun Store. Press E on him and quit your current job to become a Miner.

Once you've become a Miner, the next step is to start mining. Below the bridge this weird is standing on is the mines, the entrance will be here.
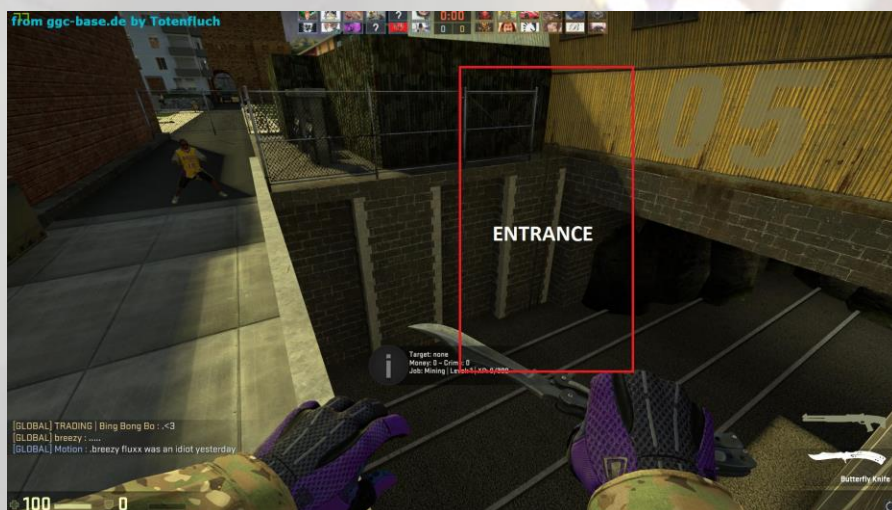
Once you are down in the mines via the Ladder, there are two alcoves on opposite sides. Each side has 3 groups of Rocks you can mine, you can mine each one, 5 times and since there are 6, it will be 6x5 iron ore, so 30 Iron Ore in total.
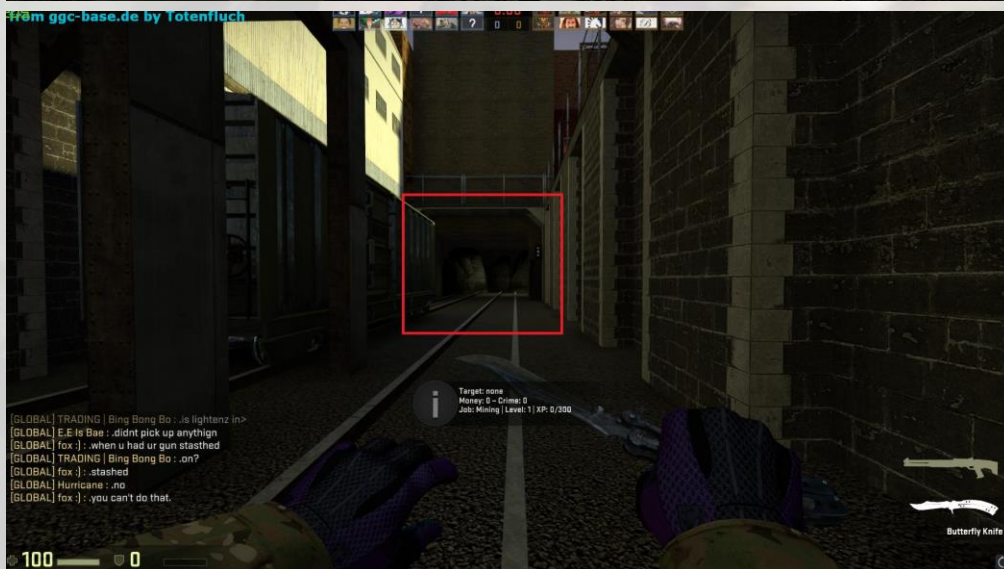
The red Squares in this next one showcases the 3 Rocks you can mine, They may look like a big grouping of rocks that you can mine Individually, but you can't, they are singular rocks with the texture of a grouping of Rocks.

Now once you have found these rocks, get real close and press E. It should pop up with this

Once you've walked around mining all 6 Rocks, go back up the ladder to the Miner Vendor and Refine them. Because you have $300 from your starting money, you can refine all of them as they cost $10 to refine each.

Once refined you can sell all the Iron Bars you just made, and it should come up to a total of $2400.
The cooldown for a Rock that is fully mined is 6 minutes, so you can time 6 minutes from the last Rock and then go back down once the time is up, or you can Time 6 minutes from your first Rock. Either way, every 8 minutes you'll be gaining $2400.

Gardener

This is also an easy way to get money. $40, $5 added on for every level.
First, find this Creep in the Park outside the Big Bank.
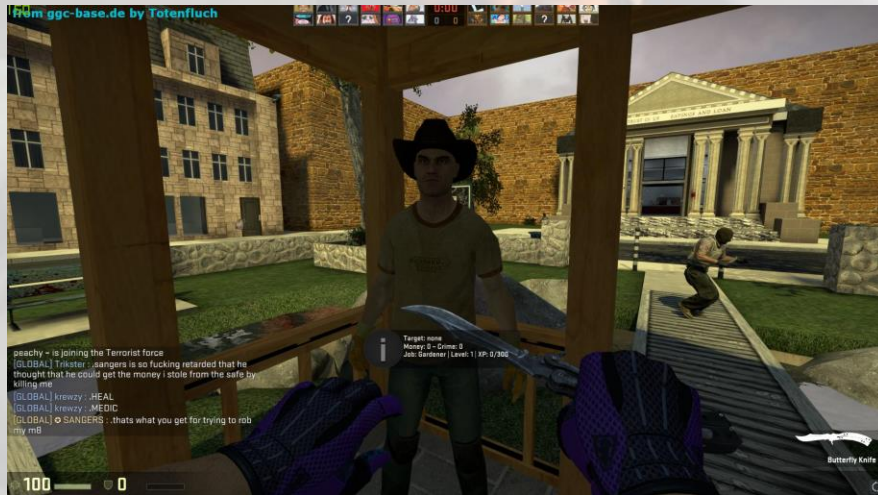
Become a Gardener, and then just go to these spots in the Park.

And that's all there is to Gardening, it's quick and extremely simple, even more, simple than Garbage Collecting.

$40 goes straight to the bank every time you finish Gardening, so $40 x 5 = 200 x 5 = $1,000. It has an approximate 6 minutes of cooldown so $1,000 every 6 minutes all for just press E.

There shouldn't be ANY danger whatsoever, mainly because the Park is situated right in front of the Police station and is in full view of everything. You can also plant crops with the seeds that you can buy from the Gardener Recruiter that work exactly like the Drug Planter

Harvester

1second to harvest. 5 minutes to cooldown. 10 experience. 24 trees, 3 apples per tree. $12 per apple. 72 apples per run. 72 x 12 = 864

Alright, you want to harvest, this one is also quite the easy job as all you have to do is press E 3 times in 3 seconds each tree to get 3 apples.

First, find this Jolly fella. He should be behind the Million Dollar houses, to the right of the

Entrance of the Papaver Fields.

Once you become a Harvester, turn to your left and you'll see 24 thin and small trees.

Each tree in this field (24) allows you to harvest 3 apples each, Harvesting takes 1 second, so you can harvest a tree of its 3 apples in 3-4 seconds, the cooldown for each tree is around 4m30s - 5minutes. Each Apple, when sold, gives you $12 and every harvest gives you 10exp, So 3 apples x 24 trees = 72 apples. 72 apples x $12 = $864. 72 apples x 10exp (from levels 1-5) = 720exp every run.
(TBH there's not really much to do as a Harvester except just running around like picking Apples.)

Medic

Alright, so you want to become a Medic and heal people? Well then, first off you got to find this guy.

He will be located inside the Red Bricked building next to the Perk Shop.

Once located, press E on him and become a medic, now being a Medic isn't as Quick and smooth as the other Jobs, as a Medic, you have to essentially wait for people to shoot each other and then you can heal them for experience and money (if you want to charge them).
To get your Medic tools all you'll need to do is activate the NPC again and you'll be given this menu.

Now the reason why there are "A" "B" and "AB" blood bags is because everyone has a specific blood type in this RP server, You must be tested before getting blood put back in you, so make sure to get tested beforehand and remember your blood type, or else you'll die. Yep, if you get the wrong blood type placed into you, you will die.
Now to Bandage people up, which is what you need to do to get experience, you'll need to buy a Bandage, which is $40 as you can see. Once you have bought a Bandage you can go around bandaging anyone who is bleeding or below 60 health, if they are bleeding you will gain 120 EXP, if they aren't you'll gain 60 EXP.
Now to bandage someone, you must buy a Bandage, walk up to a person, press E so it gives you the menu, then press 8. which is NEXT, it will take you to some other options like these.

Both of you will need to stand still to receive ANY sort of healing.

Apartments

Alright, you're in the market for an Apartment? but you don't know how to get one? easy. First, find an apartment that is unoccupied, to do this, go around the Apartment buildings and open the doors, if they open and you get this menu, then you can buy it.
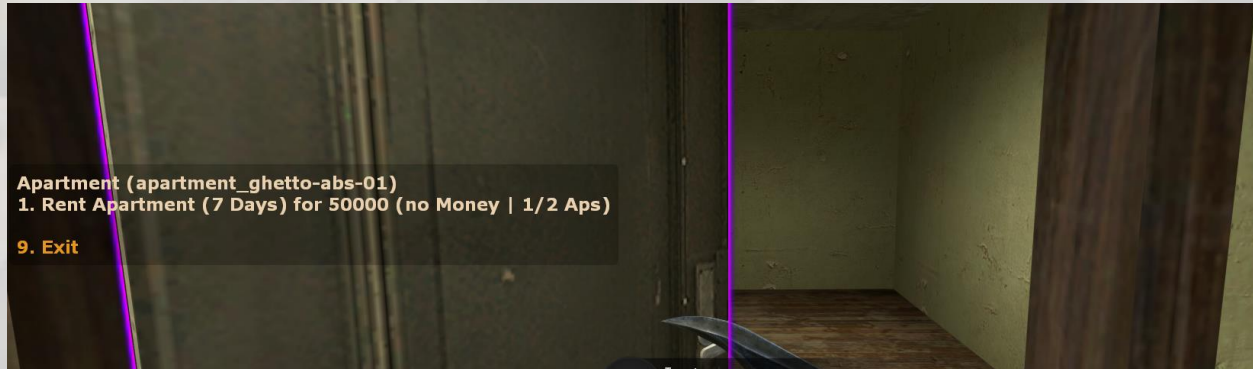
Now, this tells you the Apartment name, and how much money you need to buy this apartment, so go to a Bank and Withdraw the amount required.

Now that you have the money, go back to the Apartment and buy it.

Once bought you can Unlock and Lock the door by pressing E on it

The door to an apartment will be highlighted in a Purple outline if you can buy it, now that you own your own apartment you can Rename it, Change the Doorlock, Sell it, and even extend the rent.

To rename your apartment, press 1 and open your chat and type anything. As soon as you select "Rename Apartment" chat is used to determine your input, so whatever you type no
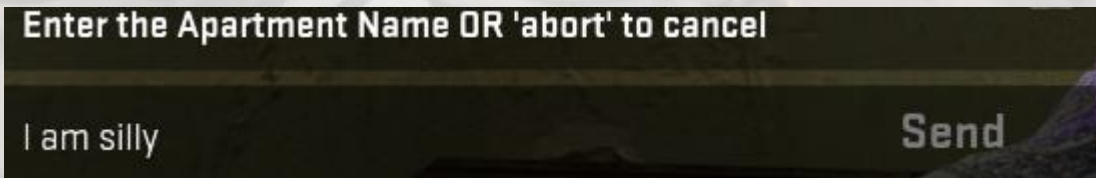
matter what will be put as the name of your Apartment.

Alright, now you want to extend your rent?

Apartment: apartment_ghetto-abs-01
1. Rented: 2017-06-26 18:45:32
2. End of Rent: 2017-07-03 18:45:32
3. Time left to eviciton: 167:57:43
4. Extend Rent by 7 Days

9. Exit

This menu will show you when you Rented, How much time you have left and the End of Rent for your apartment. You can extend this by 7 days, so it will go from the 3rd of June to the 10th of June.

The Extending of Rent amount is %10 of what you paid when you bought the Apartment, So I bought it for 50k, which would mean I'd need to pay $5000 to extend the rent, however an extra 10%, so my amount is lowered by 20% which would amount to $2,500.

Extend Rent of: I am sillyy
1. Do nothing
2. Extend Rent by 7 Days for 2500$

9. Exit

Alright, now you want to know how to sell an Apartment? First, unlock the door to your Apartment (just in case it might actually lock you in an unsold apartment.)
It is really simple, interact with your Apartment Door,

Apartment: Shengos Apartment
1. Rename Apartment
2. Change Doorlock (3000)
3. Lock Door
4. Unlock Door
5. Sell Apartment for 40000.0
6. Rent Informations

9. Exit

Target: none
Money: 0 ~ Crime: 0
Job: Drug Planter | Level: 12 | XP: 27024/45401

Player Hobo_Joe littlemidgit left the game (Disconnect)
Apartment 'Shengos Apartment' is owned by Shengo

Choose number 6.

Do you realy want to sell your apartment?
1. no
2. Confirm

9. Exit

Confirm to sell your apartment and you will be given most of the money you spent to buy the apartment back.

[tConomy] Your tCoins have been changed by 35000 (Sold Apartment apartment_ghetto-abs-01)
Sold Apartment
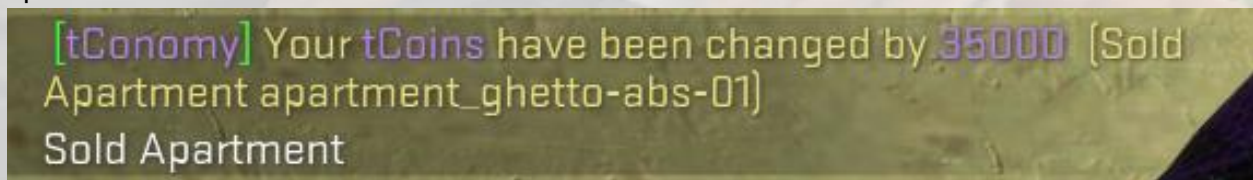
And that's it, you'll be able to buy that same apartment, if it hasn't already been bought, later on.

Wardrobe / Stashing and Changing your clothes

Alright, you want to change your outfit? Alright then, first you'll need money to buy the outfit. At the least you'll need $500.

Who can sell Outfits you ask? The Job NPC's of course, I'll be showing you how to buy an Outfit from the Drug Planter NPC.

HOWEVER, before you buy a skin, you must first find or have a WARDROBE placed inside your Apartment or anywhere else on the map, doesn't matter where you find it, as long as it's a

Wardrobe everyone can use it. There are multiple types of wardrobes, however if it looks like a wardrobe to you and it shows this menu when activated it's a wardrobe.

Alright moving on, find the Drug Dealer NPC in the dark alleyway to the left of Big Bank.

Alright, so the [2] next to "First Drug Dealer Skin" means you must be at least Level 2 in Drug Planter.

So press 4. and buy the skin, it should pop up with this in your chat box.
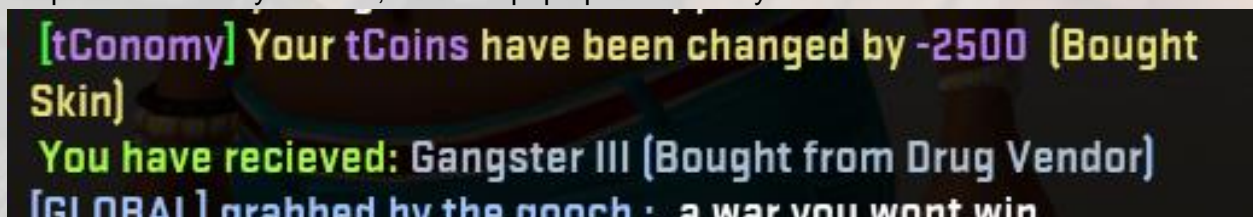
Now, that you have bought the skin, you must find a Wardrobe, if you can't find a Wardrobe but you have an Apartment and you WANT a wardrobe, go to Spawn area, you'll want to enter the right door in this building.

You'll want the lady on the right, her menu will look like this.
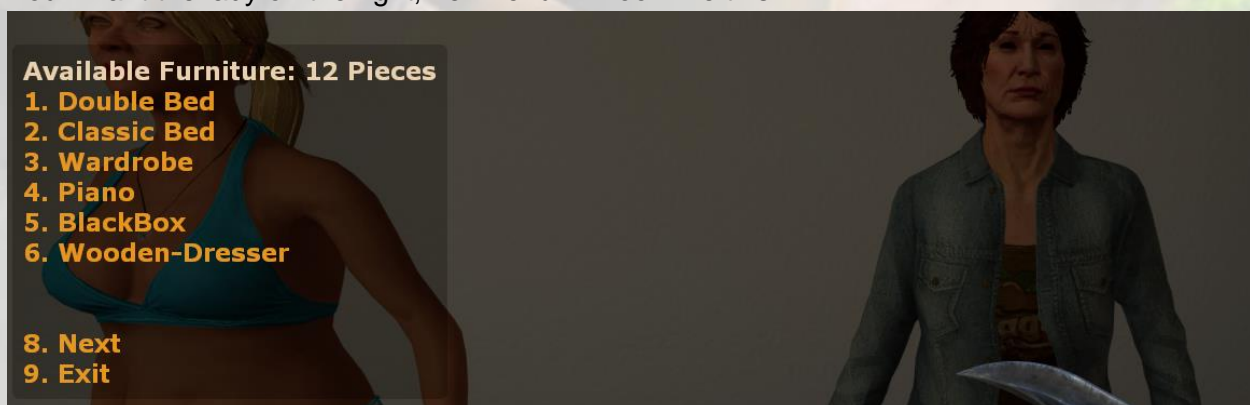
The first option for a wardrobe will cost you $5,000.
Now once you've bought the Wardrobe, you'll want to set it down. If you are not looking to place furniture, skip this little bit.

Furniture for the Apartments

To place furniture, you'll want to stand near the middle of your apartment and aim straight at the middle, go into your inventory and activate the piece of furniture.

Your Inventory (2/125)
1. White-Dresser

9. Exit

Now that your Furniture is placed, you want to know how to move it around? well just type !builder while looking directly at the piece of Furniture you want moving.

!builder   Send

[-T-] Hold R for Placement, W,A,S,D for Angles JUMP for up, Crouch for down and E to Exit. This text will display right after, as it says, you Hold R to move it around your apartment, you will be warned "[-T-] Not in your Apartment" constantly, however you can still place it wherever you want. HOWEVER according to the rules, you may not place it in such a way that it will enter another Apartment, or be sticking outside of a wall in plain view.
Reference to "Roleplay Rules"
Rule 22. The use of furniture in your apartment:
- Must be set up realistically
- One way furniture to block windows is not allowed and will be deleted.
- Do not player block areas to stop people from entering doors/rooms.
- Furniture outside of your apartment zone/in walls will be deleted without warning

Now that you have a Wardrobe, all you need to do is activate it, it will pop up with this window. Before you can change your clothes, you must first stash it in the wardrobe, to do this press "Stash Cloth"

Wardrobe
1. Stash Cloth
2. Change Cloth

9. Exit

Shengos Skins
1. Gangster III

9. Exit

Choose a skin to stash.

Stash this Skin?
1. Stash Skin
2. Abort

9. Exit

And stash the skin.

Removed 1x Gangster III from your Inventory [Stashed in Wardrobe]

Now this will permanently take away that skin from your inventory if you want to give the skin to your friend later on, you must buy it again.

Alright, now that you have the skin stashed, activate the Wardrobe again and select "Change Cloth"

Wardrobe
1. Stash Cloth
2. Change Cloth

9. Exit

It will pop up with the Skins you have stashed
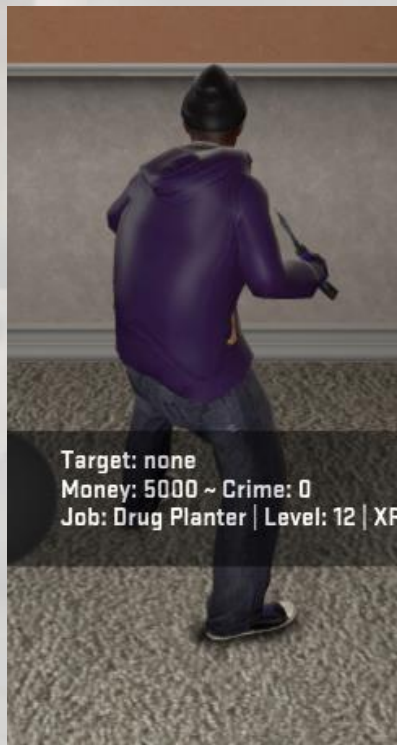
Select your skin and it will change your Outfit, to check this, enter the Third Person command (!tp) in chat, and you shall see the change.

Lockpicks and Zipties

Alright, so you've got enough money to mess around with Lockpicks and Zipties, fancy yourself a thief? maybe a Kidnapper? Well, These tools will get the job done, sort of.
Let's start off with the fact that LockPicks cost $2500 and Zipties cost $1500

Lockpicks

Now, to get a Lockpick, you'll need to go to that shady guy in the alleyway, you know, the Drug Planter. (as you can see, the 3rd option is for Lockpicks)

As you can see, it costs $2500, once you have the Lockpick, you must either Find a Door that you wish to open (that is locked of course) or Rob either bank.
I'll just show you a door because I am not robbing a Bank
First, go up to the door and press E. It shouldn't open and you'll be prompted with this menu.

Press 1. and it will start the lockpicking process

Now, I'm unsure of the chances of breaking a Lockpick, but there is definitely a chance it will break. A lockpick isn't guaranteed to unlock the door you are trying to unlock, so a good bet is to get more than 1 lockpick for 1 door.
Most of the time the Lockpicking fails, so you'll maybe have anywhere from 1 to 5 chances, maybe more on 1 lockpick before it breaks.

Zip ties

So first things first, grab $1500 out of your bank and go to the Black Market Dealer. (A general tip, once you have someone Ziptied, you cannot see their inventory. It's just for tying someone up so they don't run away and carrying them around.)

Black Market Vendor
1. Buy ziptie (1500)

7. Previous

9. Exit
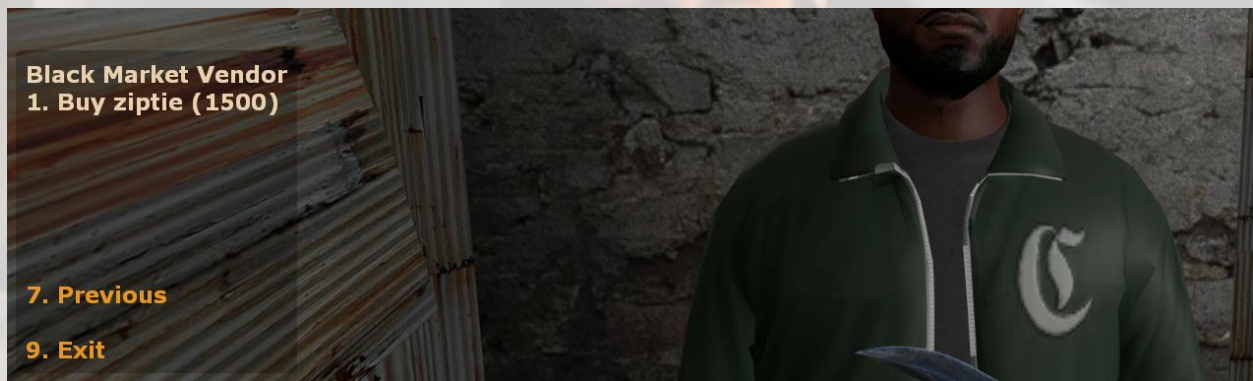
Once you have a Zip tie, find an Unwilling Princess to Kidnap, they have to be standing still for a few seconds AND you must be physically touching them for the Zip tie to work.
(Thanks to Jordan for being my Guinea Pig.)
Press 3. Criminal Actions and then Zip tie Player, once done they should turn a lovely Red and are frozen for you to touch.

Jordan
1. Poke Player
2. Give Apartment Keys
3. Criminal Actions
4. Try to free
5. Give Item
6. Give Money

8. Next
9. Exit

Do something Criminal...
1. Steal Money (beeing reworked)
2. Ziptie Player

9. Exit

[GLOBAL] XAh : .Nya did Trik log?
Removed 1x ziptie from your Inventory [Ziptied Player]
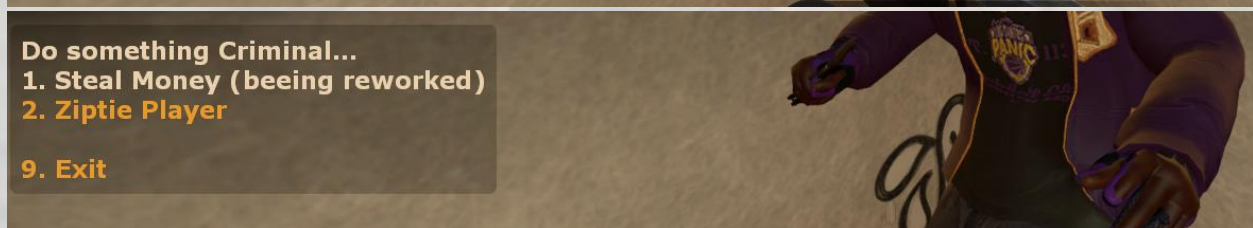
Now that you have your victim Kidnapped, you'll want to move them around right? Well, what you do is you go behind them and hold right click.

As long as you hold down right click you will be able to move them.
Now to untie a person that has been Ziptied, all you need to do is press E on them and "Try to free"

Crime

Alright, now that you know of the jobs, Zip tying, Lockpicking and general area, it's time for your lesson on Crime.
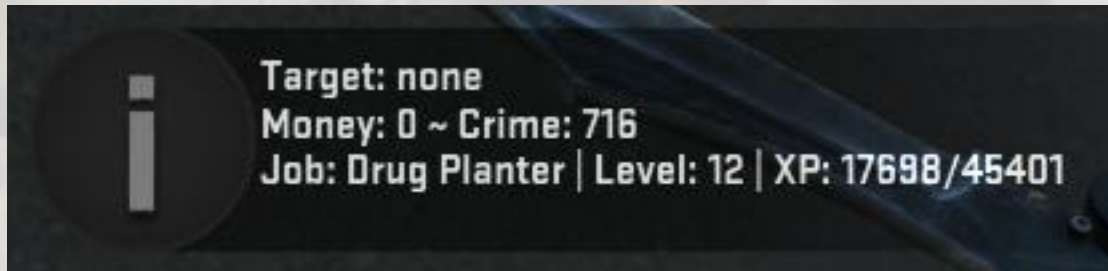
Crime is the system that determines how naughty you've been and how long you stay in Jail for. The sale of Heroin gives you crime, Killing people gives you crime, Killing cops gives you shit load of crime, however, if you get caught doing Illegal things, cops can and will add Crime on to your current amount. So say if I had 300 crime for selling Heroin, if I kill someone in front of a cop, I'll be arrested and they will add on say 2k crime to my 300, so I'll have 2,300 seconds to spend inside Jail.

Now the only way to get rid of crime would be to just wait it out and to not do anything Illegal. If you escape Prison voluntarily, Cops can double your crime.

I have not done it yet, but I would assume robbing the Banks would give you Crime as well.

Guns

So you've got enough money to get some Protection against muggings and raids? Just before you buy that Weapons License, Guns cost a lot. 5k for pistols, $500 for 1 bullet (ammo) and shotguns are 15k-20k. Make sure you want to have this protection and make sure not to lose it because you got cocky.

So let's start off with getting a Weapons License, relatively easy, just find this building, it's literally conjoined to the Garbage Collector building.
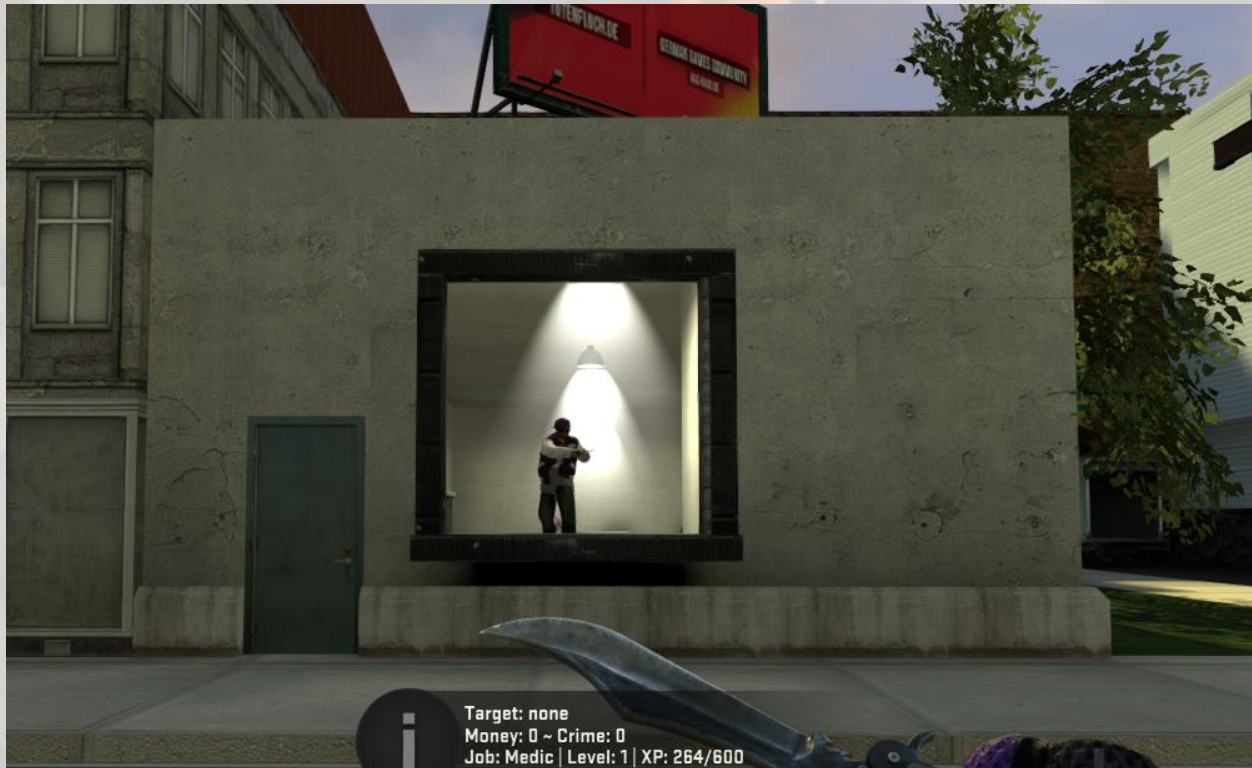
You will want to enter it via the Garage Door or the Normal door on the left, once inside you'll come across two NPC's, do not worry about the NPC on the right, as she is not who we are here for.
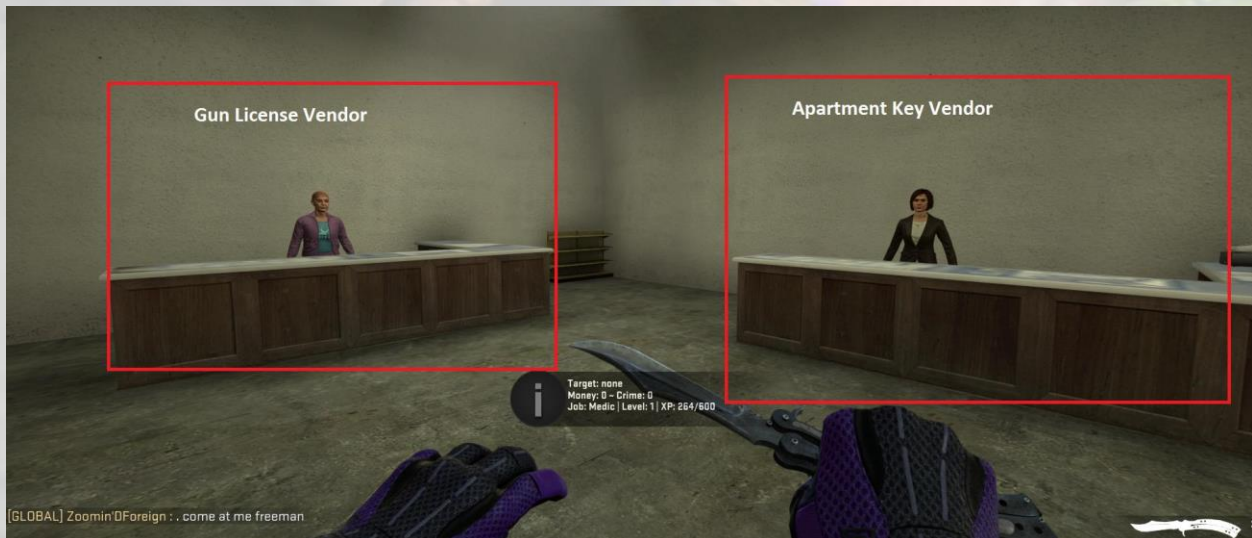
Go up to the Gun License Vendor and press E, you will be given a menu of all the Licenses you can own. Worried about losing your license? Don't worry at all, a License is permanent unless you yourself remove it, so it is actually a good investment.
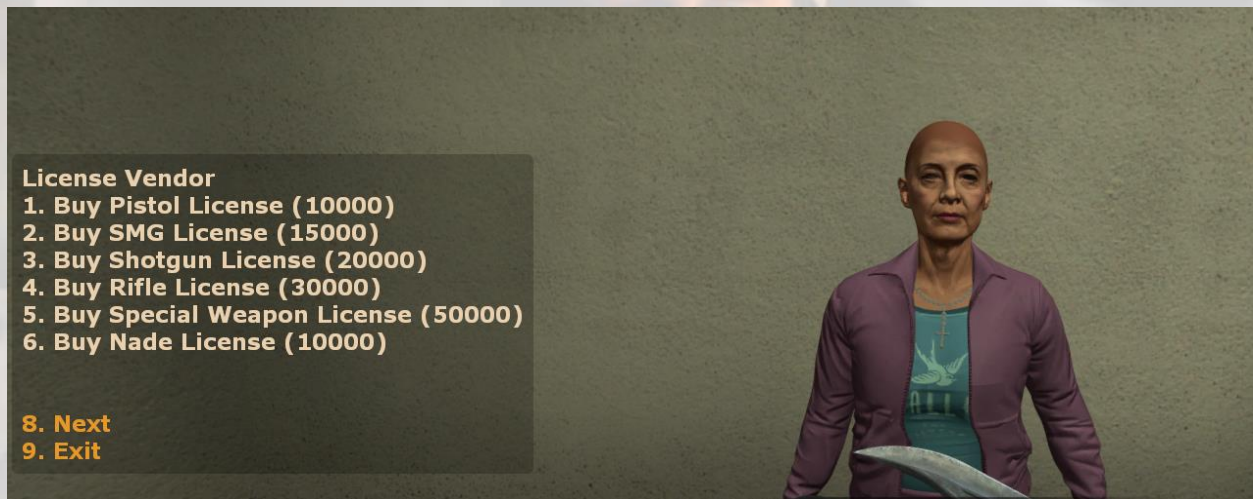
License Vendor
1. Buy Pistol License (10000)
2. Buy SMG License (15000)
3. Buy Shotgun License (20000)
4. Buy Rifle License (30000)
5. Buy Special Weapon License (50000)
6. Buy Nade License (10000)

8. Next
9. Exit

Before we move on,
A pistol license is what it says, it will allow you to buy Pistols.SMG license will allow you to buy SMG's (Mac-10, UMP, P90, etc.)Shotgun License will allow you buy Shotguns (Nova, XM11, Sawed Off shotty, and MAG-7)Rifle License will allow you to buy the Rifles (M4a1-s, M4a4, AK, AUG.)Special Weapon License will allow you buy AWP's and Scouts

Alright, now that you have your License, it's time to buy a Gun. You'll want to get out of this building, take a left, stop at the stop sign, then take a right past the Small Bank, and past the sliding fence, to your left will be the Gun Store. It's kind of obvious cause its Camo... but yanno just in case.

Go inside and you'll be faced with Twins, extremely hot Scottish Twins. You'll want to ignore the right one for now as he is the Ammo dealer, and you want Ammo AFTER you get your sweet baby gun.

When you press E on him you'll be given this menu.

Licensed Weapon Vendor
^-.-^-.-^-.-^-.-^
1. Pistols
2. SMGs (requires License)
3. Shotguns
4. Rifles (requires License)
5. Special Weapons (requires License)
6. Nades & Armour (requires License)
^-.-^-.-^-.-^-.-^
7. Exit

I'm able to open both the Pistols and the Shotguns tab as I have both Licenses, However here is the Pistols tab.

Pistols Menu (0)
1. USP-S – 5000 Money
2. P2000 – 5000 Money
3. Glock – 5000 Money
4. P250 – 5500 Money
5. Dessert Eagle – 10000 Money
6. Dual Berratas – 5500 Money

8. Next
9. Exit

so you pick your gun, pay for it and it will show up in your "Weapons" inventory. Select it via Numbers and pull it out of your stash.

Your Inventory (4/125)
1. Inventory
2. Weapons
3. Licenses
4. Backpack

Shengos Weapons
1. weapon_xm1014

9. Exit

Now that you have your gun equipped, it's time for some Ammo.
You must have your gun equipped and in your hand to receive ammo for that gun, so for example, I buy a pistol and a shotgun, if I buy Ammo for my Pistol, I will not have any ammo for my Shotgun. YOUR WEAPONS DO NOT SHARE AMMO.
So what you want to do is face this hot twin with your weapon out (wink), and press E, Buy as many bullets as you want, however I recommend just buying enough for 2 clips, as you'll probably die before you use the 50 bullets you bought.

Alright, now that you're fine and dandy with the amount of bullets you have, now is time for the important part of Owning a Gun.

First off, in a Mugging you can NOT pull a gun out from your stash, it must be in your inventory by the time the mugging has started if not bad luck, HOWEVER if you do have your gun on your back, you can take the chance to blast them, HARD. However if there is more than 1 person mugging you, good luck as you'll probably get destroyed.

A situation where you can't pull your gun out and blast them (Courtesy of Ec1ipse, thank you
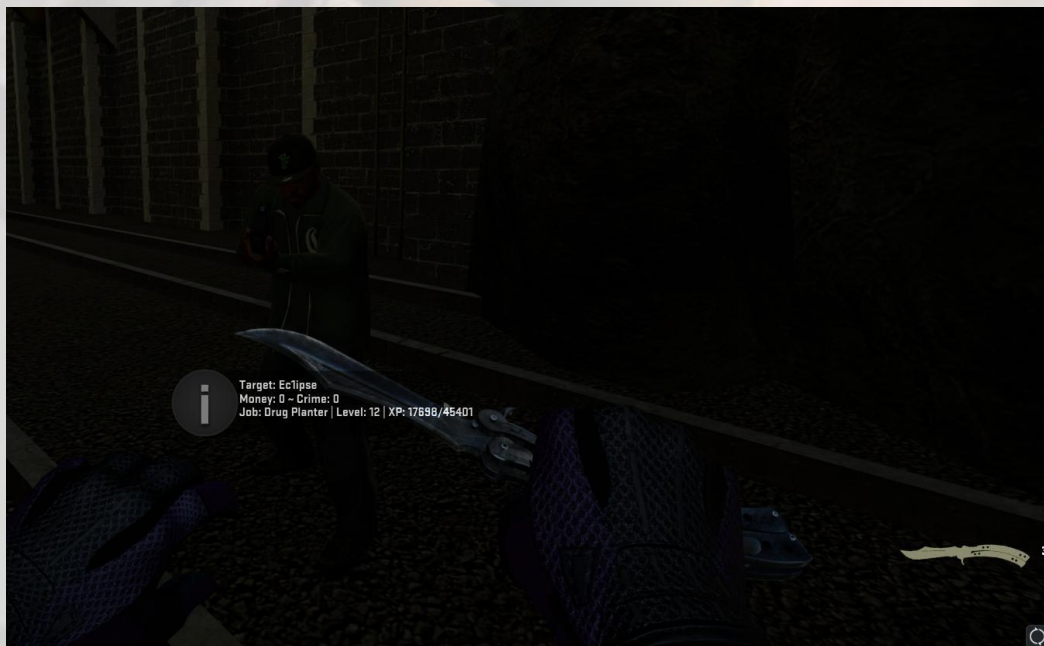
friendo.)

A situation where you CAN pull your gun and blast them.

Both of these are different. You see my gun in my inventory? that means I can pull it out in this situation.

If you do pull a gun out of your stash, people will know and record it, here is an example of how they would know.
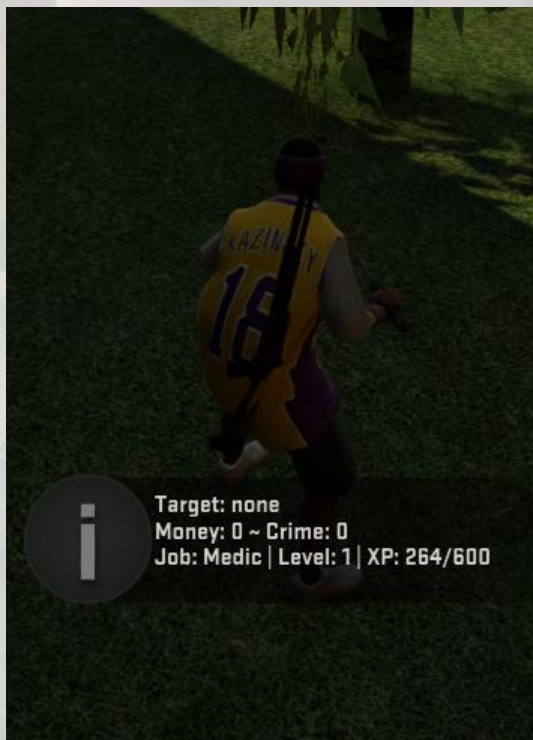
Your gun unstashed   Your gun stashed

As you can see, your gun will look like any other CS: gamemode, so if you have a gun in your inventory people CAN SEE IT. This is not GMOD DarkRP, this CSGO RP, IRL, if you are being mugged, do you think your Mugger would allow you to reach into your backpack and pull out a gun? No, you'd be dead instantly or at least injured. Now that you know what stashing your gun looks like, now's the time to learn HOW to stash your gun.

It's quite simple, you press CTRL twice in quick succession. so CTRL CTRL with the gun you want to be stashed in your hands and it will disappear. You will know if you stashed it because this pops up in chat.
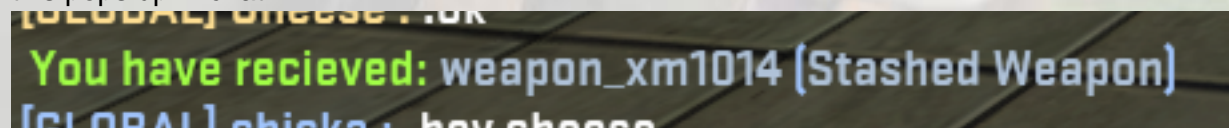
A good tip, as you'll likely find out, don't pull your gun out in front of a Police Officer or even have your gun out of unstashed in the first place. What I always do, is when I'm in public I stash my gun, easy as pie, then when I am about to enter a shady place, a place where I know I can get jumped any second, I unstash my gun and keep it on my back.

Another good tip is if you have a visible weapon on you, hardly anyone is likely to rob you, there will be the big group of people who gang up on you, however, that is uncommon.

Alright, now that you know how to stash your gun and what NOT to do in a mugging, let's talk about giving your gun over if someone is mugging you for it.
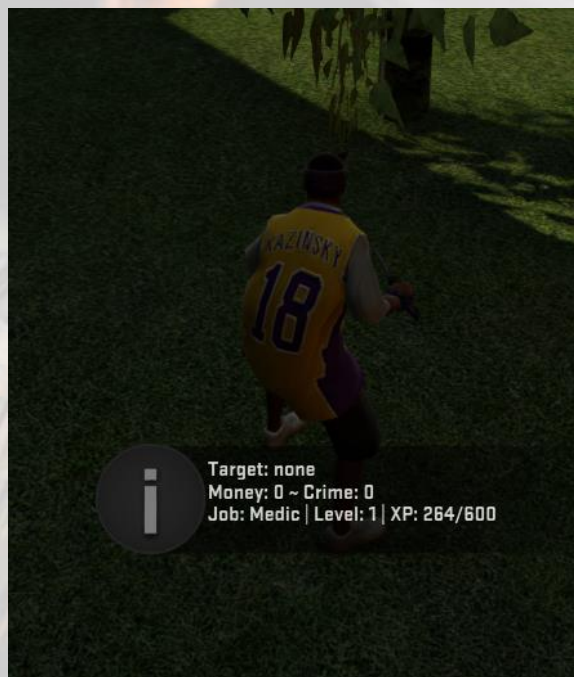
Mugging

Alright, you're being held up by some Black Guy with a Gat, and He's asking "Fo' Yo' Weed" and "Yo' Mo'Fuggin Moneh".
Now as soon as you have a gun to your head, you can't run away, if they stop you and they have a gun to you, the excuse "My friend is waiting for me" doesn't work, you CAN NOT RUN FROM A MUGGING unless it is over, do not attempt to run as they'll just kill you.

Now you have Two options.

Your first option is to give them everything, now this requires you to give them your items, what you do is you press E on them and the number 5. and 6. are there for you to give people your Items and Money. Do this and they are required to let you live UNLESS of course, you decide to pull your own Weapon out and try to battle them, then they can blast you without problems.

Your second and final option, is you give them SOME of your things and you lie about your money and inventory, now this requires knowledge, if they saw you collecting Papaver (all of it) and you only give them 4, they'll blast you (or let you go, depending on the person.), however, if you know they don't know anything about your inventory, you can give them 1 apple and $200 out of your $20,000 you have on you, and they can't do anything about it.

Future Features

New Jobs

Homeless

Fun meme job. Player can wear his homeless/unemployed player model. He can ask around for money. He can get paid by standing in a zone similar to the garden zone. We can add some areas to the new map with homeless props such as "Spare change" sign and a hat on the ground to replicate begging for money. The player can stand in this zone to get small amounts of money.

SWAT

It will consist of two main features and at least one SWAT required to raid. SWAT will have a tactical shield which can be purchased by him only. He will also have a driveable drone. Possibly also a parachute with a cooldown. I'm currently getting the below plugin to work with a new drone model. The tactical shield is currently also being made. We have SWAT skins available and can also get another.

I plan to add in the new map a wardrobe in the police building behind a police only openable door. Also an additional thing to add to the police station would be a similar vault to the bank but one for police to store weapons to avoid them having to get money out from the bank after dieing.
https://forums.alliedmods.net/showthread.php?p=2537166

Stripper

Stripper is another fun job and can be made in multiple different ways. Default stripper model can be clothed and swapping to less clothed (bra/bikini) when she's doing her finest work. This can be done with different materials and use of the same model (or just a separate model) I can get a cool particle effect made also to add some cool effect. I can also get an animated model of the same player model made. This can be the stripper dancing and can replace the player model in game with the dancing model.

Stripper can possibly be made to only be able to work in someone's apartment. I know chaotic roleplay has a stripper job which could possibly be sampled from here.
https://forums.alliedmods.net/showthread.php?t=295995
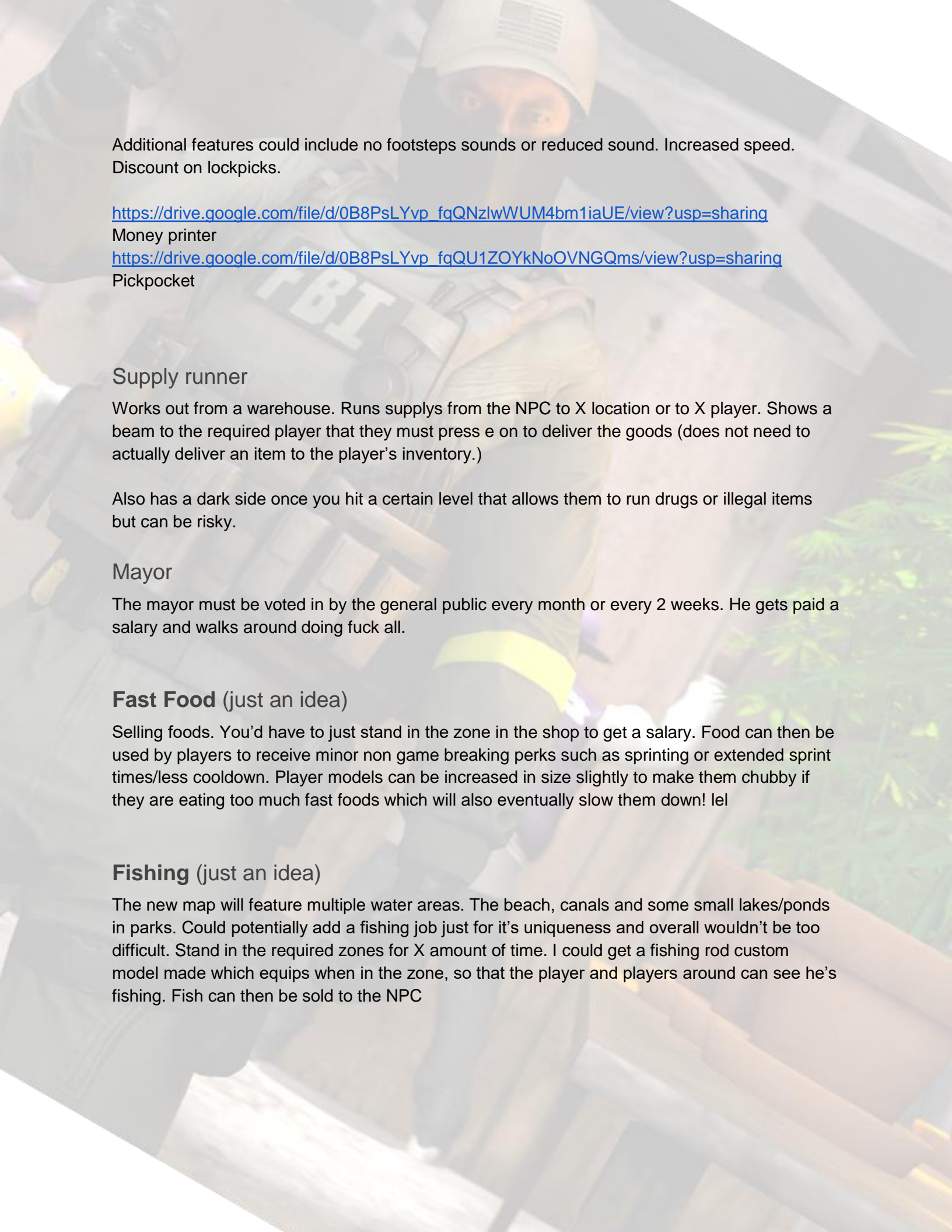
An additional feature to add some more fun to this job and make it unique is equipping a dildo knife instead of the default knife (yes i have a dildo custom knife model all ready to go lol https://drive.google.com/open?id=0B8PsLYvp_fqQYlp0Q0M2bW0zUlU) This can be done easily with a First Person View Models Interface and custom weapon plugin.

Also sex shop items, not sure how they would work in game. Not really needed.
https://github.com/ts-x/TSX-RP/blob/master/jobs/roleplay_sexshop.sp

Thief/Criminal

This job would be another favourite by introducing another criminal alternative to a drug dealer. This could consist of two main things, money printer and pick pocketing. Toten mentioned pickpocketing would be best done by being able to pick someone's pocket for an item. This thief/criminal player model would be required to be worn at all times which allows players to know who to be aware of.

Additional features could include no footsteps sounds or reduced sound. Increased speed. Discount on lockpicks.

https://drive.google.com/file/d/0B8PsLYvp_fqQNzlwWUM4bm1iaUE/view?usp=sharing
Money printer
https://drive.google.com/file/d/0B8PsLYvp_fqQU1ZOYkNoOVNGQms/view?usp=sharing
Pickpocket

Supply runner

Works out from a warehouse. Runs supplys from the NPC to X location or to X player. Shows a beam to the required player that they must press e on to deliver the goods (does not need to actually deliver an item to the player's inventory.)

Also has a dark side once you hit a certain level that allows them to run drugs or illegal items but can be risky.

Mayor
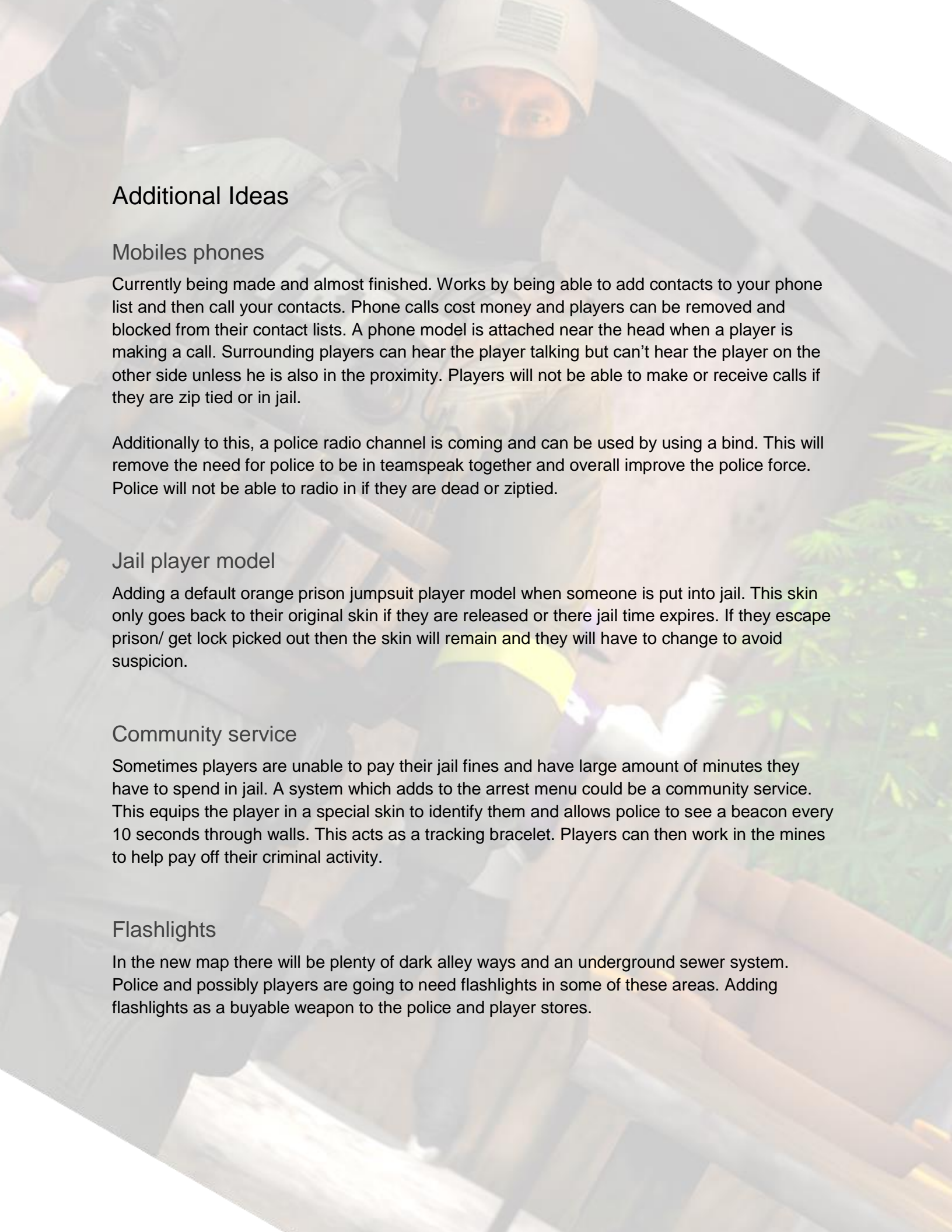
The mayor must be voted in by the general public every month or every 2 weeks. He gets paid a salary and walks around doing fuck all.

Fast Food (just an idea)

Selling foods. You'd have to just stand in the zone in the shop to get a salary. Food can then be used by players to receive minor non game breaking perks such as sprinting or extended sprint times/less cooldown. Player models can be increased in size slightly to make them chubby if they are eating too much fast foods which will also eventually slow them down! lel

Fishing (just an idea)

The new map will feature multiple water areas. The beach, canals and some small lakes/ponds in parks. Could potentially add a fishing job just for it's uniqueness and overall wouldn't be too difficult. Stand in the required zones for X amount of time. I could get a fishing rod custom model made which equips when in the zone, so that the player and players around can see he's fishing. Fish can then be sold to the NPC

Additional Ideas

Mobiles phones

Currently being made and almost finished. Works by being able to add contacts to your phone list and then call your contacts. Phone calls cost money and players can be removed and blocked from their contact lists. A phone model is attached near the head when a player is making a call. Surrounding players can hear the player talking but can't hear the player on the other side unless he is also in the proximity. Players will not be able to make or receive calls if they are zip tied or in jail.

Additionally to this, a police radio channel is coming and can be used by using a bind. This will remove the need for police to be in teamspeak together and overall improve the police force. Police will not be able to radio in if they are dead or ziptied.

Jail player model

Adding a default orange prison jumpsuit player model when someone is put into jail. This skin only goes back to their original skin if they are released or there jail time expires. If they escape prison/ get lock picked out then the skin will remain and they will have to change to avoid suspicion.

Community service

Sometimes players are unable to pay their jail fines and have large amount of minutes they have to spend in jail. A system which adds to the arrest menu could be a community service. This equips the player in a special skin to identify them and allows police to see a beacon every 10 seconds through walls. This acts as a tracking bracelet. Players can then work in the mines to help pay off their criminal activity.

Flashlights

In the new map there will be plenty of dark alley ways and an underground sewer system. Police and possibly players are going to need flashlights in some of these areas. Adding flashlights as a buyable weapon to the police and player stores.

PVP

Not exactly sure how the below .sp works but it's an idea. Alternatively using the boxing ring as a PVP area for players which strict rules on it's use.

Adding custom boxing gloves arms and punching animation as well as dealing less damage per hit until the player is down to 5hp in which he loses the fight.
https://github.com/ts-x/TSX-RP/blob/master/utils/roleplay_pvp.sp

Dead bodies

Currently dead bodies disappear upon death. Allowing the rag doll to stay on the ground for X amount of time would be awesome as it would allow police and players to witness murders more realistically. Also adding the option for players to drag dead bodies by holding E on them. This currently is available in the csgo TTT mod.

Drug system

As previously spoken about. I'm not too sure how to approach this. I am getting a custom joint model made to replicate someone's first person view of smoking a joint (with smoke particle) Also adding a world model to show other players they have a joint in their mouth and smoke particle. Fresh weed can be turned into joints and sold to players or smoked. Possibly a smoke buff such as +10hp and +10 armour. Also the downside of overuse of drugs is the tricky part. What happens? Do they become slower? Occasionally blurred vision?

Sprinting

Sprinting by press a key, bind or E. Cooldown to reduce sprinting. Possibly reducing the normal running speed slighting and increasing the sprinting slightly higher than normal running speed. Food for more energy for X amount of sprints? Not really sure if food has a place in the server but could work for minor unrequired buffs like sprinting for longer.

Gang Wars/Colors

Possibly adding colors on gang members to help identify top gangs. Top 3 gangs are equipped a colour which is a colored auto attached bandana to their neck, head or arm/leg. This will allow identification of gang members. Gang leaders of two gangs can agree to a gang war, which is like a mini event. Everyone in the server can be alerted of a gang war which lasts X minutes.

Additional identification for players, admins and gangs is to add a small circle above the members of the two warring gangs. Eg. gang 1 has small red circle and gang 2 has small blue circles which helps the two warring gangs identify and kill each other for X amount of time before the event is over. Or just glow the gangs red and blue. Could also possibly allow the two gangs to only deal damage to the opposite gang.

Custom weapons

I've been trying to get this plugin made for a LONG time. I found a guy who has it but is unsure if he would sell it and if he did, it would cost me a lot (prepared to pay) I think adding a more darkRP feel could increase the fun of the server by allowing more unique items to be in the game. I currently already have 2x missile/grenade launcher plugins but no where near as good as the plugin I'm trying to get. Below is weapon configs
https://github.com/ts-x/TSX-RP/tree/master/pve/weapons

Jail security

Adding zones to the Jail cell outer doors which plays a siren.mp3 for X seconds to prevent players from constantly entering to lock pick their friends out. This feature would not work with players with the police flag. This will only be able to be heard from a certain distance and would allow nearby police to prevent their escape, resulting in more warning for a gun fight instead of just being killed from behind while in the police station.

Weddings

Shared bank account. Less damage when near your partner
https://github.com/ts-x/TSX-RP/blob/master/utils/roleplay_wedding.sp
https://forums.alliedmods.net/showthread.php?t=258141
https://forums.alliedmods.net/showthread.php?t=221933

Gang bank account

Gang shared bank account

Trip mines

Multiple plugins exist on AM for tripmines. They could potentially be purchased in furniture store or black market and be used to secure your apartment. Alternatively, police could place tripmines on the outside doors of police to force places to have to destroy them instead of just constantly running into the police store for memes.

Additional Locks/Security system

Adding locks to storage boxes as well as adding security systems which alert the owner that his box has been breached.

And/or an alarm.mp3 to play at an apartment when a door has been lock picked

Cameras for apartments

Buyable at furniture NPC, can only be placed in your own apartment. You view your camera via the inspect key menu or included in the Mobile phone menu which is also in the same location.
https://forums.alliedmods.net/showthread.php?t=299696

Mario Nintendo console

There is a plugin on alliedmodders.
https://youtu.be/z_r8O1tuBKs?t=6

Could possibly be purchased at the furniture store and set up near your TV. Each TV location can be logged in the .txt file which is required for the plugin to work. Additionally it could just be restricted to one location, possibly a gaming store where you can play and also play DDR and other already made games such as tic tac toe (available on AM.)

Economy System for Items

Items sold to Vendors are balanced within their category. For instance when you sell lots of weed the price of weed goes down and the price for heroin goes up. Same for all other jobs

Player Auction House

Players can list items that they want to sell here. You can place bets on the Items or instant buy them out. There is an Auction House fee of x% and the Players can only put y Items in at once. "Item flipping" is encouraged.

Realistic Hands

Players will no longer have knives in their hands. Instead they will have their fists out.

Advanced Options for Lock Picking and stealing

Pay phones, beverage dispensers, Cigarette dispensers, ATM Machines will be lockpicking and reward money, beverages or other valuable items. Stealing will now be enabled between players. Depending on the Level(to be done) of the Player, the one that steals will get a random selection of the other player's inventory and will be able to try to steal one of those. Doing this will trigger a cooldown, give crime and alert the player that the item was stolen from.

New map features

Soccer field

In the map there will consist of a soccer field which players can play soccer on. I'm hoping to get someone to add the below plugin to only work in the soccer zone. Also equipping CT as a blue glow and Ts as a red glow to help sort teams and allow players to play when they want.
https://forums.alliedmods.net/showthread.php?p=1742496
Additionally also customising the soccerjam plugin to work for a basketball court. Adding less force when throwing the ball.

Shark Event

This is a rare event that can be toggled by z flag. In a jailbreak map exists a shark which can be released with a command which then swims to the nearest players and kills them. I could potentially spawn in a loot sack with X amount of money (Loot sack plugin already made and working) The shark can then be released which also activates a warning siren. Players can attempt to swim in the water and be the first to get the loot and return to the land with their reward while the rest of the daredevils get eaten alive...

Dance Dance Revolution

Could be added to a gaming store or disco. It has top scores and ranks to beat.
Can cost money to play.
https://www.youtube.com/watch?v=LIOaHKdAd78&feature=youtu.be&t=76

Mobs
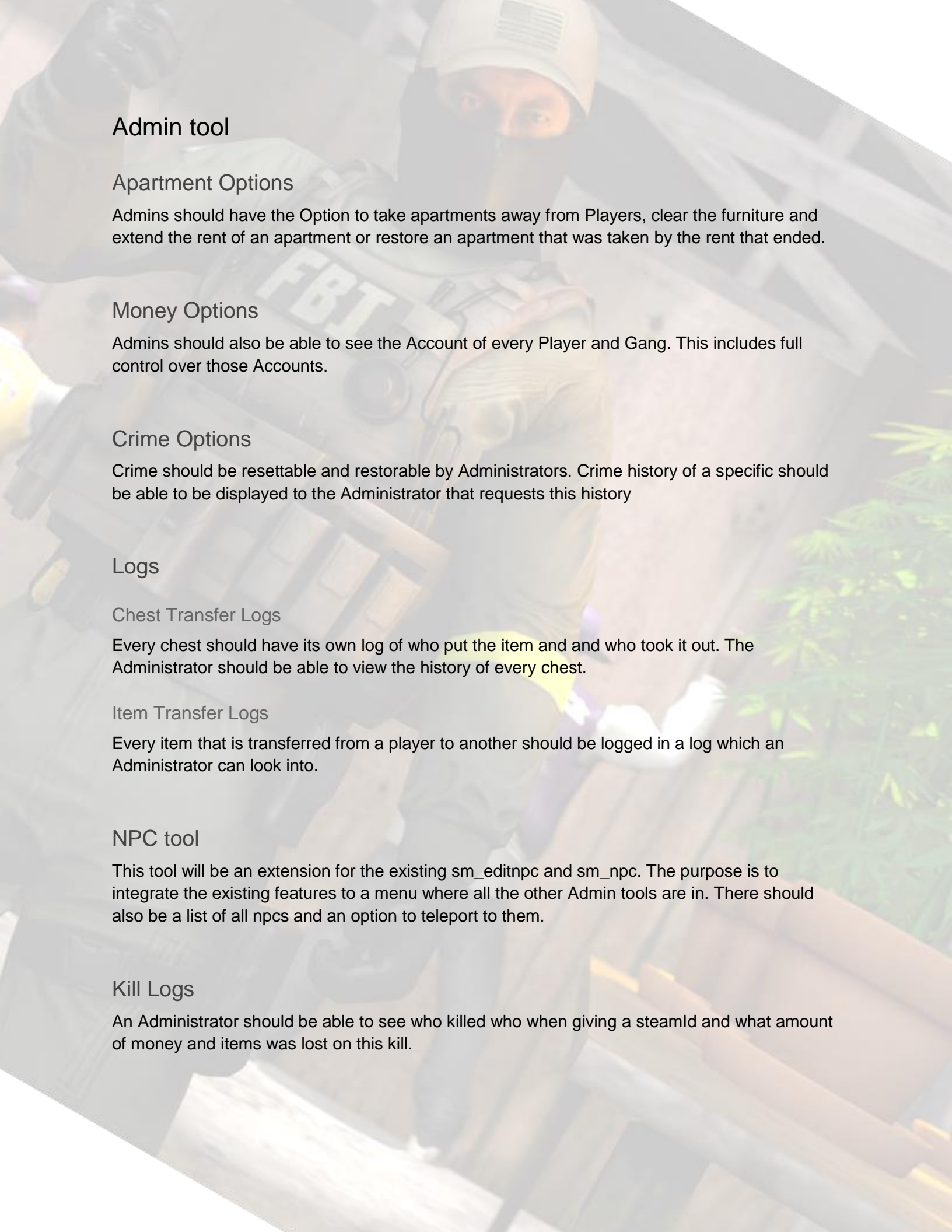
https://github.com/ts-x/TSX-RP/tree/master/pve/mobs

Slot machines

https://github.com/ts-x/TSX-RP/blob/master/jobs/roleplay_loto.sp

Admin tool

Apartment Options

Admins should have the Option to take apartments away from Players, clear the furniture and extend the rent of an apartment or restore an apartment that was taken by the rent that ended.

Money Options

Admins should also be able to see the Account of every Player and Gang. This includes full control over those Accounts.

Crime Options

Crime should be resettable and restorable by Administrators. Crime history of a specific should be able to be displayed to the Administrator that requests this history

Logs

Chest Transfer Logs

Every chest should have its own log of who put the item and and who took it out. The Administrator should be able to view the history of every chest.

Item Transfer Logs
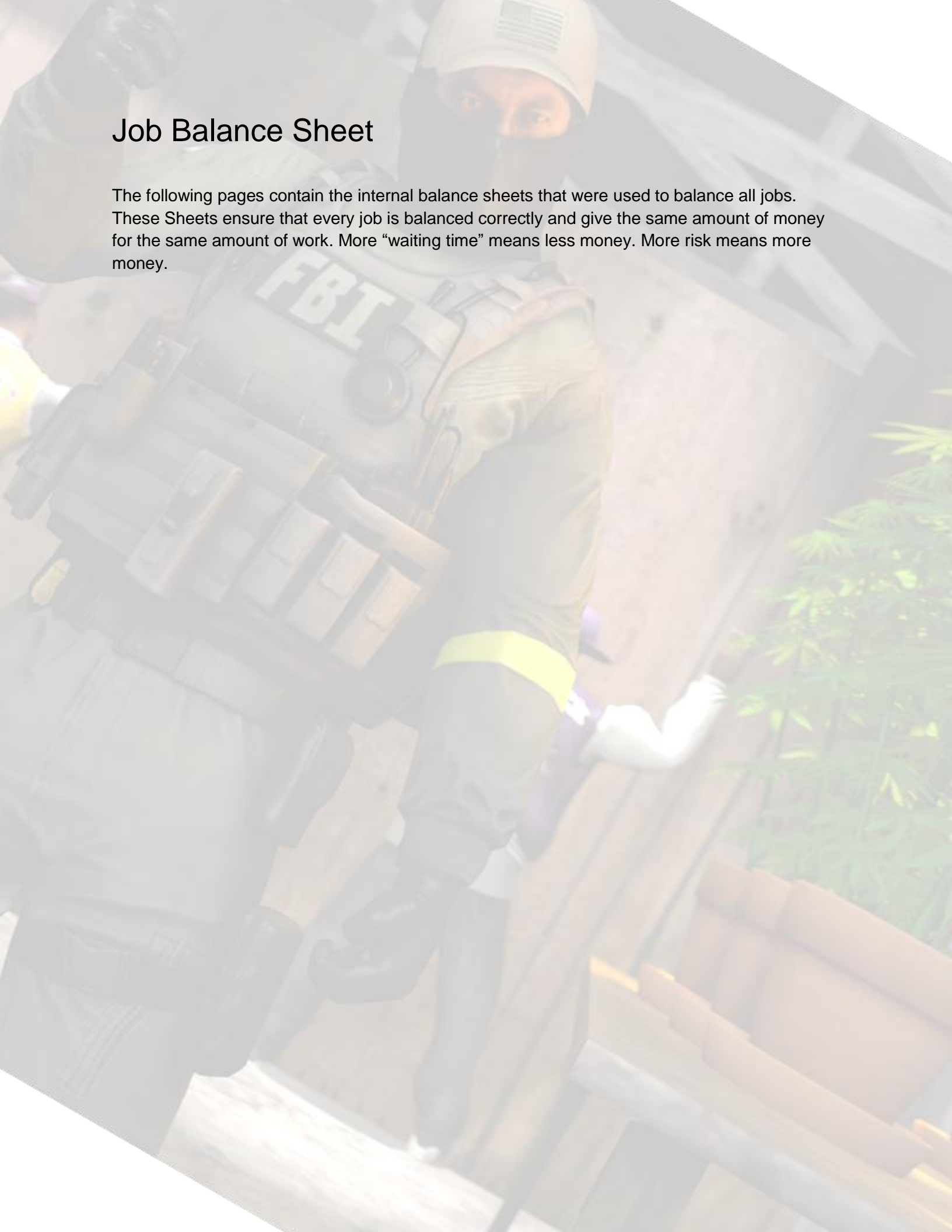
Every item that is transferred from a player to another should be logged in a log which an Administrator can look into.

NPC tool

This tool will be an extension for the existing sm_editnpc and sm_npc. The purpose is to integrate the existing features to a menu where all the other Admin tools are in. There should also be a list of all npcs and an option to teleport to them.

Kill Logs

An Administrator should be able to see who killed who when giving a steamId and what amount of money and items was lost on this kill.

Job Balance Sheet

The following pages contain the internal balance sheets that were used to balance all jobs. These Sheets ensure that every job is balanced correctly and give the same amount of money for the same amount of work. More "waiting time" means less money. More risk means more money.

Miner

Level

Level	XP needed	Zeit in s
1	300	128
2	1268	541
3	2948	1.258
4	5363	2.288
5	8531	3.640
6	12465	4.432
7	17176	6.107
8	22675	8.062
9	28970	10.300
10	36068	10.992
11	43976	13.402
12	52701	16.061
13	62248	18.971
14	72622	22.132
15	83828	25.548
16	95872	29.218
17	108756	33.145
18	122486	37.329
19	137066	41.772
20	152498	46.476
Overall in h		92,17

Meta

Max Level			20
Base XP			300
Base modifier XF			2,08
Perk	Change	XP Pro Stunde	
XP Perk	30	10125	
XP Perk	35	11812,5	

Base / Ohne Perks

Jobfelder	6
Collect / Zone	5
Zone Cooldown	320
Abauzeit	5
Zonen wechselze	10
Abbau abweichu	0,3
Preis Pro Item	70
Base XP	25

Perks

Level	Type	Change SET
3	Copper	60
5	Fossil	65
6	XP	20
7	Iron	70
9	Gold	400
10	XP	40

Level 0 and Base

Uptime	219	68%
Zyklen pro Stund	11	
Items Pro Stunde	338	
Money Per Hour	23625	
Geld Proportiona	16168	
XP Base Pro Stu	8438	

fair for uptime=1, Level	Level	Money Per Hour	is It fair?		
20300	1	23625	59%		
21022	2	23625	61%		
22094	3	26663	57%	Copper	3037,5
23483	4	26663	60%		
25168	5	29953	58%	Fossil	3290,625
27135	6	29953	62%		
29371	7	33497	60%	Iron	3543,75
31867	8	33497	65%		
34616	9	53747	44%	Gold	20250
37609	10	53747	48%		
40843	11	53747	52%		
44310	12	53747	56%		
48007	13	53747	61%		
51929	14	53747	66%		
56073	15	53747	71%		
60435	16	53747	77%		
65011	17	53747	83%		
69799	18	53747	89%		
74796	19	53747	95%		
80000	20	53747	102%		

Garbage Collector

Level

Level	XP needed	Zeit in s
1	300	96
2	1258	404
3	2909	935
4	5275	1.695
5	8367	2.690
6	12199	3.921
7	16780	5.393
8	22116	7.109
9	28216	9.069
10	35085	11.277
11	42729	13.734
12	51153	16.442
13	60361	19.402
14	70358	22.615
15	81148	26.083
16	92735	29.808
17	105121	33.789
18	118311	38.029
19	132307	42.527
20	147113	47.286
Overall in h		92,31

Meta

Max Level	20
Base XP	300
Base modifier XF	2,068

Base / Ohne Perks

Jobfelder	1
Collect / Zone	70
Zone Cooldown	900
Abauzeit	1
Preis Pro Item	65
Base XP	40

Level 0 and Base

Zyklen pro Stund	4	100%
Items Pro Stunde	280	
Money Per Hour	18200	
Geld Proportiona	18200	
XP Base Pro Stu	11200	

fair for uptime=1, Level	Level	Money Per Hour	is It fair?		
20300	1	19110	106%	Formel koeffizien	21
21022	2	19158	110%		
22094	3	19211	115%		
23483	4	19271	122%		
25168	5	19338	130%		
27135	6	19413	140%		
29371	7	19500	151%		
31867	8	19600	163%		
34616	9	19717	176%		
37609	10	19855	189%		
40843	11	20020	204%		
44310	12	20222	219%		
48007	13	20475	234%		
51929	14	20800	250%		
56073	15	21233	264%		
60435	16	21840	277%		
65011	17	22750	286%		
69799	18	24267	288%		
74796	19	27300	274%		
80000	20	36400	220%		

Apple Harvester

Level

Level	XP needed	Zeit in s
1	300	100
2	1757	586
3	4941	1.647
4	10289	2.286
5	18176	4.039
6	28934	4.822
7	42867	7.144
8	60256	6.695
9	81365	9.041
10	106444	8.870
11	135729	11.311
12	169447	14.121
13	207815	17.318
14	251043	20.920
15	299333	24.944
16	352880	29.407
17	411876	34.323
18	476504	39.709
19	546944	45.579
20	623373	51.948
Overall in h	93,00	

Perk	Change	XP Pro Stunde
XP Perk	15	16200
XP Perk	20	21600
XP Perk	30	32400
XP Perk	40	43200

Meta

Max Level	20
Base XP	300
Base modifier XP	2,55

Perks

Level	Type	Change SET
4	XP	15
5	Item	20
6	XP	20
7	Item	30
8	XP	30
9	Item	40
10	XP	40
10	Item	50

Level 0 and Base

Uptime	158,4	66%
Zyklen pro Stunde	15	
Items Pro Stunde	1080	
Money Per Hour	10800	
Geld Proportional	7128	
XP Base Pro Stu	10800	

Base / Ohne Perks

Jobfelder	24	Zonen
Collect / Zone	3	Items
Zone Cooldown	240	s
Abauzeit	1	s
Zonen wechselze	3	s
Abbau abweichu	0,2	s
Preis Pro Item	10	add Level

<100 = good for player

fair for uptime=1	Level	Money Per Hour	is It fair?			
20300	1	11880	113%			
21022	2	12960	107%			
22094	3	14040	104%			
23483	4	15120	103%			
25168	5	21600	77%	Item Perk	15	add joblevel
27135	6	22680	79%			
29371	7	29160	66%	Item Perk	20	add joblevel
31867	8	30240	70%			
34616	9	36720	62%	Item Perk	25	add joblevel
37609	10	37800	66%			
40843	11	44280	61%	Item Perk	30	add joblevel
44310	12	45360	64%			
48007	13	46440	68%			
51929	14	47520	72%			
56073	15	48600	76%			
60435	16	49680	80%			
65011	17	50760	85%			
69799	18	51840	89%			
74796	19	52920	93%			
80000	20	54000	98%			

Gardener

Level

Level	XP needed	Zeit in s
1	300	160
2	1295	668
3	3047	1.523
4	5591	2.711
5	8953	4.213
6	13153	6.013
7	18209	8.093
8	24135	10.437
9	30944	13.029
10	38647	15.855
11	47256	18.903
12	56780	22.158
13	67227	25.610
14	78605	29.248
15	90923	33.063
16	104187	37.044
17	118405	41.184
18	133581	45.475
19	149724	49.908
20	166838	54.478
Overall in h	116,60	

Perk	Change	XP Pro Stunde
XP Perk	30	6750
XP Perk	35	7875
XP Perk	40	9000
XP Perk	45	10125

Meta

Max Level	20
Base XP	300
Base modifier XP	2,11

Perks

Level	Type	Change SET	
4	XP	15	Eggplant
6	XP	20	
8	XP	30	Strawberry
10	XP	40	

Level 0 and Base

Uptime	193,75	48%	Pumpkin
Zyklen pro Stunde	9		
Items Pro Stunde	225		
Money Per Hour	12375		
Geld Proportional	5994		
XP Base Pro Stu	5625		
Plant Cycles Per	3,75		

Base / Ohne Perks

Plant Delay	240	Jobfelder	5
Seed Costs Eggp	75	Collect / Zone	5
Seed Costs Straw	125	Zone Cooldown	400
Seed Costs Pum	200	Abauzeit	3
Worth Eggplant	100	Zonen wechselze	10
Worth Strawberry	125	Abbau abweichu	0,5
Worth Pumpkin	150	Preis Pro Item	55
Harvest Amount	5	Base XP	25
Plant Level	4	XP by Plants	450

fair for uptime=1	Level	Money Per Hour	is It fair?	Max Plants	Plant Profit per H	XP Per Hour
20300	1	17484	56%	2,5	3984,375	1125
21022	2	19406	52%	3,0	4781,25	1350
22094	3	21328	50%	3,5	5578,125	1575
23483	4	23250	49%	4,0	6375	1800
25168	5	25172	48%	4,5	7171,875	2025
27135	6	28500	46%	5,0	9375	2250
29371	7	30563	47%	5,5	10312,5	2475
31867	8	32625	47%	6,0	11250	2700
34616	9	34688	48%	6,5	12187,5	2925
37609	10	36750	50%	7,0	13125	3150
40843	11	40219	49%	7,5	15468,75	3375
44310	12	42375	51%	8,0	16500	3600
48007	13	44531	52%	8,5	17531,25	3825
51929	14	46688	54%	9,0	18562,5	4050
56073	15	48844	56%	9,5	19593,75	4275
60435	16	51000	57%	10,0	20625	4500
65011	17	53156	59%	10,5	21656,25	4725
69799	18	55313	61%	11,0	22687,5	4950
74796	19	57469	63%	11,5	23718,75	5175
80000	20	59625	65%	12,0	24750	5400

Level

Level	XP needed	Zeit in s
1	300	109
2	1217	441
3	2760	1.001
4	4935	1.790
5	7745	2.809
6	11194	4.059
7	15283	5.542
8	20015	7.258
9	25392	9.208
10	31414	11.392
11	38083	13.810
12	45401	16.464
13	53369	19.353
14	61987	22.479
15	71257	25.840
16	81179	29.439
17	91755	33.274
18	102984	37.346
19	114869	41.656
20	127410	46.203
	Overall in h	91,52

Meta

Max Level	20	
Base XP	300	
Base modifier XF	2,02	

Base / Ohne Perks

Jobfelder	6	Zonen
Collect / Zone	2	Items
Zone Cooldown	440	s
Abauzeit	5	s
Zonen wechselze	5	s
Abbau abweichu	0,2	s
Preis Pro Item	70	Money
Base XP	10	XP
Crush Papaver T	2	s
Heroin mix Timer	7,5	s
Morphin Cost	400	
Heroin sell price	1000	
Seed Cost	100	
Marijuhana per P	5	
Marijuhana Profit	150	
Marijuhana Grow	720	
Marijuhana Max	4	
Marijuhana Plant	20	
Marijuhana Harv	15	
Crush Papaver X	5	
Mix Heroin XP	40	
Marijuhana XP	300	

Level 0 and Base

Uptime	92	50%
Zyklen pro Stund	8	
Items Pro Stunde	98	
Money Per Hour	6873	
Geld Proportiona	3435	
Heroin Profit	600	
Crush Papaver T	196,4	
Mix Heroin Time	736	
Heroin profit per	58909	
Marijuhana Plant	13000	
Marijuhana Plant	650	
Marjuhana uptim	37,5	
Total XP per Hou	9927	XP

fair for uptime=1, Level		Money Per Hour	is It fair?	
20300	1	13000	78%	
21022	2	13000	81%	
22094	3	13000	85%	
23483	4	13000	90%	
25168	5	71909	17%	add Heroin
27135	6	71909	19%	
29371	7	71909	20%	
31867	8	71909	22%	
34616	9	71909	24%	
37609	10	71909	26%	
40843	11	71909	28%	
44310	12	71909	31%	
48007	13	71909	33%	
51929	14	71909	36%	
56073	15	71909	39%	
60435	16	71909	42%	
65011	17	71909	45%	
69799	18	71909	49%	
74796	19	71909	52%	
80000	20	71909	56%	