Challenges

Basic Information

Challenges (!challenges) add new challenges for players to complete, with rewards that vary based on the challenge and place you come.
Challenges are separated into three different sets of challenges, daily challenges, weekly challenges, and monthly challenges.

Daily Challenges

Daily Challenges are basic challenges that have a set amount of things you need to do to complete them.
Every 24 hours daily challenges are reset even if you haven't completed them.
There are 16 different daily challenges players can be assigned (20 for cops), each with 2 - 4 levels to be completed, with greater rewards for higher levels completed.
Daily challenges can be rerolled for $10,000, this will assign you a new challenge in place of the one you rerolled and reset your progress on it.

List of Daily Challenges

- Marijuana I - IV: Complete by harvesting drug plants at 300g (stealing other players plants will not count).
- Robbery I - IV: Complete by successfully robbing NPC's.
- Printing I - IV: Complete by taking money from your printer.
- Mercenary I - III: Complete by killing hits as a hitman.
- Delivery I - III: Complete by delivering drugs as a drug runner.
- Vigilante I - III: Complete by killing bounties as a bounty hunter.
- Hacker I - IV: Complete by successfully hacking computer terminals.
- Rampage I - IV: Complete by killing other rebels.
- Rebellion I - IV: Complete by killing cops.
- Burglary I - II: Complete by lockpicking doors.
- Vandalism I - II: Complete by breaking locks.
- Jailbreak I - II: Complete by cuffsawing rebels.
- Recidivism I - III: Complete by acquiring time in jail.
- Criminal I - III: Complete by acquiring crime.
- Treehugger I - IV: Complete by selling trash.
- Pennypicker I - III: Complete by picking up coins worth less than $20.
- Enforcer I - IV: Complete by cuffing rebels. (Cop Only)
- Peacemaker I - IV: Complete by cuffing the specified amount of crime. (Cop Only)
- Confiscation I - II: Complete by successfully drug searching rebels. (Cop Only)
- Bribery I - II: Complete by accepting bribes (Cop Only)

Weekly & Monthly Challenges

Both weekly and monthly challenges are very similar with the only differences being which challenges they can be assigned, the timeframe in which they take place and the rewards that they give.
All of the challenges here do not have a specific endpoint, you must compete against other players to get the highest score in each challenge.
The top three players with the highest score will receive rewards when the challenges end, !claimrewards can be used to receive rewards if you are not on the server when the challenges end.

List of Weekly Challenges

- Capitalism: Gain progress by spending money at vendors.
- Farmer: Gain progress by harvesting fully grown drug plants.
- Supervillian: Gain progress by accumulating crime.
- Landfill: Gain progress by selling trash.
- Prisoner: Gain progress by spending time in jail.
- Noob: Gain progress by being killed by other rebels.
- I Forgor: Gain progress by having your drug plants die.
- Detainment: Gain progress by cuffing rebels (Cop Only).
- David vs Golion: Gain progress by damaging the antlion guard.
- Support Main: Gain progress by healing other rebels with medkits.
- Gambler: Gain progress by spending money at the casino.

List of Monthly Challenges

- WHERE PINATA: Gain progress by opening shipments.
- Pack Mule: Gain progress by delivering drugs as a drug runner.
- Black Hat: Gain progress by successfully hacking computer terminals.
- Collusion: Gain progress by having your bribe accepted by a cop.
- Dedication: Gain progress by spending time on the server non-afk.
- Printer Jam: Gain progress by having your printers explode.
- Prostitution: Gain progress by having other players buy sex from you as a stripper.
- Employee of the Month: Gain progress spending time on the server as a cop (Cop Only).
- 1337 H4X0R: Gain progress by successfully hacking "tricky" computer terminals.
- Home Invasion: Gain progress by breaking locks from doors.

Rewards

Rewards given from challenges are varied and contain items that cannot be obtained anywhere else.
Every daily challenge has a set reward that usually correlates to the challenge in some way, with higher levels incrementally giving a larger amount of money and items from the challenge.
There are three winners for every weekly and monthly challenge with diminishing rewards for each winner beyond first place.