

GAME DESIGN DOCUMENT

Tarboro Life

A systems-first FiveM roleplay server - where progression, ownership, and crafting loops are the core fun, and roleplay emerges from the systems rather than being performed on top of them.

Framework: QBox (ox stack)

Status: Complete design - build-ready

Start at: \$0d Build Roadmap

Compiled: June 2026

BUILD-READY SPEC

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Quick Reference — Every System in a Sentence

Scan the whole server at a glance. Section numbers in brackets.

- **Economy [§1]** — middle-ground, less-grind; high earning ceiling balanced by property as the big money sink. Anchor prices: cars \$2k–\$2M+, property \$10k–\$2M+ (rent vs. buy); millions tier gated behind stocks/empire, not job-grind.
- **Jobs [§2]** — route work = formal jobs; world-harvest = open activities; owning ≠ operating.
- **Legal/Helper Depth [§2b]** — mechanic/EMS/social careers as deep as crime; fun without ever committing a crime.
- **Communication [§3]** — voice-first (pma-voice); text de-emphasized to commands + NPC use.
- **Phone [§4]** — arrow-keys to open; hub/platform for the app suite.
- **Stock Market [§5]** — parody + server-specific stocks; drift + event spikes; insider app with guardrails.
- **Property [§6]** — custom interiors, buy/rent, prefab commission builds (admin-fulfilled).
- **Garages [§7]** — physical, breachable, tiered security, cams that report to police.
- **Theft & Insurance [§8]** — permanent car theft; 4-tier insurance ladder by mod coverage.
- **Crime & Consequence [§8b]** — card-first money; downed/bleed-out; lien garnishment; legality-based confiscation; comply-vs-flee priced; crime tiers (theft starts MEDIUM); kidnapping/restraint (grief-fenced).
- **Survival Needs [§8c]** — functional hunger/thirst; gives the food economy teeth.
- **NPC Labor [§9]** — hireable workers at 1.5× time+cost; legal-org tools (payroll, shared funds).
- **Inventory [§9b]** — typed slots, NO weight; common pouch + specialized gear slots + upgradeable bags.
- **NPC Fallbacks [§10]** — smart NPC police/EMS when players are scarce; capped.
- **Ambient Population [§11]** — reduced default density, re-seeded with cops + beater NPCs.
- **Crafting [§12]** — survival gathering → industrial production → gunsmithing/fab (deep pillar).
- **Gathering [§12a]** — ARK-style world nodes, region-locked, deplete/respawn, radial tool wheel.
- **Industrial [§12b]** — medium-autonomy production lines (legal + weed grow-ops).
- **Fabrication [§12c]** — 3-tier discovery-driven mastery; assemble-from-parts (full-custom/dismantle parked).
- **Drug Economy [§12d]** — weed (grow), meth (cook), coke (smuggle/refine) → shared hauling endgame.
- **Hacking [§12e]** — deep skill pillar; griefing-proof simulated player-hacks; real NPC/system targets.
- **Money Laundering [§12f]** — dirty money usable only in crime; wash dirty → clean at a loss; tiered (front business / launderer-service / NPC floor).
- **Carpentry [§12g]** — wholesome deep pillar; wood → lumber → furniture; 3-tier mastery; furnishes property.
- **Cooking [§12h]** — fishing/hunting/farming → raw or cooked food; casual base + chef depth; feeds hunger economy.
- **Onboarding [§13]** — hybrid tutorial; rust-bucket first project; opening sequence + ID/licensing.
- **Character Creation [§13b]** — presets first, optional fine-tune sliders; deep face/body + style.
- **Governance [§14]** — open-join; admin board; low-bar gangs; clip-capture harassment reports.
- **City Government [§14b]** — in-world govt; governor admin-anchored; lower roles earned by active-time + fair lottery; no elections/corruption focus.
- **Map Tiers [§15]** — neighborhoods mapped to tiers (rural → rough → mid → coastal → core → luxury).
- **Mid-Game [§15b]** — progression nudges + dynamic world events + social media (trickle income).
- **Car Culture [§15c]** — ad-hoc street racing, pink-slips, car meets (sport racing parked).
- **Heists [§15d]** — one-setup-then-score; crew = skill pillars; flexible, not rigid.
- **Turf [§15e]** — gang-only, governor-tracked, tied to supply control.
- **Prison [§15f]** — scheduled daily life as content; dual-layer guards (escape parked).
- **Phone-App Suite [§15g]** — banking, marketplace, social, gang comms, darkweb, services.
- **Ally Systems [§15h]** — enable cooperation + featherweight bonus; never bribe/force.
- **Reporter / News [§15i]** — game-fed leads + player journalism; News app publishing; turns events into story.

0. Build Context & Guiding Principles

- **Build tool:** Claude Code, run locally, pointed at the server project folder. This document is the reference spec.
- **Foundation order (ox stack):** `oxmysql` → `ox_lib` → `qbx_core` → `ox_inventory` in `server.cfg`.
- **Database:** MySQL/MariaDB via `oxmysql`.
- **Design north star:** Build for the systems player — someone whose fun is crafting, owning property, running a business, and climbing progression ladders. The voice RP and world are the texture around that core.
- **>> TONE / INTENT — CINEMATIC, EMPIRE-BUILDING (not chaos):** The server supports *calculated, empire-building* play, not random GTA mayhem. The signature archetype is the **"legitimate businessman"** — an illegal-business owner who presents as a clean, law-abiding citizen (Godfather / Breaking Bad energy; the front *is* the character). Crime is a *flavor and a calculated enterprise*, NOT the point — the criminal kingpin and the carpenter are doing the same thing (building an empire), just on different sides of the law. This archetype is literally the lived embodiment of the laundering front-business (§12f) + legal-org tools (§9) + gang front-companies (§5). This tone should guide small build decisions toward *building/belonging over violence/chaos*. (The owner plays two anchors: the admin-anchored Mayor in §14b, and a legitimate-businessman main.)
- **Scope discipline:** Where the full vision is too large, build the shippable version *designed to expand later* (e.g., vehicle "assemble-from-parts" now, "full custom fabrication" as a future expansion of the same system). Apply this principle server-wide.
- **Recurring design motif:** Many features share one underlying mechanism (e.g., evidence capture serves both crime-reporting and harassment-moderation). Reuse tech across features.
- **>> BUILD DIRECTIVE — ASK AT FORKS:** When implementation hits a genuine fork in the road — a decision this doc doesn't specify, or where two reasonable approaches diverge — STOP and ask the owner before proceeding. Do NOT silently pick an approach and build on the assumption. A quick question now is cheaper than reworking a built system. This overrides the default tendency to assume-and-continue. (Minor, reversible implementation details don't need this; genuine design forks do.)
- **>> PRINCIPLE — TOGGLE WHEN UNSURE:** Any rule the owner is unsure should be strict vs. loose should be built as an **admin-configurable toggle/config value**, not hardcoded. Lets the call be made later with real players instead of guessed now (e.g., bag-looting on death). Default to the safe/conservative setting; expose the switch.
- **>> PRINCIPLE — ENCOURAGE ALLIANCES / COOPERATION:** A core social value — the server should *structurally push players toward teaming up*, not lone-wolfing. The skill pillars (fabricator/hacker/producer) already create player-dependence; heists *require* a crew; orgs/gangs formalize teams. Design new systems to reward cooperation and ally-building where natural.
- **>> PRINCIPLE — LEGAL/HELPER PARITY:** The legal/helper playstyles (mechanic, EMS, taxi, food/bar, real estate, reporter) must be as DEEP and rewarding as the criminal content. A common failure is making crime the only deep content while legit players get shallow press-E jobs. The server must be just as fun if you never commit a crime. (See §2b.)
- **Legal note:** Take-Two/Rockstar actively police FiveM RP servers and monetization. Understand monetization boundaries before any public launch or paid perks.

0b. Persistence / Save Model

*Always-on world, players join/leave at will. There is no "save the game" moment — the **MySQL/MariaDB database (oxmysql)** is the live source of truth, written continuously as the world turns. Each player's logout saves their own slice independently; the server never stops.*

Three save layers

1. **Event-driven saves (backbone):** important data writes the INSTANT it changes, not on a timer. This is why a player can leave at any second and lose nothing.
2. **Periodic autosave (safety net):** constantly-changing low-stakes data saves on a short interval + on disconnect. A crash costs at most a few minutes of this tier.
3. **Save-on-disconnect (per-player checkpoint):** each player's logout flushes their character state immediately, independent of all other players.

Save-INSTANTLY tier (event-driven) — owner wants this aggressive

- Money (cash + bank)
- Property, vehicles, garages
- Progression (crafting tiers, blueprints, grow-ops)
- **Inventory — every pickup / drop / craft / transfer writes immediately** (promoted to instant tier per owner; losing a freshly-looted rare item to a hiccup feels terrible). **Lightly DEBOUNCED** so rapid in-menu shuffling batches into one write (~1–2s) instead of hammering the DB.
- **Placed items / world objects — write full state on placement:** position, heading/rotation, ownership, and any **time-based state**.

Time-based state (CRITICAL for plants/timers surviving restarts)

- For anything with a timer (growing plants, processing/refining, industrial production batches): **save the TIMESTAMP (planted-at / ready-at), not the live countdown**.
- On restart/crash recovery, the server **recalculates timer position from real elapsed time**. So weed keeps growing while the server was down or the player was offline. Save the *time*, not the *countdown*.

Interval-save tier (high-frequency, low-stakes)

- Live position
- Health / hunger / thirst (if needs are added)
- Other rapidly-fluctuating state

The craft / tradeoff

- Match save-frequency to data importance: valuable + infrequent change = save instantly; trivial + constant change = interval. Writing too often hammers the DB and stutters; too rarely loses progress on crash. QBox + oxmysql provides most of this machinery — standard path, not invented.

0c. Admin Tools & Anti-Cheat (Foundational — mostly install/configure, NOT invent)

Owner has no prior knowledge here — by design, this area is mostly configuring proven tools, not custom design. The ONE thing that's a real build directive is server-authority (below).

Admin tools (install established suites + configure)

- Use **txAdmin** (bundled with FiveM server setups — server management, bans, web panel) + an **established in-game admin menu** resource. Do not build from scratch.
- **Capabilities needed:** teleport to/bring player, **spectate (invisible observation — key for catching rule-breakers)**, freeze, kick, ban; spawn/delete vehicles+objects; self tools (godmode, invis, noclip, heal); give/remove money+items (refunds/corrections); revive.
- **Tiered permissions:** admin-board members (\$14) get admin access at appropriate tiers.
- **Full action logging:** record kills, transactions, spawns, etc. — feeds the board's report-review pipeline with evidence.

Anti-cheat (DO NOT roll your own)

Layered approach — never a homemade solution: 1. **FiveM platform protection** — built-in server-side enforcement + platform-level (hardware/account) global bans. 2. **Established anti-cheat resources** — community/paid scripts that detect common exploits, added on top. 3. **Logs + admin vigilance** — logs catch anomalies (sudden \$10M); board acts.

>> THE ONE REAL BUILD DIRECTIVE — SERVER AUTHORITY ("never trust the client")

- **All economy / item / progression / money actions must be VALIDATED and GRANTED server-side — never client-announced and trusted.** The server decides what's legitimate; the client only requests.
- This is the single most important anti-cheat measure and it's a *build discipline*, not a tool. It shapes how EVERY system (economy, inventory, crafting, drugs, hacking payouts) is coded.
- **Must be designed in from the start** — retrofitting server-authority onto a trust-the-client system later is painful. Build server-authoritative from day one.
- **Client minigames (lockpick, welding, hacking) + server-authority — how to reconcile:** server-authority does NOT mean the server runs the minigame; it means the **server owns inputs/outputs and validates plausibility — the minigame result is a REQUEST, not a fact.** (1) Server gates *eligibility* (has tool/materials, at a valid station, cooldown up) — client can't fake it. (2) Minigame runs client-side for feel; on "win" the client *requests* the reward. (3) Server grants only if plausible (enough time elapsed, materials present, eligible) and **the server consumes inputs + grants outputs** — the client never hands itself the item. (4) Anomaly/rate detection flags impossible completion rates. Accept that a determined cheater can auto-complete a minigame — but they gain nothing they couldn't have earned (still need tool/materials/location/time, all server-enforced), so cheating skips only the *skill*, not the *economy*.

0d. Build Roadmap / Phasing (where to START — read this first)

The rest of the doc is the full design. THIS section is the build ORDER. Don't build everything at once — each phase should be stable before the next. Per the Ask-At-Forks directive, confirm with the owner at phase boundaries.

PHASE 0 — Foundation (nothing works without these)

- QBox + ox stack (`oxmysql` → `ox_lib` → `qbx_core` → `ox_inventory`); server boots to a blank, joinable state.
- **Persistence/save model (§0b)** — DB-as-truth, event-driven saves, timestamp-based timers.
- **Admin tools + anti-cheat + SERVER-AUTHORITY discipline (§0c)** — build server-authoritative from day one.
- **Character creation (§13b)** and **typed-slot inventory (§9b)**.
- **Banking / card-first money (§8b)** basics.

PHASE 1 — Core playable loop (minimum fun server)

PRIORITY CORE LOOP (build this vertical FIRST, before the breadth of other jobs): the *mine* → *weld* → *fabricate* → *auto shop* chain. This is the owner's + his community's core fun (auto/build work), so it leads Phase 1. Build a working basic version of it early; the FULL 3-tier fabrication mastery (§12c) and deep carpentry (§12g) come in Phase 2 — but the basic loop (gather metal, weld frames, assemble/repair vehicles, run a shop) is the priority that makes the server fun for the people building it from day one. - **Priority vertical:** mining/scrap gathering (§12a) → welding minigame (§12c) → basic vehicle fabrication/assembly + repair (§12c) → **mechanic/auto shop loop (§2b)**. - Voice (pma-voice, §3). - Opening sequence + ID + licensing (§13); new-player rust bucket + protection. - Then the rest of the basics: other route jobs + gathering activities; basic economy + job pay. - Property/housing + garages (§6, §7) basics. - Death/downed + EMS + medical lien (§8b); food/water (§8c). - Goal: a player can join, get oriented, and **dive straight into the auto/build loop** — plus earn, eat, drive, and have somewhere to live. SHIP-ABLE here.

PHASE 2 — Depth systems (the meat)

- Crafting pillars: **fabrication (§12c)**, **industrial (§12b)**.
- **Drug verticals (§12d)**; **hacking pillar (§12e)**.
- **Stock market + insider app (§5)**.
- **Full crime & consequence (§8b)** — arrest, confiscation, jail (basic).

- **NPC fallbacks (\$10); theft + insurance (\$8);** vehicle repair/mechanic.
- **Legal orgs (\$9), gangs (\$14), turf (\$15e).**

PHASE 3 — Engagement & fun frontier

- **Heists (\$15d); street racing + car meets (\$15c).**
- **Mid-game: world events + progression prompts (\$15b).**
- **Prison life (\$15f); ally systems (\$15h).**
- **Phone-app suite (\$15g)** buildout.

PHASE 4 — Parked / future (explicitly LATER)

- Social media full build (\$15b) · full-custom fabrication (\$12c) · granular dismantle (\$12c) · prison escapes (\$15f) · organized/sport racing (\$15c).
- **Cut entirely:** formal reputation/notoriety ladder (replaced by social media).

1. Economy

- **Volatility/feel:** Middle ground — less grind. Money is earnable at a decent clip so the game stays fun; purchases still feel meaningful.
- **Core balance lever:** High earning ceiling (especially via stocks) balanced by **property as the big, expensive money sink**. Money flows IN through jobs/crafting/trading and OUT into property, cars, and upgrades. This keeps cash from piling up and stagnating.
- **Ongoing sinks:** Property tax (owned) / rent, insurance premiums, NPC labor upkeep, tool/gear maintenance (light), garage security tiers.
- **Job pay:** Generous enough that working is worth it; tuned against meaningful prices (e.g., a realistic-priced car = a satisfying few sessions of work, earned but not a slog).

Starting anchor numbers (these EXIST now — all tunable in playtesting)

Prices are only meaningful relative to income. These are the first concrete anchors; iterate with real players.

Vehicle prices: ~\$2,000 (beaters) → \$2,000,000+ (supercars). Mid-range roughly \$20k–\$80k.

Property prices: ~\$10,000 (cheap starter) → \$2,000,000+ (luxury, can go higher). Mid houses roughly \$100k–\$400k. - **Rent vs. buy:** **Rent** = recurring payment, low/no upfront, accessible, but you pay forever. **Buy** = big upfront (the price ranges above) *then* a much smaller ongoing tax. Renting is the low-barrier on-ramp; buying is the wealth sink that rewards you with lower long-term cost. Ladder: rent a cheap apartment → buy a starter → ... → own a mansion.

Income structure (what makes the prices work): - **Starter/route jobs** — modest, steady. Gets a newcomer a beater + cheap housing in a reasonable few sessions (no one's stuck). - **Skilled/helper specialists** (mechanic, EMS, carpenter, cook, etc.) — better; rewards the career + rank progression. - **Crime/production** — higher, riskier. - **Stocks + business empires** — the **wealth engine**. This is what reaches the **millions** tier (supercars, mansions).

Progression logic: jobs buy you a *life* (beater → mid car, starter home). The **millions tier is gated behind the wealth engines** (stocks, empire-building), NOT job-grinding — which is exactly the "high ceiling, property/luxury soaks up the big money" design. A mansion is something your *empire* buys, not something you grind a wage for.

2. Jobs

Principle: Owning a business ≠ operating it. Owners can hold a business as a passive, income-generating asset without working it directly (staff via real players or NPCs).

Whitelisted / public service (board approval required)

- Police
- EMS
- Mechanic
- City Hall / Governor (Judge folded in here — governor acts as judge; additional judicial roles branch beneath, e.g., deputies, clerks, appointed judges)

Civilian — route-based JOBS (formal job structure)

Taxi · Bus driver · Trucker · Garbage · Postal · Tow truck

Civilian — world ACTIVITIES (open to all, no clock-in; see §12a)

Mining · Lumberjacking · Fishing · Hunting · Foraging — harvested from world nodes; selling the yield is the pay. NOT assigned jobs.

Other civilian

Reporter · Bartender · Real estate agent · Vehicle dealer · Farming

Business ownership

General business owner · Bar · Mechanic shop · Gun store · Gas station

Criminal

Drug dealing · Weed growing · **Hard drug production (meth / cocaine)** · Money laundering · Chop shop · Heists · Gangs

Criminal economy is tiered: street dealing + weed at the low end → meth/coke production as higher-risk/higher-reward → money laundering + chop shop feeding off it all. A ladder for players to climb.

2b. Legal / Helper Playstyle Depth (just as deep as crime)

Why this section exists: real players gravitate to the helper/builder lane — fixing cars, saving people, running a shop, being part of the town — with no interest in crime. A healthy server needs these players as much as criminals, so their content must be genuinely DEEP, not shallow press-E jobs. (Per the Legal/Helper Parity principle.) **The server should be fully rewarding if you never commit a crime.**

Mechanic (everyday repair-shop career — distinct from the deep §12c fabrication pillar)

- The bread-and-butter loop: **customers come to you** with damaged/underperforming vehicles → **diagnose** the issue → **repair / replace parts** → **customize/upgrade** to client spec → bill them. Running the *shop* is the game.
- Integrates with: tow (§ jobs — wrecks become customers), the call-your-mechanic delivery (§6), insurance replacements, and feeds up into the deep fabrication pillar for those who want to go further.
- A player mechanic should be a *sought-after service*, not an NPC-replaceable button.

EMS (medical career — distinct from the §10 revive-fallback)

- The full loop: **respond to calls** (dispatched to incidents) → **triage/treat** different injury types → **transport** → **bill/recover** (medical-fee/lien §8b). Medical RP is the content, not just "press E to revive."
- Player medics who *like saving people* get real gameplay and status; NPC EMS is only the low-pop fallback.

Social / town-life careers (the "be part of the town" lane)

- **Taxi / rideshare** — fares + the most *social* role on the server (you meet everyone).
- **Bartender / restaurateur** — now that food/water are functional needs (§8c), running an eatery has real customers and purpose.
- **Real estate agent** — showing and selling properties (ties to the property economy §6).
- **Reporter / News** — turning events into story (§15i).
- **Vehicle dealer** — selling cars into the ownership economy.

Design check

- Each helper role wants a *progression* and *reason to specialize*, the same as criminal/skill pillars. Avoid the trap of deep crime + shallow legit work. When building any helper job, ask: "is this as engaging as running a drug operation?" If not, add depth.

Internal rank progression (whitelisted services have career ladders)

- **Whitelisted services (police, EMS, etc.) are NOT flat** — each has an internal **rank ladder** you climb through time served + performance, giving helper players a real progression arc (parallel to crafting mastery tiers). A rookie and a senior in the same service feel different.
- **Template example (EMS)**: rising color-coded tiers, e.g. **green bean** → **red** → **purple** (rookie → experienced → senior). Each rank unlocks more responsibility, gear/vehicle access, pay, and the ability to train newcomers.
- **High ranks** → **leadership eligibility** (police chief, EMS captain) appointed via the §14b commitment + lottery system.
- **Build note**: capture the *principle* (whitelisted jobs have internal ranks) + the EMS template; exact rank names/structure are per-department flavor the owner defines later (the naming is part of the fun).

3. Communication Model

- **Voice-first by design**. Proximity voice (pma-voice) is THE communication layer: distance falloff, whisper/normal/shout, radios (cross-map job/gang channels, push-to-talk), phone calls (1-on-1 any distance).
- Voice is taught in onboarding as *the* way to interact.
- **Text deliberately de-emphasized**. Text is a utility, not a conversation method. It surfaces only for:
 - Commands (`/me` , `/do` , job commands, etc.)
 - NPC interaction (menu/text layer for directing hired NPCs + reading their responses)
 - Text is NOT taught as a way to socialize; it's introduced contextually when commands or NPC systems come into play.

4. Phone

- **Open keybind**: Arrow keys (old-school feel) instead of F2. Map carefully so it doesn't conflict with vehicle/menu navigation controls.
- **Hub for deeper/optional systems**:
 - **Insider trading app** (see §6)
 - Criminal system tutorials (weed, meth, etc. — taught here, not in mandatory onboarding)
 - Optional deeper onboarding guide (replayable)

5. Stock Market

- **Volatility:** Middle-ground, high earning ceiling (the wealth engine; property soaks up the gains).
- **Two stock types:**

Parody / flavor stocks (ambiance — move on gentle drift + big server events)

eCola · Sprunk · Maibatsu · Fleeca · Vapid · Bravado · Bean Machine

Server-specific stocks (the real engine — move on what players DO)

- **Bar/Nightclub chain** — climbs with bar revenue/foot traffic; drops on robbery/shutdown
- **Mechanic Franchise** — rises with repair/fab volume; spikes on big city-contract events
- **Gun Supply Co.** — moves with weapon demand; quietly with crime waves
- **Gas/Fuel Co.** — steady utility hold
- **Tow & Salvage** — rises with accidents/theft activity
- **Real Estate Holdings** — tracks property sales (ties to the big money sink)
- **Trucking/Logistics** — moves with hauling activity / supply-chain throughput
- **Gang-linked "Front" companies** — spike when a gang's operation booms, crater when busted; primary insider-trading targets
- **Price movement:** BLEND — slow baseline drift from broad activity + sharp jumps on specific events.
- **Function:** The market doubles as a *living news feed of server activity* — readers can infer what's happening (Tow & Salvage spiking = theft wave; Gun Supply climbing = someone gearing up).

Insider layer

- Delivered via the **insider phone app** (Lester-style tips, à la GTA story-mode assassination missions).
- Gated to connected roles (gang members, business owners, certain City Hall connections).
- **Guardrails (all three, layered):**
- Short cooldown between insider trades
- Trade cap (limits how much you can move on one tip)
- Bust risk tied to "signing up" — opting into the app = accepting investigation/RP consequence risk

6. Property

Buying interface: land/property purchases run through the **Real Estate phone app (\$15g)** — browse, buy (executes + registers ownership), get a map icon, and **name your land** (editable on-site).

- **Interiors:** Custom (hand-built, decorated spaces — not generic instanced shells).
- **Buy vs. rent:** Both exist, tiered by cost-over-time:
- **Rent** = higher ongoing payment.
- **Buy** = big upfront cost, then a *much smaller* recurring "tax." Ownership rewarded with lower overhead, but never fully cost-free (stays a money sink).
- **Storage:** Present across properties (stash space).
- **Building changes (set expectations):**
- Decorate interior — easy (standard).
- Custom interior shells (MLOs) — medium; buy a property, walk into a hand-built interior.
- Change building *function* (home → business, signage rebrands) — medium, doable.

- **Persistent object/prop placement on owned land** — doable: spawn objects/props/prefab structures, save positions to DB, re-spawn on server start. Real base-building (furniture, fences, walls, smaller prefab structures).
- Change *exterior structure* — see the admin-fulfilled prefab workflow below. NOT player-compiled at runtime, but admin can place prefabs.

Custom-build commission system (admin-fulfilled prefab placement)

The realistic, engine-correct way to let players "add a building" to their land. **Players request; admin authors; reset makes it real; auto-download distributes it.**

The workflow: 1. **Player requests** a specific prefab building on their owned land, at a chosen position + **heading/direction**. 2. **Admin adds that prefab to the server's map/resource files** at those coordinates/heading (a build session). *Key constraint (owner stated correctly): the building must exist in the server's files at init — the engine can't compile a player's request into the map on its own.* 3. On join, FiveM **resource streaming auto-downloads** the required assets to every client (standard — same as how custom maps/cars/MLOs already stream on join). No manual client work. 4. After server reinitialize/restart, the placement is **live and persistent for everyone**.

Why it works this way (the engine truth): the map (buildings/roads/terrain) is compiled client-loaded data, not live-editable server data. Exteriors/MLOs are map mods that must be present server-side and downloaded by all clients — inherently server-wide and authored ahead of time. The distinction is **WHO authors it: a player can't, an admin can**. Player petitions → admin fulfills.

Practical realities (bake in): - **Admin labor, not automation.** Each fulfillment = admin placement work + a restart to apply. Fine at small scale. - **Scaling path:** if the server grows, use a **build team + a request queue** (ties into the admin-board governance in §14). - **Prefab LIBRARY vs. one-offs:** keep a **curated catalog of prefab buildings** players choose from (admin places the chosen one) = smooth. Truly bespoke per-player MLOs = sourcing/making a new MLO each time = a big lift. Recommend the library model. - **"Facing a certain direction"** = just the heading value set at placement. Trivial once placing.

Garages (see also §8)

- Garages on **some** properties only.
- **Story-mode style limited slots** — each garage holds a set number of vehicles. Makes garage-equipped property genuinely valuable; forces real choices about which cars to keep where.
- Suggested slot tiers (tune in playtesting): apartment 1–2 · house 3–4 · luxury more.

Call-your-mechanic vehicle delivery

- If you buy/subscribe to a mechanic service, call your mechanic and he brings your vehicle to you (story-mode "request your car" energy, routed through an actual mechanic relationship).
- **NPC fallback:** if no player mechanic is online, an NPC mechanic fulfills the delivery (consistent with the server-wide NPC-fallback principle).

7. Garages as Physical, Securable Property

- Owned cars are stored in **real in-world garages** (story-mode / GTA Online style) — physical, enterable, breachable buildings, NOT an abstract summon menu.
- Cars are **safe by default** behind locked doors — not lost to random passersby.
- **Breachable:** thieves can attempt entry (lockpick/hotwire skill); success exposes the cars inside.

Security systems (owner investment, tiered, scales with property tier)

- **Locks / doors** — first barrier; breaching takes effort + skill.
- **Alarms** — break-in may trip the alarm (noise/heat) OR a skilled thief may stealth-avoid it.
- **Door cameras** — capture break-ins as evidence and **report to police** (player cops, or NPC patrol fallback if none online).
- **Defeatable cams** — skilled thieves can disable/hood cameras first (raises skill ceiling).

Shared tech: The garage-cam system and the harassment/evidence system (§11) are the SAME underlying capture-and-route mechanism — crime footage routes to police; harassment footage routes to the admin board. One mechanic, two uses.

Full theft → response loop

Thief scouts garage → picks lock / breaches door → cams catch them, alarm may trip → footage + alarm alert police (player or NPC fallback) → thief races to grab a car and escape before response → if escaped, car is theirs to chop/sell → victim (if insured) gets a replacement.

8. Theft & Insurance

Car theft is permanent

- Boost NPC or player vehicles and **keep them** — drive, sell, or strip.
- Feeds the chop shop and the broader criminal economy.

Theft mechanics

- **Skill-based:** lockpick/hotwire minigame + timer.
- **Street-parking grace:** a car left briefly on the street is protected (grace window); abandoned longer = exposed/fair game. Owned cars in garages are safe by default. (Tune grace window in playtesting.)

Insurance (the counter-system) — 4 tiers

Laddered primarily by **mod coverage** + replacement speed + deductible: 1. **Basic** — cheap premium, slow replacement, high deductible, **mods NOT covered** (base car back). 2. **Standard** — *intended default workhorse tier*: moderate premium, nice replacement timing, moderate deductible, **partial mod coverage**. Tuned to be the popular middle. 3. **Premium** — expensive, fast replacement, low deductible, **full mod coverage** (decked-out build returns intact). 4. **Elite** — top tier: near-instant replacement, minimal/no deductible, full mod coverage, perk (e.g., priority mechanic delivery).

- Insured victims get an auto-spawned replacement (deductible/downtime as the cost). Uninsured = real loss.
- Makes insurance a meaningful recurring purchase + economy sink.

Theft = gameplay; griefing/harassment via theft = admin board's call. The board polices intent, not the mechanic.

8b. Crime & Consequence (Death, Arrest, Confiscation)

Unifying design philosophy: Compliance is priced, never forced. The system makes cooperating the mechanically smart choice while keeping resistance possible for the RP. Every consequence is a risk/reward trade, not a hard lock — consistent with insider-trading guardrails (gamble = bust risk) and NPC labor (convenient = inferior). This is the server's core design language.

Money: card-first economy

- **Card / bank account** is the safe, everyday money — **most things are buyable by card**. Players don't need to carry cash.
- **Cash on hand is always robbable** — the physical, vulnerable money. Incentive: don't carry much.

- Makes robbery meaningful (always something to take) without being devastating (real wealth is safe on the card). Props up the banking layer as essential infrastructure.

Death / downed (middle of light and hardcore)

- Get **downed** (not instant death) → **bleed-out window** → EMS (player or NPC fallback) can revive → if no one comes, **hospital respawn + bill**.
- Real consequence (bill, downtime, reliance on EMS) without full-hardcore punishment.

Return-after-death rule (memory kept + 10-min cooldown — NOT classic amnesia NLR)

- **Player KEEPS their memory** after death (remembers who/what — feuds + stories carry forward; more realistic).
- **Must wait 10 minutes before returning to the scene** — the circuit-breaker against instant revenge-spawning.
- **Default (A): conflict COOLED on return** — after the wait, that specific conflict is treated as resolved; original aggressors can't re-engage over the same dead beef; no farming/loops.
- **Opt-in (B): continuation by mutual consent** — if both sides willingly agree (OOC or clear continued RP), the conflict can continue; the cooldown doesn't *force* an end, it just means nobody is *obligated* to be dragged back. (Consistent with the priced/consent-not-forced philosophy.)
- Build note: track "scene of death" location + a 10-min timer per player; enforce return-protection by default, with a consent flag to waive it.

Health recovery fee — death always costs, but never hard-blocks a broke player

- Every revival carries a **health recovery fee**.
- **Can pay it** → settle up, walk away free and clear.
- **Can't pay it** → you're still revived and go on your way, but a **lien/medical debt** is placed on you.
- **Lien mechanic = automatic income GARNISHMENT, fully transparent:** on revival, a notification states up front e.g. *"10% of all income will be garnished until your medical debt is paid."* Then it auto-deducts a % from all income until cleared. Can also be paid off directly at the hospital or via admin.
- **Why:** death ALWAYS has a cost (stakes stay real) but NEVER traps a broke player (deferred, not denied). Transparent so it never feels like a cheat — consequences-without-griefing. Self-resolving.
- (*Garnishment % is a tunable/toggle value.*)

On-death inventory

- **Cash drops on the body** (robbable/lootable) — consistent with "cash is always at risk."
- **Rest of inventory is LOCKED** from regular players (no full-loot grief; your real kit is safe).
- **Whitelisted roles can access the locked inventory:** police (evidence/seizure per legality rules below), EMS (medical/ID items).

Confiscation — legality-based

- **Illegal items** (unregistered weapons, drugs, contraband) — seized by police on a downed/arrested player and **gone for good. No buyback.**
- **Registered / legally-purchased items** (e.g., a gun bought + registered at ammu-supply) — **recoverable via buy-back.**
- Organic trade-off: **registration = investment protection but a paper trail; unregistered = privacy but full-loss risk when caught.** Criminals running dirty accept the loss for anonymity.

Arrest path — comply vs. flee (priced, not forced)

- **Comply (don't run):** smaller **fine**, free sooner, move on. The "worth it" rational path.
- **Flee / resist:** escalation → **chase** → if caught, **jail/prison + bond** (costlier than the fine + time served).
- Fleeing is a deliberate **gamble**: escape clean and you win; get caught and you pay far more than the fine would have cost. Both playstyles viable; the economy makes compliance the safe bet and resistance the high-risk one.

Crime severity tiers (the scale all consequences hang on)

Core principle: severity = weapon involved + value taken + harm done. Tiers scale the fine, jail time, police-response intensity, and bond. **Owner's design choice: crimes scale FAST and grief-resistant — ALL theft (even shoplifting) starts at MEDIUM**, so there's no trivial "petty theft" lane for griefers to abuse with no consequences. Touching someone's stuff carries real weight immediately. - **PETTY** (small fine, quick resolution) — deliberately a tiny, NON-THEFT lane: jaywalking, minor traffic, trespassing, public disturbance/loitering. Ticket-and-move-on. - **MEDIUM** (bigger fine or short jail) — **ALL theft incl. shoplifting/pickpocketing**, plain robbery, grand theft auto (boosting), assault, drug dealing, illegal weapon possession, evading police. Anything involving taking property or low-level violence. - **HIGH / FELONY** (jail/prison + bond, heavy heat, full police response) — armed robbery, bank heists, **kidnapping**, murder, drug production/trafficking at scale. The marquee crimes.

Property self-defense — CASTLE DOCTRINE (not KOS zones)

Owner explicitly rejects lawless KOS/free-fire zones. Instead: **private property is defensible, modeled on real life**. The rest of the world keeps normal no-RDM protection; only your own property is a self-defense zone. Makes property a meaningful, defensible sanctuary (+ another reason property matters). - **Owner kills an UNINVITED trespasser on their own property → JUSTIFIED, no penalty to the owner** — provided the qualifying bar below is met. The trespasser accepted the risk; nothing owed to either party (trespasser just respawns per the return-after-death rule above). This is the self-defense exception to no-RDM. - **Qualifying bar (prevents instant-kill abuse):** the trespasser must have been on the property **~2 minutes** before the justified kill — proving a genuine intrusion (lingering / refusing to leave), not a snap "stepped on my lawn → instant death." **Wait the 2 minutes → protected**. Fail it (insta-kill) → NOT protected → treated as a normal unlawful kill (fine/consequence). - **Witnesses = strengthener, NOT required**. Witnesses make a disputed case cleaner/more verifiable to the board, but their absence does NOT void protection — a 1v1 home invasion is legitimate and common. - **A trespasser/intruder kills the OWNER on the owner's property → CRIME; the killer pays a fine** (+ normal crime consequences). Aggression against a homeowner in their home is still punished. - **Escalates like real life** — a confrontation on private property can legitimately go lethal because it's the owner's property and someone uninvited is present. - **Invited guests / allies with property access (§15h) are NOT trespassers** — castle doctrine only applies to uninvited entry. - **Guardrail to tune:** whether a brief escalation is required first (told to leave / clear intrusion) vs. pure "uninvited = fair game." Lean toward requiring some escalation so players can't lure people onto their property to farm kills.

Kidnapping & restraint (HIGH-tier crime; grief-fenced)

The most grief-prone mechanic on any server (it removes another player's control). Guardrails are HARDER here than anywhere else. - **Restraint:** cuffs/rope/zip-ties **disable the victim's movement + controls** (can't run, fight, or draw). Cuffs are an inventory item. - **Escort/transport:** kidnapper can walk the restrained victim or force them into a vehicle (seat/trunk). - **Hold for ransom/leverage/interrogation** — the point is the forced RP (hostage situation, ransom negotiation, rescue). Ransom uses banking; rescue uses police/ally response; holding uses property — a convergence mechanic. - **Victim escape = lockpicking the cuffs** (ties to the §8 lockpick skill). **A successful lockpick BREAKS the cuffs (consumed)** — the kidnapper loses them, so frivolous kidnapping costs you; a deliberate key-release keeps cuffs reusable. (Reusable-vs-consumed is a toggle if revisited.) - **Anti-grief guardrails (mandatory):** - Must be **active RP**, not random (can't cuff a fresh spawn for no reason) — enforced via the §14 written ruleset + admin board. - **Time limit** on how long someone can be held (so a victim isn't trapped for hours). - **New-player protection (§13) respected** — protected players can't be kidnapped. - Victim is never purely helpless — the lockpick escape chance + time limit prevent the total-powerlessness that makes kidnapping feel awful when abused.

8c. Survival Needs (Food & Water)

- **Hunger and thirst are FUNCTIONAL needs, not just RP flavor** — they deplete over time and have real consequences if ignored (not cosmetic).
 - **Gives the food economy teeth:** people genuinely need to eat/drink → bartenders, restaurants, food vendors have real customers; the §9b common-pouch food slots have purpose; farming/hunting/fishing feed a food supply chain players actually need.
 - Connects an otherwise-decorative cluster of systems (bar/restaurant jobs, food crafting, agricultural gathering) into a real loop.
-

9. NPC Labor (Hireable Workers)

- Business owners can staff with NPCs that **perform the work** (supports owning ≠ operating). Keeps a business earning without recruiting real players or working it personally.
- **Caveat / balance (protects the player economy):** NPCs are deliberately inferior so real-player labor stays valuable.
- **They CAN do the job, but slower** and costlier: **1.5× time AND 1.5× cost** vs a real player.
- Result: NPCs are the patient, affordable floor; owners still *want* real players when available.
- **NPC communication:** Player commands NPCs via menu/text; NPC responses are text (chat bubble/notification). AI-generated voice parked as a future "someday" (too heavy/costly for now).
- Consistent with server-wide NPC-fallback logic (police/EMS patrols, mechanic delivery).

Legal organization tools (player businesses as real orgs)

- Player-run businesses get real organizational structure — the legal-side mirror of gang structure, and what makes "owning ≠ operating" actually function.
 - **Includes:** hire **employees** (real players), **payroll / wage-setting**, a **shared business fund** (business bank account), **roles/permissions** within the org.
 - An owner can staff and run a business as an actual organization (real players via these tools, or NPC labor per above). Enables the whole business-ownership economy to operate as more than a solo endeavor.
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9b. Inventory Model (Typed Slots, NO Weight)

***Owner's distinctive model — not the FiveM default.** Most servers run `ox_inventory`'s `weight+slots` (realistic but fiddly; constant "0.3kg over" friction + player griping). This server drops weight entirely and uses **TYPED slots** — the type of slot does the balancing weight normally would. Custom work (configuring/extending `ox_inventory` so slots are category-aware), but core to the intended feel.*

Equipment / specialized slots (few, purpose-built — these enforce balance)

- **Primary weapon ×2** — rifles/shotguns/SMGs.
- **Sidearm ×1** — handgun.
- **Weapons do NOT visibly show on the body** (no holster/printing/concealment mechanic — simplified per owner). Weapons exist and draw when used; just not displayed holstered. The hard slot caps (2 primary + 1 sidearm) are what prevent the "walking armory," NOT weight.
- **Melee ×1** — bat, knife, tool-as-weapon.
- **Tool slot ×1-2** — gathering tools / hacking gear / lockpick (ties to the §12a radial tool wheel).

Capacity slots (high-volume stuff)

- **Common pouch (large capacity)** — food, water, consumables, small misc. Holds lots so a sandwich never costs a gear slot. THE friction-killer; removes the #1 RP-inventory complaint. Ties to the food/bar/restaurant economy.
- **General slots (medium count)** — everything else: materials, parts, loot, drugs, quest items.

Wearable expansion (money sink + progression)

- **Bag / backpack** — adds general slots when worn; bigger bags = more slots. **Buyable/upgradeable = ongoing money sink + gear progression** (answers the "what else absorbs money" gap).

Death handling (ties to §8b)

- Cash drops (robbable). **Bag/inventory LOCKS on death by default** (not free-looted) — consistent with §8b locked-except-whitelisted.
- **ADMIN-TOGGLEABLE:** build bag-looting-on-death as a config toggle (default = locked/safe). Lets the server open up to more hardcore looting later without a rewrite (see Toggle-When-Unsure principle).

Why typed slots work

- Balance comes from slot *type*, not math — 2 primary + 1 sidearm is a hard, intuitive firepower cap with no weight system.
- No weight math = no "can't loot, I'm over" friction.
- Specialized slots interlock: gun slots ↔ registered/illegal + confiscation (§8b); tool slot ↔ gathering/hacking; common pouch ↔ food economy; bags ↔ money sink + theft target.

10. Smart NPC Fallback Systems

- **EMS fallback:** when no on-duty player EMS is online, a smarter NPC medic responds (better pathing, proper revive/treatment flow) instead of the dumb GTA default.
- **Police fallback + patrols:** NPC officers patrol the map and respond intelligently when player cops are scarce — not just spawn on crime.
- **Performance guardrails:** patrols/fallbacks are **capped** and ideally only spawn when player count for that role is low. Tie NPC density to need so it doesn't eat tick rate when the server is busy.

11. Ambient Population

- **Lower** GTA's default ambient ped + vehicle density (population density natives) to free performance budget.
- **Re-seed** the freed budget with custom NPC types:
- NPC cop patrols (tied to low player-cop count; capped)
- "Crackhead" NPCs driving **beater/junk cars** (ties into the junk-car system — beater vehicle model pool + scruffy ped models)
- Keep enough normal ambient peds that the city still feels alive, not empty.
- **Tune by ratio in playtesting** — start conservative, dial up until it feels right.

>> PERFORMANCE — cumulative NPC load (FiveM's #1 performance killer)

*All the NPC systems (fallback cops/EMS §10, patrols, ambient beaters, hireable workers §9) add up — budget the **TOTAL entity count, not per-system**. Each "capped" system must be capped with the cumulative total in mind, then **measured (watch server tick-time in ms) and dialed up from a conservative start**. - **Spawn near players, despawn at distance** — never simulate the whole map; NPCs exist only around active players (the single biggest lever). - **Hard GLOBAL caps** — max patrols server-wide, max beaters per zone, enforced as totals. - **Need-based spawning** — scale NPC presence to actual need (e.g., NPC cops only when player cops are scarce — already designed). - **Reduce default density FIRST** (this section) so custom*

NPCs spend a freed budget rather than adding on top. - **Throttle AI updates** — NPC logic on intervals, not every frame; stagger it.

12. Crafting Economy (Three Interlocking Loops)

The production pyramid:

Survival gathers raw materials → Industrial mass-produces them (medium autonomy) → Gunsmiths/Fabricators hand-craft the high-value end products (deep player pillar).

Each tier is a different *kind* of fun for a different *kind* of player: gatherers/newcomers (survival), business-builders (industrial), craftsmen (gunsmithing/fab).

12a. Survival — Gathering & Refining (foundation)

Core model: ARK-style world nodes, NOT a clock-in "miner job." Explicitly reject the Backstreets model (go to NPC → get assigned "miner" → handed a pick → repetitive paid loop where the resource is incidental). Instead, harvestable resource **nodes exist physically in the world**; anyone with the right tool can harvest them. Gathering is emergent and exploration-driven, not assigned.

Job vs. activity split (the rule): - **Route-based = JOBS:** trucking, garbage, postal, bus driver, tow truck. These keep formal job structure. - **Harvest-based = OPEN SIDE ACTIVITIES (no clock-in):** mining, lumberjacking, fishing, foraging. Do them with the right tool; selling the yield is the pay. No "job" assignment — once nodes are open to all, a formal harvest job is vestigial. (Optional: a few designated "pro" spots could exist, but the draw there is richer node clusters, not a job button — don't build job structure around them.)

Node system: - **Distribution: both** — common nodes scattered across the map (explore-and-find) + **rare nodes concentrated in a FEW specific areas.** Rare-node areas are intentional supply-chain chokepoints **gangs compete over / control** — turns gathering geography into contestable turf (feeds gang RP, front-company stocks, conflict). - **Depletion: yes** — nodes deplete and **respawn on a timer.** Mined-out spots create competition and reward location/timing knowledge. - **Harvesting: NO minigame** — hit the node with the tool and it **slowly gets destroyed as it yields** (tactile, ARK-style). (Note: gathering has no minigame; the lockpick/hotwire THEFT minigame in §8 is a separate system — do not conflate.) - **Light-skilled:** better tool = faster harvest + better/rarer yield from the same node; rarer/higher-quality nodes sit in harder-to-reach or more dangerous/contested spots (uses the map tiers). - Nodes feed the real supply chain (raw materials → industrial production → fabrication). Materials matter because they're *inputs*, not XP-with-cash.

Tools: - Tools are **inventory items** (ox_inventory) — real, ownable, losable, stealable assets (plugs into theft/economy systems). - Accessed via a **radial tool wheel** (Dreamlight-style fast switching) layered on top of the inventory. - **Durability:** gathering/utility tools — effectively permanent (no/negligible durability; keeps the supply loop smooth).

Car scrapping — separate, tow-truck-adjacent system (NOT a node): - Roadside **rust buckets spawn on a timer.** - An **NPC tow truck comes to collect them** — *unless* a player or NPC removes/claims them first. - Creates a **race/window**: spot a rust bucket and grab it for scrap before the NPC tow hauls it off. A player tow operator could also claim it for *their* income. - One spawn system feeds three things: junk-car ambiance (§11), the tow-truck job, and scrap supply for fabrication — with light emergent competition (player scrapper vs. player tow vs. NPC tow).

12b. Industrial — Semi-Autonomous Production (engine room)

- **Loop:** owner supplies raw-material inputs + assigns labor (real players or 1.5× NPCs) → line produces output over real time → owner collects and sells.
- **Autonomy: MEDIUM** — runs a good while on a batch of inputs, then needs a restock of materials + staff. Stops when inputs or labor run dry. A business that works *for* you without being a money printer.
- **Key insight (nuanced — see §12d):** the *legal* industrial loop and the *weed* grow-op share the semi-autonomous automation mechanic. Meth and coke do NOT go autonomous — they scale by batch/volume while staying hands-on. So weed = automation curve; meth/coke = bigger-quantity hands-on. See the full drug vertical in §12d.

12c. Gunsmithing & Vehicle Fabrication — Player-Based (THE DEEP PILLAR)

This is the owner's personal favorite loop and the most rewarding to master. Build it deepest. Player-only (un-automatable), which protects it as a premium player service — master crafters become sought-after names on the server, generating RP organically.

Mastery ladder — 3 TIERS, DISCOVERY-DRIVEN (skill-gated, advanced by doing varied meaningful work — NOT by repetitive grind or bought rank): 1. **Apprentice** — basic repairs, simple part swaps, low-grade weapon assembly. Slow, occasional failures (wasted materials), common items only. 2. **Craftsman** — reliable, high-quality work; mid-to-advanced weapons; real vehicle mods + custom builds (panel-swapping lives here); can work rarer materials; fewer failures, faster. A sought-after name. 3. **Master** — the ceiling. Bespoke one-off builds, top-tier weapons, things nobody else can make. Reputation = business.

Anti-grind principle (critical): *Three tiers keeps the ladder shorter; **discovery-driven progression** keeps the climb from feeling like grind. You advance by doing varied, meaningful work (different builds, harder projects) and by **discovering/unlocking new blueprints** — NOT by repeating one action 500 times. Each tier unlocks genuinely new capability, so climbing feels like expanding, not repeating. (The rust-bucket onboarding models this: a newcomer's first "level up" is refurbishing a car — a project with a payoff — not "mine 200 ore." Same philosophy scales to the top.)*

Depth levers (mastery, not grind): - Skill advances through varied practice + project completion, not repetition. - **Blueprint/recipe discovery PACES progression** — each tier unlocks new blueprints to find/learn (always a next thing, climbing = expanding capability). - Material quality matters — master skill + rare survival-gathered materials = the best items in the game (hooks gathering loop to craft loop). - Quality tiers on output — same item comes out poor/standard/pristine based on skill + materials. A pristine master-built modded car is a status object. - Early failure/risk — apprentices waste materials sometimes; the sting makes leveling feel earned (but failures are tuned to motivate, not to grind-wall).

Vehicle fabrication depth — ASSEMBLE-FROM-PARTS (shippable target): - Players source/craft components (engine, body, panels, internals) and build a working vehicle from them. - Components flow up the chain from survival-gathering (scrap, ore → metal) and the chop shop (stripped parts). - Output quality scales with fabricator skill + part quality. - **Full-custom fabrication PARKED** as a future expansion the assemble system is explicitly designed to grow into (don't paint into a corner).

Vehicle dismantle — mirror of assemble (PARKED GOAL, with a shippable foundation): - **Parked goal:** granular, piece-by-piece dismantling — pull panels, doors, hood, engine, internals as *discrete individual parts* (not the usual "hold E → car becomes generic scrap"). The exact mirror of granular assemble. - **The symmetry:** granular dismantle (strip a car into real individual parts) → those exact parts feed → granular assemble (build a car from sourced parts). Turns the chop shop into a real *parts economy* — specific components with specific value, harvested and reused — instead of a car-to-cash vending machine. Ties theft → chop shop → fabrication into one continuous physical loop. - **Why parked:** granular per-part tracking (part identity, condition, attach/detach as discrete items, selection UI, condition → value) is heavy. Build the deep version later. - **Ship instead (forward-compatible foundation):** a chop-shop strip that yields **parts/components as output** (not just generic scrap/cash). Less granular, but it already feeds fabrication inputs AND is designed so the granular dismantle system grows out of it later. Same forward-compatibility principle as assemble → full-custom.

Three sourcing paths for parts (makes the whole supply chain matter): 1. **Gather & weld (from scratch)** — mined ore + scrapped-car metal → smelt to metal → **weld frames / fabricate components** yourself. The self-made path; *this is what makes mining feasible* (gives mined metal a real destination — without it, mining is pointless). 2. **Buy** — purchase parts from auto shops (clean, convenient, costs money). 3. **Steal** — use stolen parts from the chop shop (cheap/illegal).

*The full legal vehicle chain end-to-end: **mine ore / scrap cars** → **smelt to metal** → **WELD frames + fabricate parts** → **assemble vehicle**. Three sourcing paths feed one assembly system, so mining, scrapping, welding, buying, and stealing all matter.*

Welding minigame (the scrap → frame craft step): - A **path-tracing skill game**: drag a pointer up/down to follow a squiggly line as it moves left-to-right (tracing the weld bead along the seam — mirrors the real motion). Completing the pass welds the frame. - **Uniform output — all successful welds produce the same standard frame** (no quality tiers on welding; a frame is a frame). It's an accessible *gate* turning scrap into a frame, not a grind. - **Consistency note**: welding output is uniform, but finished-VEHICLE quality tiers (this section) still come from the fabricator's skill tier + the other parts. Welding = accessible entry craft; fabrication mastery = where quality lives. No contradiction.

Vehicle repair (mechanic layer)

- Body repair + part/panel swapping (deeper than basic repair). Lives within the Craftsman+ fabrication tier.

Durability (RP/specialized gear)

- Specialized/RP gear may have durability, but **long duration** — maintenance is an occasional event, not a constant tax. Repair work feeds the fabricator economy.
- **Guiding principle**: durability creates rare meaningful moments, never ongoing friction.

12d. Drug Economy (Three Distinct Verticals → Shared Distribution Endgame)

***Design principle:** The three drugs scale in different, believable ways because they're different real processes — weed = agriculture, meth = chemical manufacturing, coke = refining an imported raw material. Each has a distinct front-end identity; all converge on the same hauling/distribution endgame. Distinct enough to each feel unique; unified enough to share the distribution layer (less to build there).*

WEED — Agriculture (the automation curve + genetics sub-game)

- **Wild weed scattered across the map, strains region-locked** (different genetics in different areas). Gathering wild weed (ties to the §12a node/forage system) has a **chance to drop SEEDS** — seeds are how you acquire strains. Adds a treasure-hunt/genetics-hunt dimension to foraging; premium-strain regions become valuable turf gangs can contest.
- **Grow customization (Backstreets-style)**: players build + customize a grow setup — pots, lights, fans, water, soil, etc. Plant → tend → pick → process. The hands-on cultivation fun.
- **Automation curve (weed is the one drug that trends toward automation, because farming does)**:
 - Start: a few hand-tended pots (manual, intimate, low volume).
 - Mid: bigger grow rooms + labor (real players or 1.5× NPCs); some steps run on their own (partial automation).
 - Top: industrial grow-op (semi-autonomous, the §12b industrial mechanic).
- **Quality ladder = discovery-driven** (consistent with the anti-grind model): better genetics + better cultivation = better product. Advance by finding rare strains and growing them well, not by repetition.

METH — Chemical Manufacturing (batch/equipment scaling, stays HANDS-ON)

- Scales by **batch size + equipment tier + purity**, NOT by going autonomous. You're always actively cooking, just bigger.
- Small: basic setup, small cooks, low yield (RV/bathtub tier).
- Mid: a proper lab, better glassware, bigger reliable batches.
- Big: **industrial superlab** — big boilers/reactors, large-volume cooks (Breaking Bad warehouse tier). Higher yield AND higher purity/quality.
- **Scaling levers**: batch volume + quality/purity (better setup = purer = higher value). Bigger operation = bigger bust if raided.

COKE — Import & Refine (smuggling + processing, stays HANDS-ON)

- Coca doesn't grow in LS, so coke centers on **importing a raw form and refining it locally** — NOT growing.
- **Import the raw material**: unprocessed coca paste / "brick" smuggled in (its own gameplay — the import run: boats, planes, drops). This is coke's distinctive front-end.

- **Process/refine:** convert raw paste → finished product through processing steps. Scaling = bigger processing setups handling larger imported volumes.
- **Cut/package:** refine purity, cut, package for distribution.
- **Scaling lever:** import volume + refinement. Signature gameplay = the supply run + refinement, not cultivation/cooking.

BAGGING / PACKAGING — shared step before sale (the bench)

- Processed product must be **bagged/packaged** before it can be sold — the step between production and distribution.
- **Requires a bagging station (a bench).** A single universal station type bags ANY product — weed, meth, coke all package at the same kind of station — though players usually **specialize** in one product by choice, not because the station forces it.
- A calm, low-key activity (no combat) — a natural entry task (e.g., pick weed → bag it → sell it is a simple starter loop) that also scales (bag in bulk for a big operation).
- *(Fork to confirm at build: are bagging stations FIXED locations, PLACEABLE in your own property/grow setup, or both? Lean: placeable in your operation property + some fixed public ones, ties to property-gated scale below.)*

SHARED ENDGAME — Hauling & Distribution (all three converge)

- At scale, the interesting problem shifts from *production* to **logistics: moving product across Los Santos** without getting caught, robbed, or jacked.
- Creates transport/hauling gameplay (routes, vehicles, haul risk) — criminal mirror of the route-based jobs philosophy.
- A big haul is a target: cops, rival gangs, robbers. Reward scales, danger scales.
- One shared distribution layer serves all three verticals.

Property-gated scale (applies to all three)

- A few pots / a small cook / minor refining fit in an **apartment**.
- A real operation needs space: **house** (mid) → **warehouse/industrial property** (big operation). Property tier gates how far up the scale you can go — ties drugs into the housing economy.

Full drug vertical, end to end

- **Weed:** forage wild strains → score seeds (genetics) → hand-grow + customize → scale with labor → industrial grow-op → haul & distribute.
- **Meth:** manual cook → lab → superlab boilers (batch + purity scaling, hands-on) → haul & distribute.
- **Coke:** smuggle raw import → process/refine → scale import volume (hands-on) → haul & distribute.

12e. Hacking / Programming — Player-Based (A DEEP SKILL PILLAR & VIABLE PLAYSTYLE)

***This is a full character archetype, not a flavor minigame.** A player can main "the hacker" — the technical specialist crews bring in — as their whole identity and income, parallel to the master fabricator. Build it with real depth. Like fabrication, it's player-only and un-automatable, so a skilled hacker becomes a sought-after person → organic RP + player-to-player dependence.*

Core principle: simulated harm, real reward (griefing-proof)

- **Player-account hacks are THEATER on both ends, no real loss:**
- Hacker side: the hack *appears to succeed* — breach experience, the thrill, the RP win.
- Victim side: notification like *"Someone tried to steal \$X — your bank caught it, credit restored."* No actual money moved.
- Preserves the fantasy + generates RP (report fraud, beef, paranoia) WITHOUT real victimhood. Max drama, min damage.

- **Real money comes from NPC/system targets, not players:** ATMs, business systems, the bank itself, security systems — no human victim, so these can pay real.
- **Player-hack reward = small SYSTEM-FUNDED payout + RP/clout** (worth doing, but the victim's balance is never touched).

A broad skill (threads through the whole server — NOT banking-only)

The hacker plugs into: - **Heists** — the crew's technical role: crack vault systems, kill alarms, loop cameras. - **Garage-cam defeating (\$7)** — disabling a secured garage's cams is a hacking action; the hacker is who you bring. - **Security generally** — doors, alarms, business/property security. - **Insider/info (\$5)** — pulling data/intel; surveillance angles. - **NPC/system bank jobs** — real-money targets (ATMs, bank, business systems). - **Player-account hacks** — the simulated-theater version above.

Mastery curve (discovery-driven, anti-grind — consistent with \$12c)

- **Tiered capability:** start small (basic door, ATM skim) → climb to high-value targets (vault systems, the bank, hardened security). Higher tier = bigger scores + tougher targets.
- **Gear/loadout:** hacking hardware/tools you acquire + upgrade (better laptop, devices, software) — the hacker's equivalent of the fabricator's workshop; an economy money sink.
- Progression paced by capability unlocks + tackling harder targets, not repetition.

Hacking gameplay feel: BLEND (accessible floor, technical ceiling)

- **Routine/low-value hacks = minigames** (accessible puzzle/skill challenges — anyone can dabble; low floor).
- **High-value/big-score hacks = genuinely programming-flavored / deeper technical challenges** (gates the big scores behind real skill; gives a true ceiling for the dedicated hacker — owner is a developer and wants authentic depth here).
- The blend solves the "narrows who can play" worry: low floor (minigames) keeps it open; high ceiling (real technical challenge) makes it a viable *main*.

12f. Money Laundering (dirty → clean; the bridge between crime and the legit economy)

The critical bridge that was previously referenced everywhere but never designed. Solves the real-life problem that the realistic method (own a front business) isn't available to everyone — via tiered access. Tied to the gang front-companies (\$5) and business ownership (\$9).

Dirty money (a distinct money state)

- Crime sales pay out in **dirty money**, separate from clean cash/bank.
- **Dirty money is spendable ONLY in criminal instances** — buy product, pay other criminals, the black market. It is **blocked from legit use** (banking, property, legal cars) until washed. This makes laundering a necessary rung in the crime ladder + a built-in economy sink.

Washing converts dirty → clean at a LOSS

- You lose a cut (e.g., wash \$100 dirty → ~\$70 clean). The *rate* is the balance lever, and it improves by tier.

Three access tiers (solves "not everyone owns a business")

1. **Front business (BEST rate — owner endgame):** own a legit business and wash through it — low fees, high volume. The realistic method; **the gang front-companies in \$5 ARE the laundering vehicles**. Reward for building a business empire.
2. **Launderer-as-a-service (MID — the key tier):** a player WITH a front washes money for others at a cut. No business of your own needed — you pay a specialist. Creates a **wanted criminal role** (same pattern as fabricator/hacker — a sought-after person). Pure player-to-player economy.
3. **Basic / NPC laundering (accessible FLOOR, worst rate):** a high-fee fallback (shady laundromat / crypto method) so a solo criminal isn't stuck — inefficient enough that scaling makes you *want* a front or a launderer.

Heat / risk

- The more you wash, the more **heat** — police/financial investigation can catch big launderers (same bust mechanic as insider trading §5). Washing is never totally safe.

12g. Carpentry — Player-Based (THE WHOLESOME DEEP PILLAR)

*The peaceful counterpart to gunsmithing/vehicle-fab (§12c). Gives the builder/helper player a deep mastery pillar with no crime attached — someone can main "the carpenter," a sought-after furniture-maker, and never touch a gun. Gives **lumberjacking a destination** (wood → lumber → furniture — the same matter-making fix as welding → mining) and supplies **player-made furniture** to furnish custom property interiors (§6).*

Mastery ladder — mirrors the §12c gunsmithing structure (3 tiers, discovery-driven, anti-grind)

1. **Apprentice** — simple pieces (stools, basic shelves); slow, occasional failures; common woods only.
2. **Craftsman** — quality furniture (dressers, tables, chairs, cabinets); reliable; can work finer woods; a sought-after name.
3. **Master** — bespoke/ornate pieces, the best furniture in the game; reputation = business.
4. **Chain:** chop wood (lumberjacking §12a) → mill to lumber → craft furniture. Output quality scales with carpenter skill + material (same quality-tier logic as §12c).
5. **Feeds property:** players furnish their custom interiors (§6) with player-crafted furniture → carpenters have real customers (sell direct or via marketplace).
6. Player-only/un-automatable → a carpenter is a wanted specialist (same dependence pattern as fabricator/hacker/launderer).

Symmetry

- **Gunsmithing/Vehicle-Fab (§12c)** = the outlaw-leaning maker pillar (metal, weapons, cars).
- **Carpentry (§12g)** = the wholesome maker pillar (wood, furniture). Both deep, both player-driven, both make you a sought-after specialist — a builder can main either with no crime.

12h. Cooking & the Food Chain (gives fishing/hunting/farming a destination)

Completes the food supply chain that the functional hunger/thirst system (§8c) demands. Turns raw gathering (fishing, hunting, farming) into the food economy bars/restaurants run on — the same matter-making fix applied to food.

- **The chain:** catch fish / hunt game / farm crops → **raw ingredients** → either **sell raw/uncooked batches** (quick income, supply to others) **or COOK** → cooked food is worth more AND **feeds the hunger system (§8c)** (sold to restaurants/players or eaten).
- **Cooking = casual base + chef depth (BOTH):**
- **Casual:** anyone can cook basic meals to feed themselves — accessible, no specialization needed.
- **Chef depth:** a dedicated cook/restaurateur makes premium, higher-value food — ties into the bar/restaurant business (§2b helper depth) and gives the food economy a quality ceiling.
- **Makes fishing matter** (raw fish has a buyer + a cooked upgrade), and unifies fishing/hunting/farming as the ingredient supply for cooking.

13. Onboarding / Tutorial

- **Format: Hybrid** — short mandatory core, then an optional deeper guide replayable from the phone.
- **Mandatory core (the floor — nobody spawns in lost):**
 - Movement / basic controls
 - Communication (voice / proximity — taught as THE way to interact; includes push-to-talk, whisper/shout)
 - First job (so they're earning, not broke and lost)
- **Optional phone guide (deeper/contextual):**
 - Getting your first car (dealership, financing/buying, where it parks → ties to limited garages)
 - Key locations (City Hall, hospital, mechanic) + map
 - Server rules / how-to (RP expectations, calling EMS, etc.)
- **Criminal systems** (weed, meth, etc.) — taught here, NOT in the mandatory intro. Keeps onboarding clean + makes the underworld something players discover/opt into via the phone.

New-player starting state

- **Starter protection (safety bubble):** new players can't be robbed / car-jacked / heavily victimized while learning. Directly resolves the open-join + permanent-theft tension.
- **Ends on a HYBRID trigger:** a time window AND milestones — whichever path applies. Protection lasts long enough to cover the real learning curve (there's lots to discover beyond the first job/car), with a time backstop so it can't be idled/exploited forever.
- **Primary graduation milestone = buying your first REAL car** (with your own earned money = you've genuinely "arrived"). Time cap is the backstop.
- **Starter vehicle = a RUST BUCKET (onboarding-as-quest, not a handout):**
 - New players get one of the **junk-car/beater models** (reuses the §11 / §12a rust-bucket pool — no new asset class) and are nudged: *"it's yours — now fix it up."*
 - They can **repair it themselves** (intro to the crafting/repair loop) or **take it to a repair shop** (intro to the mechanic economy), then **refurbish it to its former glory** (a real first project with a payoff).
- **Why this works:** it's a tutorial disguised as a goal — first car is *earned through the systems we want them to learn* (repair, mechanics, parts), not given. Teaches the server's core systems-player fun directly from minute one.
- **Preserves the economy:** the rust bucket is a *project*, not a real car — so the dealership/insurance loop stays meaningful. Progression ladder: rust bucket → refurbished beater → first bought car → modded build.
- **The rust bucket is the starter PROJECT, not a protection milestone** — players can enjoy refurbishing it fully inside the safety bubble without it ending their protection (don't punish the exact engagement we want to encourage). Protection ends on buying the first *real* car, per above.

Opening sequence (the literal first ~10 minutes)

A guided funnel — **identity** → **income** → **integration** — using the §15b progression nudges from minute one: 1. **Spawn** → **character creation (§13b)** → **handed the beater** (rust bucket). 2. **Nudged to City Hall** → **get your ID** (base identity/citizenship — everything hangs off it). 3. **Then your first job** → start earning. 4. **Then nudged OUTWARD** → toward player-run jobs (working for other players' businesses) or the drug trade — pushed to engage with *other people* + the deeper economy, not grind a solo job forever. - Design intent: identity → income → integration. The closing nudges point fresh players at the social + criminal economy so they don't get stuck soloing a starter job.

Licensing system (City Hall hub — the legal/illegal backbone)

*Licenses are the **mechanical backbone of the legal-vs-illegal distinction**, not just flavor. City Hall is the licensing hub; the governor/city-gov job (§14 whitelist) runs it = real administrative purpose. **License tests are SOFT TUTORIALS, not hard***

gates — "here's how you do this," not "pass or you're blocked." (Same teach-by-doing-inside-a-fiction philosophy as the rust bucket.)

- **ID / citizenship** — the base document. Free/instant, part of onboarding. Who you are.
- **Driver's license** — via a **short driving test** that's really a *soft tutorial* on how driving works here (controls, phone, basic rules). **Exists but LIGHTLY enforced** afterward (cops can ticket unlicensed driving for RP, but it's not a brick wall that frustrates newcomers). Costs a small fee.
- **Gun license** — via a **gun-range session** that's really a *soft tutorial* on how shooting/weapons work (aim/fire/reload in a safe context). Costs a fee. **This license is what DEFINES legal gun ownership:** legal gun = license + registration (recoverable if confiscated, per §8b); no license = black-market/illegal purchase (privacy, but full-loss risk when caught). **The license system IS the fork between playing legit and playing dirty.**
- **Business license** — to legally own/operate a business (ties to ownership economy).
- **Criminal bypass:** skip the license, buy illegal off the black market — no paper trail, but full-loss confiscation risk. The license layer mechanically defines this legit/dirty divide.
- **Why this unifies onboarding + systems:** walking a new player through ID → driver's test → range session simultaneously ONBOARDS them AND establishes the legal/illegal framework they'll navigate forever. The tutorial and the world systems are one thing.

13b. Character Creation

First thing a player touches — wants deep control WITHOUT slider-soup misery. Built on existing FiveM/QBox appearance resources (GTA ped supports face-blending, feature controls, full wardrobe/tattoo systems) — this is customizing/skinning a well-supported capability, NOT inventing facial tech. Good for scope.

Core model: PRESETS FIRST, sliders as optional fine-tuning underneath. - **Presets are the primary path** — pick face shapes, noses, jaws, hairstyles, etc. Gets you ~90% to a look fast, no fiddling. Most players stop here. - **Sliders exist underneath as OPTIONAL fine-tuning** — not the main event, not required. Reach for them only to perfect a detail (narrow the nose, adjust the jaw). This resolves the "I don't like sliders" issue: sliders are a power-user option on a fast preset base, never the forced tool for everything. - Net: speed + approachability for newcomers, deep granular control for power users. Depth costs the casual player nothing (it's opt-in).

Both customization visions included: - **Vision 1 — Face/Body sculpting:** presets + optional fine-tune sliders for the actual face and physique. - **Sculpting depth: DEEP — fine-tune available on BOTH face and body** (not just the major glance-readable features; full granular control for those who want it, preset-only for those who don't). - **Vision 2 — Style/Identity:** deep, wide-ranging control over the expressive layer — hair, facial hair, tattoos, scars, clothing, accessories. The stuff that makes a character distinct.

Body type: - Same **preset + slider** treatment (height/build adjustable via optional fine-tune). - **Clothing must fit the adjusted body** — clothing fitting needs to track body-slider changes (known GTA tradeoff: heavily custom proportions can interact awkwardly with clothing). Build so adjusted bodies still wear the wardrobe correctly.

14. Governance & Safety

Entry

- **Open-join** (no application gate to get in).
- Relies on the security/report → admin-board pipeline for accountability rather than a door gate. The board polices *behavior*, not *entry*. Open-but-accountable: grow fast, moderate well.
- *Note for future:* moderation load scales with population — staff the board accordingly as it grows.

Whitelisted access (board approval required)

- Police, EMS, City Hall/Governor (Judge folded in).

Official gangs

- Require approval, but via a **low-bar sign-up sheet** (register gang name + leader + agree to core conduct rules).
- Easy to form (encourages criminal RP) but recognized and accountable; gang leaders semi-responsible for member conduct.
- Makes gang-linked front stocks + turf systems governable instead of chaos.

Freelance / petty crime

- Open to all, no approval.

Governance body

- **Admin board** reviews applications (character names, whitelisted jobs) and **votes on bans as a group** (protects against single-admin bias).
- Runs via Discord (applications, board voting, ban appeals, decision record) + in-game enforcement. **Discord is LIVE** (*Tarboro Life RP*): Information (welcome/rules/server-info/change-log/announcements), Community (#general/#suggestions/#meme/#looking-for-group/#rp-stories), In-Game Help (#reports/#appeals/#support), Mods (moderator-only/staff-logs/ban-appeal-internal/development), + Board Room voice channel.
- Judged against a **written ruleset** (admin-policy work — makes decisions consistent + appealable). (*The player-facing rulebook is a separate companion document.*)

Player voice / feedback (the community has a say)

- **Feedback pipeline (Discord)**: dedicated suggestion channels where players propose features, request changes, and flag pain points — ideally with upvoting so popular ideas surface. Routes into the same governance Discord.
- **Monthly community meetings**: a recurring session where the owner + board discuss **direction and rule changes WITH the community** — players hear the "why" and weigh in. Big trust-builder; makes the community feel like theirs (reinforces the player-investment/world-growth themes).
- **Transparent change process**: rule/system changes are announced with reasoning.
- **Framing — heard, not binding**: player voice is genuinely weighed, but the owner + board still steer. Protects the vision from design-by-committee while giving real ownership. (Consistent with the priced-not-forced philosophy.)

Harassment / evidence system (player safety)

- **Goal**: protect players and make misconduct *provable* (e.g., a harassed player can capture proof and submit it).
- **Mechanism**: player-side clip-capture (save the last 30–60s) + server-side logs → **/report** (in-game or Discord ticket) → **admin board review** → action.
- NOT a literal in-game video body cam (too heavy/unreliable). The practical build is client clip capture + server logs feeding a report pipeline.
- Optional in-world "body cam" *skin* over the capture tool for RP flavor.
- **Shared tech** with garage cams (§7): same capture-and-route mechanism, routed to the appropriate authority.

14b. City Government — In-World Power Roles (earned, not elected)

*The in-character government (distinct from the OOC admin board in §14). Design ethos: **earn your place through commitment — NOT elections, popularity, or corruption RP.** (Owner explicitly does not want to emphasize corruption/scandal politics — this is a wholesome, merit-based power structure consistent with the ally/helper themes.)*

Governor — ADMIN-ANCHORED (the owner's soul-character, e.g. "Harry Styled")

- The stable **head of city government** — held by the owner, NOT elected and NOT in the lottery. This anchors the role so the city always has a head and it can't be hijacked or left empty.
- **Figurehead with real power:** sets direction, policy, tax rates, declares events, oversees licensing + turf recognition (\$14, \$15e). The fun, personality-driven, high-impact decisions.
- **Absence handling (the "I'm not on most of the time" problem):** the *routine* (day-to-day licensing approvals, turf record-keeping) runs via an **automated / clerk layer** (NPC or appointed players) so the city never stalls when the governor is offline — same NPC-fallback pattern as police/EMS. The player governor is needed only for the big, fun moments, not the churn.

Lower power roles (judges, cabinet, clerks) — EARNED by commitment + fair lottery

- **Eligibility = minimum active time on THAT specific character** (~10 hours/week, tunable). You can't roll a fresh alt and grab power — you must have *lived* the character and put in real hours. Commitment is the filter.
- **Selection = ticket/lottery among the QUALIFIED pool** — not a popularity vote, no campaigning, no political blood-sport. Fair, and it sidesteps the corruption/election RP the owner doesn't want. Put your name in; if eligible, you're in the pool.
- **Appointment** by the governor (and/or filled from the lottery pool).
- **Bonus:** because power roles require active time, they're held by definition by *active, committed* players — so the government is always run by people who are actually around.

Ethos summary

Want to help run the city? Prove you're committed (active hours on that character) → you become eligible → you're picked fairly (lottery), not by popularity or ruthlessness. Earn-your-place, not win-the-game-of-thrones.

15. Map Tiers (Neighborhood → Tier Mapping)

GTA V's geography already encodes a class structure; assign property tiers to neighborhoods that already feel right. North = remote/rural, South = rough, Center = dense core.

Zone	Tier	Role / What lives there
Blaine County (far north: Sandy Shores, Grapeseed, Paleto Bay, Mt. Chiliad)	Rural	Farming, hunting, lumber, mining; meth country ; cheap rural/trailer homes
The Hills (Vinewood Hills, Rockford/Richman)	Luxury	Mansions, big limited-slot garages, high-end money sink
Downtown / Pillbox Hill	Urban core	City Hall/Governor, Police HQ, EMS, apartments & towers. (Owner's old turf — CEO office + tower apartment.) The heart of the server.
West Coast (Del Perro, Vespucci)	Upscale coastal	Waterfront homes, beach bars (west = coastline)
Mirror Park / East Vinewood	Mid-tier	Houses with garages, "you made it" homes
South Los Santos (Davis, Strawberry, Chamberlain Hills, Rancho)	Rough flats	Gang country, chop shop, street dealing, beater/crackhead traffic, starter housing

A stylized labeled zone map accompanies this doc (see the Tarboro Life zone map image).

15b. Mid-Game & Engagement (Filling the hour-5-to-hour-50 gap)

The structural gap this solves: the early game guides players (rust bucket → first car) and the late game has mastery ceilings, but the MIDDLE can sag — once protection/tutorial ends, nothing points a mid-level player anywhere. These systems provide gentle direction without railroading. (Reputation/notoriety ladder = explicitly REJECTED — too grindy/chore-like; social media replaces its "number goes up" satisfaction diegetically.)

Progression prompts / nudges (YES — the mid-game guide)

- Light "here's a next thing" pointers that nudge players out of their comfort zone — NOT forced quests/objectives.
- Examples: "you've got enough for your first property," "you're close to the next crafting tier," "you've never tried the stock market — here's how."
- Direction without a leash. For non-self-starters, this is the difference between drifting off and discovering a system. Self-starters can ignore them.

Dynamic world events (YES — the world reaches out)

- The server spawns events that pull players out into the world (gives mid-level players something to *do*).
- **Audience: a MIX, but mainly FOR EVERYONE** — not gang/criminal-only. Keeps the whole server feeling alive (legit playstyles included), not just the crime layer. Some open public events anyone can join + some role-flavored ones, but start with a few simple OPEN events.

Social media (YES — clout-to-income, replaces reputation diegetically; PHASE 2)

- An in-world social media app (fits the \$4 phone hub): players post in-character, gain followers/engagement, and **monetize** it. Diegetic and roleplay-native — content, not an abstract stat.
- **The "influencer" becomes a legitimate playstyle/archetype** alongside fabricator/hacker/producer.
- **Follower count = the satisfying "number that grows"** (delivers the rep-ladder payoff dressed as something fun + in-world).
- **Promotion economy (the connective payoff):** player-owned businesses can PAY influencers to promote them; gangs flex for clout; the (previously sketched) **reporter job finds a home here**; restaurants/bars advertise. Emergent player-to-player economy.
- **MONETIZATION GUARDRAIL: a TRICKLE, not a main income** — supplementary side income, not a full living (easier to balance; can crank up later; avoids becoming free money).
- **Flagged as a larger PHASE-2 build** (feed, posting, follower logic, engagement sim, monetization, content moderation) — very cool, NOT launch-critical. Don't let it bloat the initial build.

15c. Car Culture / Racing (STREET focus — organized/sport racing parked)

Scope decision: Racing here is **street culture, not a sport** — spontaneous, social, low-overhead. Deliberately NOT building formal organized-race infrastructure (lobbies, set tracks, scheduled events) now. **Rationale:** ad-hoc + pink-slips + meets generate emergent player interaction with just two people and a stretch of road (works on low-pop, anytime); formal organized racing is infrastructure-heavy + event-dependent (needs a crowd at a scheduled time/track — most likely to sit unused). Kept the high-fun/low-overhead core; parked the rest. Plugs into the car/fabrication economy, garages, theft, police heat, and social-media clout.

Ad-hoc challenge racing (the heart)

- Pull up next to another player → **challenge on the spot** (flash/prompt) → they accept → race kicks off from a **rolling start**. No menu, no lobby, no formal setup.

- Makes the whole map a potential racetrack; rewards being out in the world in a good build (Forza Horizon "challenge the car next to you" feel).
- Winning feeds **social-media clout** (§15b) — the diegetic "number goes up" chosen over a rep ladder; a street racer builds following by winning in public.
- Optional risk layer: street racing can draw **police heat** (illegal-ish).

Pink-slip races (IN)

- Wager your **car** in the challenge — winner keeps the loser's vehicle. A *consented* way to win/lose a ride; ties to the ownership/theft economy. High-stakes, high-drama.
- **GUARDRAIL — mandatory mutual confirmation:** a clear "you are wagering [CAR] — are you sure?" lock-in on BOTH sides before it's binding. Prevents misclick losses + bad-faith disputes landing on the admin board.
- **New-player protection from pink-slips = MAYBE → build as an admin TOGGLE** (per Toggle-When-Unsure principle): default could shield protected new players from wagering away a starter, but leave it switchable. Undecided by design.

Car meets (IN)

- Non-race gatherings to show off builds. Home for the fabrication/modding economy (flaunt a master-built car) + a natural content engine for social media (clip the meet, post the build, gain followers).

Organized / sport racing — PARKED as a future JOB

- Structured circuit racing (NASCAR-style), formal events, as a job/career path — built LATER, not now (mirrors the full-custom-fab parking discipline).

15d. Heists (Lighter — story-mode magic, NOT Online's grind)

Design signal (owner): *story-mode heists = good (planning, crew, choices mattered, felt like your heist); GTA Online heists = bad (rigid one-way scripting, brutal coordination/restart-on-fail, money-grind chore). Build the story-mode magic, skip the Online sins. **Heists are a CONVERGENCE EVENT** — they make already-built systems fire at once (hacker §12e, police/NPC response §10, getaway cars/racing §15c, crew/org tools §9, fence/chop, card-vs-cash §8b). Minimal NEW build; mostly wiring existing pieces. Perfect expression of the ally-building principle — the big scores CAN'T be soloed.*

Model: one-and-done setup, then the score

- **ONE setup mission (not a chain):** a single outing where the crew picks up **everything required at once** (hacking device, getaway vehicle, masks/gear — multiple items, one run). Owner explicitly rejects story-mode's multiple separate prep errands; keeps the single "gear up" beat, cuts the repetitive padding.
- **Then straight into the heist itself** — the score. No multi-mission homework.

Crew = skill pillars as roles (drives ally-building)

- **Hacker (§12e)** — cracks the vault, kills alarms, loops cameras.
- **Driver** — the getaway (ties to car/racing systems §15c).
- **Gunman/muscle** — handles the heat (cops / NPC fallback response §10).
- Each role is a *real player you need* → heists structurally require a crew → cooperation mandatory, not optional.

Flexible, not rigid-scripted

- The Online sin was "do it exactly one way or restart." Heists here **tolerate improvisation** — plan goes sideways, you adapt and run, no reset. Messy escapes are the fun.

Scaling targets (progression without prep padding)

- Small (store, small business) → bigger (jewelry store, armored truck) → marquee (bank, the big one). The ladder provides progression; the one-setup-run structure keeps it from becoming a grind.

15e. Turf / Territory (gang-only, governor-tracked)

- **Gang-only system.** Gangs **claim territory**; the **governor's office officially recognizes + tracks** it (gives the governor/City Hall role real administrative teeth, like licensing — turf is *governed*, not chaos).
- **Ties to supply control:** territory overlaps region-locked drug strains (§12d) and rare gathering nodes (§12a) — control turf = control supply chains. Makes territory worth contesting.
- **Contested zones generate conflict** (gang RP, front-company stock swings \$5). Keep the build light at first: claim + governor tracking + contestable zones.

15f. Prison Gameplay (jail as CONTENT, not a timeout)

*Turns the §8b jail/prison consequence into a structured sub-world with things to do. The prison's whole feel comes from its **schedule** — the daily rhythm IS the gameplay.*

Structured daily schedule (the backbone)

A prison runs on a timetable that gates what you can do when — the routine creates the texture, and finding the gaps in it is where emergent fun lives. Blocks cycle through: - **Cell time / lockdown** — confined, limited options. - **Meal time** — everyone to the mess hall; a social gathering point where deals happen, alliances form, beef starts. - **Yard time** — the big content block: outdoors, free-ish association (working out, socializing, contraband exchange, fights, plotting). - **Work / prison jobs** — laundry, kitchen, workshop; earn a little AND job access can cover contraband movement. - **Free / rec time** — common areas.

Content inside (schedule → gameplay)

- **Prison jobs** — small earnings + cover for contraband.
- **Contraband economy** — make/trade/hide illegal items (an underground market mirroring the outside).
- **Social / ally dynamics** — alliances, protection, rivalries. The ally principle shows up HARD: in prison, allies = survival.

Guards — DUAL-LAYER (modeled on cop patrols §10, NOT a simple fallback)

- **Constant NPC guard baseline** — NPC guards are ALWAYS present: patrolling, running the schedule, responding to incidents (capped for performance, like cop patrols). The prison is never empty/unmanaged — a player sent down at 3am still faces a functioning prison.
- **Real player guards layer on top** — a whitelisted corrections role (or police on guard duty) adds the dynamic, RP-rich human layer whenever online.
- Same dual-layer design as cops: NPC baseline = the ever-present floor; players = live enhancement. (More consistent than pure fallback — a prison with zero guards would break believability.)

Escape — PARKED (fast-follow)

- Breakouts are the most exciting prison content but the most complex (pathing, guard response, capture consequences). **Build prison LIFE first** (schedule, jobs, contraband, yard, social) — the daily-loop is what makes prison not-boring even without escapes. Add escape attempts in a later pass (ties to cooperation/ally principle + guard response).

15g. Phone-App Suite (the interface layer tying systems together)

The phone (\$4, arrow-keys-to-open) is a platform hosting mini-apps — less a single feature, more the UI layer that unifies existing systems. Apps: - **Banking** — balance, transfers, pay off the medical lien (\$8b). - **Marketplace / classifieds** — players list cars/items/property for sale (player-to-player economy hub). - **Social media** (\$15b) — clout-to-income. - **News app** (\$15i) — reporters publish; everyone reads the server's "what's happening" feed. - **Insider app** (\$5) — stock tips. - **Business management** — owners check org funds/payroll/NPC workers remotely (\$9 legal orgs). - **Gang/org comms** — group messaging for a crew. - **Garage/vehicle app** — view cars, call-your-mechanic interface (\$6). - **Real Estate app** — the front-end that makes **land/property buying a real in-game flow**: browse available plots (location, price, size, tier) → **purchase executes through the app** (deducts money, registers ownership in the DB per \$0b) → **owned property gets a map icon** for navigation/management. Designed to **absorb player-to-player resale later** (overlaps the marketplace idea); built land/property-focused first. - **Map icons**: the player's OWN owned land is always iconned on their map; for-sale plots are viewable in the app + optionally as toggleable map markers (so the map doesn't clutter). - **Player-named locations**: on purchase, the buyer can **NAME that piece of land** (e.g., "Wade Ranch") — the custom name shows on the map and is **editable later at the land itself** (manage the name on-location, like updating your own gate sign). Makes property personal/expressive; deepens attachment (feeds the property money-sink + castle-doctrine sanctuary themes). - **Darkweb / black-market** — gated criminal marketplace (illegal goods, hacking jobs). - **LinkedUp (jobs/networking app)** — the employment backbone for the legal economy: businesses/orgs **post job openings** → players **browse & apply** → owners **review applicants & hire** into their legal org (\$9 payroll/roles). **Player profiles / work history** so a well-regarded worker (good mechanic, reliable EMS) gets hired faster. Solves "how do I find work / find workers"; pairs with the \$2b helper-depth lane. - **Services (911/211)** — call police/EMS.

15h. Ally / Cooperation Systems (ENABLE, don't bribe)

Makes the ally-building principle a real system. **Philosophy: ENABLE cooperation + a featherweight incentive — never bribe or force it.** Consistent with the whole server (priced not forced; lone wolf always viable). The danger avoided: meaningful co-op bonuses would punish solo players (teaming becomes the mandatory optimal path). Fix: the bonus is real but SMALL — you notice "we made a bit more," never feel obligated to find a partner.

Enable (the tools — the real substance)

- **Friends / allies list** — players mark each other; the game recognizes the relationship.
- **Crews** — informal small groups you run with (lighter/looser than a \$14 gang).
- **Mutual-aid tools (the genuinely useful part)** — bail an ally out of jail, pay their medical lien (\$8b), revive them, **share stash / garage access**. Alliance becomes *practically valuable* through utility, NOT through bonus cash — you ally because it's *useful*.

Slight incentive (nudge, not paycheck)

- Doing things together yields a **small** bump (crew heist pot, partnered gathering, shared job) — noticeable but NOT meaningful enough to make solo play feel punished. "You made a bit more . . ."

Explicitly NOT included

- No heavy co-op bonuses that make solo the "wrong" choice. No forced grouping — lone wolf stays fully viable.
- Trust/betrayal not a built mechanic — BUT shared stash/garage access *quietly enables* betrayal (an ally could abuse access). Emergent drama, not a designed system.

15i. Reporter / News (the connective fun role — turns events into STORY)

A force-multiplier job: most jobs produce a thing; the reporter produces attention — turning everyone else's actions (heists, turf wars, races, politics) into server story, making the whole world feel alive and consequential. Low build cost (mostly a publishing tool + the News app), high ripple effect. Well-supported here because there's endless material to cover.

The loop — BLEND (game feeds leads, player does the journalism)

1. **Lead generation (game-fed):** the server detects notable events — heist in progress, high-profile death, big race result, turf flip, governor decision — and surfaces them as **leads/tips to on-duty reporters**. Ensures there's always a story to chase.
2. **Coverage (player-driven):** reporter goes to the scene, snaps **photos** (camera item), gathers details, optionally interviews players. The creative/framing part is human.
3. **Publish:** reporter writes/frames the story and publishes to the **News app** (§15g).
4. **Reward:** pay scales with **readership/engagement** — timely, well-covered stories earn more (trickle-to-modest income; a real job, not a jackpot).

News app (in the §15g phone suite)

- The in-world publication feed where reporters publish + everyone reads. Becomes the server's **"what's happening" feed** — makes heists/turf wars/elections feel consequential instead of forgotten.
- **Distinct from social media (§15b):** News = the *publication* (journalism, the server's record, a reporter's byline); Social = *personal clout* (influencers, brands, followers). Cousins, different lanes; can feed each other.

Interlocks

- Covers heists (§15d), turf (§15e), racing (§15c), and (if built) the player-governor politics → makes them all *story*.
- Publishing pipeline = the News app. A reporter exposing a gang/corruption can become a *target* → ties to crime/kidnapping (§8b). Press-freedom RP emerges naturally.

16. Open Threads / To Tune in Playtesting

These are deliberately deferred values/decisions — tune with real players, not now. - Garage slot counts per property tier. - Street-parking grace window length. - Ambient population reduction ratio + custom NPC seed ratio. - Exact insurance premium/deductible numbers per tier. - Insider trading cooldown length + trade cap value. - NPC patrol caps / spawn thresholds. - Stock volatility tuning (drift rate vs event-spike magnitude). - Crafting XP curves, failure rates per tier, blueprint rarity. - Map locations for junk-car clusters, gang territories, limited-garage properties. - Medical-lien garnishment %; co-op bonus magnitude. - Written admin ruleset (policy, not code). - **Player count target: TBD** — a hosting decision, not a design one; set at hosting time based on real performance + turnout + budget. Design all systems to scale; NPC-density/patrol/fallback systems already use caps + tuning ratios that flex to any target.

17. Cross-System Interlocks (Why It Hangs Together)

- **Survival** → **Industrial** → **Fabrication** is one continuous supply chain.
- **Chop shop** feeds parts up into vehicle fabrication.
- **Theft + insurance** fuels the chop shop and makes insurance a meaningful sink.
- **Garage cams + harassment evidence** share one capture-and-route mechanism.
- **Stock market** is a live dashboard of all server activity; **insider app** lets connected players front-run it.
- **Gangs** drive front-company stocks + turf; the board keeps them accountable.

- **NPC fallback logic** (police, EMS, mechanic, labor) keeps the server playable at low population — one consistent design language.
- **Property** is the central money sink that balances every income source.
- **Phone** is the hub for the deeper/optional systems (insider app, criminal tutorials, deep onboarding).

End of document.