

Daily Challenges

Basic Information

[Daily Challenges](#) (Idailies) add new challenges for players to complete with rewards varying based on the level of challenge completed.

There are 15 different challenges players can be assigned (19 for cops), each with 2 - 4 levels to be completed. The challenges are as follows:

- Marijuana I - IV: Complete by planting and harvesting plants (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.
- 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 pennies.
- 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)

Challenges reset 24 hours after you complete a challenge. NOTE: Only completed challenges will be reset.

Reward System

Tier 1 rewards: Low money (\$1,000 - \$10,000), 1-10 random weapons (limit of 2 RPGs), random food items (limit of 15), sets of planting supplies (limit of 10), locks and lockbreakers (limit of 5).

Tier 2 rewards: Decent money (\$10,001 - \$100,000), 11-50 random weapons (limit of 20 RPGs), random food items (limit of 40), sex or hugs (limit of 10), PD scanners/jammers (limit of 10), sets of printer and planting supplies (limit of 10), locks and lockbreakers (limit of 20).

I and II get one roll of tier 1 rewards, with II having a small chance of getting two rolls of tier 1.

III and IV get three rolls of tier 1 or one roll of tier 1 and one roll of tier 2.

III and IV always get at least two rolls.