A CITY TO BUILD. AN EMPIRE TO EARN.

Your first night. Your next territory.

Build your character, earn your first money, explore the world and grow a gang empire. Start with the first-night checklist, then use the chapters whenever you unlock something new.



START SMALL. LEARN THE CITY. KEEP A RESERVE.

Play in short sessions or stay for the long game. Resources recover and journeys, courses and battles follow server time. Your next move should begin with the current price, requirement and timer on the screen.

Inside: 12 chapters, a first-night checklist and a quick reference for territorial wars.

START HERE

Your first-night checklist

Work through these in order. You can tick the same checklist in How to play inside the game. No step is completed automatically by reading the guide.

01 Choose your avatar and poster in Settings

02 Claim the daily reward on Missions

03 Train a battle stat at the Gym

04 Try an unlocked Street Hustle

05 Read the entry requirements and apply for a Job

06 Deposit spare wallet cash at the Bank

Find your chapter

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This handbook describes the game available in this edition. Some world features open in stages. Daily resets use UTC. Your local midnight may differ.

CHAPTER 01

Your first night

A useful first session, at your own pace.

01 Create a saved account or try a guest character from the login page. Guest access lasts 30 days. Use Keep this character before it expires to save your progress.

02 Open Home and read your cash, level and resource bars. Energy powers training and some other actions; nerve powers crimes. Happy affects your character and life is your health. Bars recover with server time, including while you are offline.

03 Use Missions to claim the daily reward: $500, 25 energy and 10 nerve once per UTC day. It needs a manual claim. Train at the free Rustbucket Boxing Club, then try an easy unlocked crime.

04 Apply for a starter job and put spare cash in the Bank. Read the result of each action before spending again. You can stop and come back; the server keeps the clocks running.

REMEMBER

A checklist tick is your personal note. It does not perform an action or grant a reward.

OPEN IN THE GAME

Home - https://vicerift.online/

Missions - https://vicerift.online/bonuses

CHAPTER 02

Character, equipment and settings

Make the character yours and prepare for action.

01 In Settings, select an avatar and a city poster. Each selection saves immediately. Write a public Bio and press Save bio. Your bio is plain text and can contain up to 500 characters.

02 Choose whether other players may revive you. Set Background music and Click and navigation sounds, or use Mute all sounds. Sound preferences belong to this browser.

03 Open Items to inspect your equipment and consumables. Equip an available weapon or armour, read its bonuses, and check the cost before upgrading. Consumables are spent when used.

04 Use Settings for password changes and Log out everywhere when needed. Keep this character converts a guest into a saved character without restarting it.

REMEMBER

Battle stats and working stats serve different purposes. A higher job rank does not automatically make you win fights.

OPEN IN THE GAME

Settings - https://vicerift.online/settings

Items - https://vicerift.online/inventory

CHAPTER 03

Training, crimes and education

Build strength without spending every resource at once.

01 At the Gym, choose strength, speed, defense or dexterity. Select a number of trains, check the energy cost and press Train. Better gyms require membership and progress in earlier gyms.

02 On Crimes, select an unlocked trade and read the mission's nerve cost, difficulty and tool requirements. Start with Street Hustles. Commit once and read the outcome before trying another.

03 Crimes can fail. Jail and hospital timers are real waiting time. Do not plan your budget around a guaranteed payout. Crime skill grows through play and unlocks further opportunities.

04 Open Education, check a course's prerequisites, fee and duration, then enrol. Only start a course you can afford. Read the cancellation terms before cancelling; completion and rewards follow the server timer.

REMEMBER

Use Newspaper / personal logs to check training gains, crime outcomes, fights and changes to your money.

OPEN IN THE GAME

Gym - https://vicerift.online/gym

Crimes - https://vicerift.online/crimes

Education - https://vicerift.online/education

Personal logs - https://vicerift.online/logs

CHAPTER 04

Work, cash and trading

Keep a reserve before taking bigger risks.

01 Open Job, compare the careers and apply where your working stats meet the requirements. Wages settle once per UTC day. Check promotion requirements as your stats improve.

02 At the Bank, enter an amount and confirm the deposit or withdrawal. Wallet cash is exposed when you are mugged; depositing it reduces what you carry. Keep enough in your wallet for your next planned action.

03 Sell unwanted items at the Pawn Shop or create an Item Market listing. Read prices and fees before confirming. Shops sell stock at their listed price; availability and balances are checked by the server.

04 For a direct Trade, inspect both sides' offered cash and items. Both players must accept the current offer before it completes. Review again if an offer changes. Stocks, coins, auctions and casino games carry their own costs and risks.

REMEMBER

A purchase is complete when the server confirms it. If a connection drops, check your inventory and money log before trying again.

OPEN IN THE GAME

Job - https://vicerift.online/jobs

Bank - https://vicerift.online/bank

Item Market - https://vicerift.online/market

Trades - https://vicerift.online/trades

CHAPTER 05

City life, fights and recovery

Learn the local services before challenging another player.

01 Open City to find local venues, shops and services. Nightlife and the Strip Club offer activities using game cash. Read the price and effect first; entertainment spending is optional.

02 Inspect another player's profile before attacking. Stats, equipment, health and location matter. Players must be in the same city to fight, and travellers cannot be attacked.

03 During a fight, follow the available actions and read the combat log. A stronger opponent can put you in Hospital. A crime failure may send you to Jail instead.

04 Check Hospital or Jail for your release timer and available recovery options. Read bail and escape consequences before acting. Use Notifications and personal logs to understand what happened.

REMEMBER

Casino outcomes and fights are not reliable sources of income. Never assume a win from level alone.

OPEN IN THE GAME

City - https://vicerift.online/city

Players - https://vicerift.online/players

Hospital - https://vicerift.online/hospital

Jail - https://vicerift.online/jail

CHAPTER 06

Read the world and ownership map

Find your home, your gang's land and rival businesses.

01 Open World Map. Search for a country or city, select a result, or pick a location on the globe. Country pages list playable cities and regions. The original Vicerift is an off-map city with its own entry.

02 On a city page, use the asset map beneath the globe. Select Asset city, Asset type and Ownership to narrow down properties, businesses and gang territories.

03 Use My assets in every city to find your own holdings. Ownership filters distinguish your assets and your gang's holdings from the wider city. Open a card to inspect the owner or business details.

04 Territory cards show the owning gang and local conditions. Location artwork is a visual reference; the owner labels, filters and territory details tell you who controls an asset.

REMEMBER
Viewing Los Angeles on the map does not move your character there. Check your current city and book a journey to travel.

OPEN IN THE GAME

World Map - https://vicerift.online/world

Los Angeles - https://vicerift.online/world/city/us-los-angeles

My Properties - https://vicerift.online/my-properties

CHAPTER 07

Travel between cities

Choose the route, check the fare and wait for arrival.

01 Open Travel, choose a destination and compare the available transport modes. Routes depend on distance and city infrastructure. A mode that cannot serve the route is unavailable.

02 Read the quoted fare and duration before booking. The fare comes from wallet cash. Confirm a single journey and check that the boarding or journey panel appears.

03 While travelling, follow the arrival countdown and route display. Physical actions may be unavailable in transit. Closing the tab does not cancel the journey; the server records your arrival.

04 After landing, confirm the new current city. Local activities, moving into a property and commanding forces can require your character to be physically present. Transporting an army is a separate mission.

REMEMBER

Keep a return-fare reserve. Owning a property or clicking a destination does not provide free travel.

OPEN IN THE GAME

Travel - https://vicerift.online/travel

World Map - https://vicerift.online/world

CHAPTER 08

Properties and business income

Ownership needs operating money as well as a purchase price.

01 Compare housing on Properties and read its price and benefits. My Properties lists your holdings across cities. You can buy remotely where allowed, but moving into a home requires being in its city.

02 Open Companies to inspect businesses and job opportunities. If you want to become an owner, compare the type, city and setup cost. A character can own one company; company work and a normal city job are separate career choices.

03 On an owned company dashboard, fund its account, fill essential staff roles and check equipment, inventory or capacity requirements. NPC workers cost recruitment fees and wages. Player vacancies have their own hiring process.

04 NPC customers use the city's limited demand. Adjust prices and marketing while watching sales, expenses and cash reserves. Sales settle hourly and salaries settle daily; income is not guaranteed simply because you own a business.

REMEMBER

Hotels, casinos and other business types have different staffing and operating requirements. Read the dashboard's missing requirements before expanding.

OPEN IN THE GAME

Properties - https://vicerift.online/properties

My Properties - https://vicerift.online/my-properties

Companies - https://vicerift.online/companies

CHAPTER 09

Gangs and territory claims

Coordinate your members and keep the vault funded.

01 Join a gang through Faction, or compare the cost of founding one. Use My Empire to see its territory, finances and permissions. Only authorised gang members may manage claims or command forces.

02 Open Territories and select a city. Inspect an unowned territory's claim requirements: vault funds, respect, member presence, capacity and any protection or ownership limits.

03 Move the required members into the city, fund the vault and start a permitted claim. Keep the required presence until the claim finishes. Read the refund terms before cancelling.

04 After capture, watch stability, protection, income and upkeep. Fund ongoing costs and maintain your holdings. A bigger empire costs more to support; unpaid upkeep can weaken control and eventually lose land.

REMEMBER

An unowned claim and a war against a rival's territory are different actions. Protected land and diplomacy can block a declaration.

OPEN IN THE GAME

Faction - https://vicerift.online/faction

My Empire - https://vicerift.online/empire

Territories - https://vicerift.online/empire/territories

CHAPTER 10

Army and transport missions

Ready the right forces in the right city.

01 Open Mafia Army and check your gang's facilities, permissions and vault balance. Build the required facilities before ordering units or upgrades.

02 Recruit from the available unit types and wait for the listed completion time. Review attack, defense, health, morale and upkeep rather than choosing only by unit count.

03 Use Transport Missions to move standing forces between cities. Check the route, cost and arrival time. Units in transit are not available for a local deployment.

04 Assign a garrison where permitted and keep enough money for upkeep. During a territorial war, committed units stay committed until the war ends. Casualties and desertion permanently reduce the force.

REMEMBER

Your character travelling and your units travelling are separate operations. Verify both locations before a deployment deadline.

OPEN IN THE GAME

Mafia Army - https://vicerift.online/empire/army

Transport Missions - https://vicerift.online/empire/transports

CHAPTER 11

Territorial wars, ceasefire and surrender

One target territory, visible phases and a server-run battle.

01 On Territorial Wars, an authorised leader selects a rival territory and reviews Declare war. Check protection, peace agreements, capacity and the vault fee before Confirm declaration.

02 Preparation gives both gangs time to ready and transport forces. During Deployment, enter quantities from forces already in the target city and choose Commit selected forces. Committed forces cannot be recalled. The defending garrison joins when battle starts.

03 Battle rounds run on the server. Watch Live battle log for results and the committed-force table for survivors, casualties, desertion and morale. Keeping the tab open does not control the outcome. Read the final Casualty report and ownership result.

04 A ceasefire requires the other gang to accept. It pauses the remaining phase timer while forces stay committed and still require upkeep. When it expires, the war resumes. Accepted peace ends the war, keeps ownership and returns committed survivors, with a peace period.

05 Surrender is immediate after its confirmation and cannot be reversed. A defending gang yields the target if the attacker has capacity; an attacking gang abandons its attempt. It does not surrender every territory your gang owns.

REMEMBER

The war screen shows the active durations and fees. Read those values: balance settings can change. Sending a peace or ceasefire proposal alone does not stop the war.

OPEN IN THE GAME

Territorial Wars - https://vicerift.online/empire/wars

Diplomacy - https://vicerift.online/empire/diplomacy

Alliances - https://vicerift.online/empire/alliances

CHAPTER 12

Daily routine and getting unstuck

A short return visit can keep your plans moving.

01 Check Notifications, claim Missions, review your resource bars and use training or crimes when ready. Check course, job, journey and recruitment progress before starting something new.

02 If you own a business or lead a gang, review reserves, staff, upkeep, stability, transport arrivals and war deadlines. A browser countdown is a display of server time; refreshing does not speed it up.

03 Use City Chat for public conversation, Messages for private contact and Forums for longer discussions. Opening City Chat starts on the chat view. Follow the Game rules and use one account of your own.

04 If an action is unavailable, read the requirement or error: funds, location, health, resource bars, prerequisites, permissions or an unopened feature may be responsible. Some world features open in stages. Check Updates and Mechanics for current information.

05 For a persistent problem, report the page, action, exact message and approximate time through Contact. Never send your password. Check your money log and inventory before repeating a purchase after a connection error.

REMEMBER

Daily resets use UTC. Your local midnight may be different. This guide explains play; the current action card always supplies the price, requirements and timer to use.

OPEN IN THE GAME

City Chat - https://vicerift.online/chat

Mechanics - https://vicerift.online/mechanics

Updates - https://vicerift.online/updates

Contact - https://vicerift.online/contact

WAR QUICK REFERENCE

Before you declare

Check the target owner, protection, peace agreements and your gang capacity.

Fund the gang vault and read the declaration fee and phase durations.

Have authorised commanders and forces ready in the target city.

Know who can accept a ceasefire or peace, and who can surrender.

How a territorial war moves

PHASE / ACTION	WHAT IT MEANS
Preparation	Ready your forces and transport them to the target city.
Deployment	Commit local forces. You cannot recall them.
Battle	The server resolves rounds and writes the live log.
Accepted ceasefire	Pauses the remaining timer. Forces still need upkeep.
Accepted peace	Ends the war, keeps ownership and returns survivors.
Confirmed surrender	Ends the attempt, or yields the defending target if capacity allows.
Final report	Review casualties, desertion, survivors and ownership.

Need help?

Read the action message and check location, funds, permissions and prerequisites. For a persistent problem, use Contact with the page, action, exact error and approximate time. Never send your password.

vicerift.online/how-to-play