

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.
- Supervillain: 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.