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Gta 5 mc clubhouse guide

Hello friends, thanks for clicking on my guide and I really hope this guide helps you guys make that money! To start, to really make money and use these businesses to see a return in their investments of millions on millions, I think it's safe to assume anyone reading this guide is well-established and has many businesses owned as CEO/CEO.) This guide won't be unforty over-use if you just have a warehouse and 1 business. This guide is for those who have reached the endgame and feel that they take too long per hour or feel overwhelmed when having so many options and feel overwhelmed to learn to juggle them all efficiently without wasting too much time. Be warned that I'm not the best when it snapped a few words that speak volumes. It's going to have a lot of text and I hope you guys live up to the end and bear with all the paragraphs. Thanks in advance to start)MC BUSINESSTo you should be going at least 3 MC Business Coke, Meth, and Fake Cash. If you don't own them all, try to own at least these 3 as they pay the most after the sale. Get all the upgrades for them, including security because changes to raids make them much more frequent -- if you have a lot of money the first thing is to buy supplies for each business when you log into a session. Yes, it's a lot on the 75k one piece, but they'll all be produced at once and you can do other things in the meantime while they produce. Assuming you have all the upgrades, it takes about 2 hours to fill 2 times -2 1/2. Then you have to run another supply. If you expect a friend then steal the supply, but if you're single and have extra money, buy them. Ok ok, do you either feel like not having extra for money or you don't have to pay for being cheap and supplying? Well you can always steal them and don't eat it in your profits, but it will take so long that other goods can be spent. Still don't want to buy? Ok, so you'll have to devote a session to supplying all your businesses. You have to admit that RNG does not make any money on the gods for at least 2 hours because you are stealing supplies. Moreover, they do not produce during the resupply mission. So yes, you are saving a lot of money in the end, but if you always steal, you will be spending a lot of time. Imagine that you have 3-5 businesses and you only steal from them. That's going to be less than 2 hours before you even start making money to stuff. When you finally fill all the businesses after all the time, after all that's when you've actually been playing. GTA LOL. But one to do my own hey, I know I've spent several seasons stealing supplies as well. MC SALESOK is all your business products and you want to sell. This is where it's how you decide to sell if Gets the key on having a friend or you're going solo. If you already know that you will definitely have a friend to help then let the product reach 5 times. All sales are able to be completed by 2 players so no worries Failed. Ok Solo Guide sorry, for this you want to run a full supply and it will fill up to 2 times and 2 times and half depending on the business. That will give you the highest payment possible for two vehicle sales. Now yes, all sales can be single if you get 2 vehicles including fated post op vans. Drive well and you will sell well. Calculations for two times will be updated within a day or two. Calculation below I will list the potential payments by selling the full product and I will also post calculations for a purchase of supplies to help you determine the potential benefits of the people. Now these numbers are assuming that you have both upgrades for business and don't take into account high demand payments in the populated lobby. All bars of the product full cocaine = \$420,000 (5 hours) Meth = \$357,000 (6 hours) fake cash = \$294,000 (5 hours 20 minutes) weed = \$252,000 dollars (5 hours 20 min) document forging = \$126,000 (3 hours) 3 hours) a full supply runCocaine = \$205,000Meth = \$162,000Counterfeit cash = \$170,000Weed = \$114,000Doment forgery = \$105,000Day raid mechanics Now I have all the information I need to help people with avoiding raids. As you can tell, raids have been changed with the way they work and are much more frequent.-- the way raids work will no longer be timers depending on business until a raid happens. Having a security upgrade won't stop raids forever, they all delay. Inadvertently it's mandatory to buy a security upgrade if you don't really want to raid so often. I'll list below the timer for each business with and without security upgrades. The lowest number is without security upgrades and most bought with it. Cocaine (3-6 hours) Meth (4-8 hours) fake cash (5-10 hours) weed (6-12 hours) forgery (7-14 hours) The way these timers work is how much time you spend idle in Freemode. Unless you're anything like a burglary, contact mission, CEO work, resupply, etc., the timer will freeze. It's when you're nothing but eating crap in freemode when those timers really kick in. Just avoid engaging in frequent activities and sell them as soon as possible, avoid sitting on the product for too long. Always start and dissolve the MC inside a business. To find out more or have a better explanation, I'll post a link below for this explaining video by Tylarious! I have this information from my video, so all the credit goes to him. here's where you'll be making the most of your money. I'm sorry for another upcoming essay.) Your main source of income will be from I/E, VIP work and now terror if you own one. Bunker I'll mention later in the guide, :D Don't worry. For now I want to show you guys how to make fast and immediate cash rather than waiting for hours for passive income. It will obviously be more hands on and the money will soar depending on how much discipline you don't have to be lazy. this After a while a rote grind is going on, but if you you if there is no skimp on these methods, the money will come. VIP WORKThey all pay well, but you want the most money in the shortest time possible with the least effort. that; Holy Trinity there, most money, shortest time, less effort. Now it's not easy to find the ways that these three fill, but do some of the missions! Mainly headhunters, sightseeing keelers and focus on making hostile acquisitions. Headhunter - Easy, just kill four goals. Use a buzzard or a barbarian and you'll finish this in less than 5 minutes for \$21,500. Sightseer - Easy yet can take on laziness here when it's you go to Paleta Bay. You just hack and pick up 3 packages for \$22,500.Hostile acquisition (philanthropic camp if in Blaine, LSIA if in Los Santos) — pick up a package and deliver it, \$15,000.Note — now you take them to the full, and you get paid. Not a huge amount, just maybe a couple thousand more. CoolDown Management will go on cooldown for 10 minutes any mission you do, while the rest usually go for 5 minutes. So you can finish the headhunter and now 5 minutes until you hit the sightseeing keeler. Maybe run a crate or source a car during that time. Once 5 minutes is up, you do like sightseeing. Now the headhunter will be on a 5 minute chill by until you start sightseer. Finish it and the headhunter will be ready immediately after and you start it. So you just had two missions back to back for about \$40-45k. Now, one mission will be 10 minutes and the other will be 5. So do another crate or source car mission in between and rinse and repeat. If you own a terribite because it comes with client jobs then you can move your profits a lot further. The best ones to solo are robbery, and targeted data in Progress Diamond Shopping. They can be combined with each net you work VIP for \$31,000 and even quick :) So now you have to create your circuit or method juggling all these jobs. Work a VIP like the first headhunter and then hit the robbery in progress. Now once that's done his robbery in stride 30 minutes goes on cooldown and the rest 2 minutes go on cooldowns. Just keep working VIP in the middle of each customer job for the most efficient payment. Now you can also sweep data that's fine, but for me it's one of those missions that don't come within the holy trinity of ease, payment and effort. The salary is good and it's not hard, but it can be long and tedious. Remember that time is more valuable in this game and this mission can take a long time if you are unlucky enough to find a data drive. Don't discourage yourself, you can still add it to part of the rotation, but after doing this mission sometime. I prefer to pass on it. Drones (if purchased), if you have purchased a drone, it will give you access to two new client jobs that can be done single, easily and quickly too! Both these jobs are diamond shopping and targeted data and will both award \$31,000. Targeted data For, the aim is to get and take the west side entrance that's where you are closest to the terror park. The first guard with the drone would go out then up the stairs, take the second guard out and hack the 1st computer. After that you need to take another guard and also hack another computer. Once that's done, you'll have to hit your goal to complete the mission. Next diamond will be shopping which is easy and quick again. It also tells you to take the terribite to The Vengelicco and use the drone, but quite funny, you don't have fun using either! Just enter the driver seat quickly to mark the shop with your own ways and go there in a buzzard. Once you get there just blazing guns and kill everyone and get diamonds. Go back to the bajrad and deliver. Super easy and now you can cut time by not driving and using drones:D When you go, it's another easy \$60,000 to add to your cycle of missions. Import/Export Here you will be making quick money to sell your sourced cars. Now to get the maximum profit and benefit vehicle warehouse offers, you must already have 10 standard range and 10 mid-range cars in your warehouse. All 10 have to be separated and not duplicates. Once this is achieved you will only be the source of top range cars. There are no more than 12 top range cars in your warehouse as it will then start giving you duplicates for standard and mid range. This probably concerning the most impenetrable advice I/E only sell and source top range sure. Not mandatory, but sourcing cars and reducing expenses will make it much easier and more efficient if you own a cargobob. Y'ea sure you can go get one on the map, but that takes time and after a while it becomes a pain to keep a cargobob going to every source mission. Buy one and you can take a car right away from your office after the source. You will reduce the travel time (most of the time) and incur no repair costs when delivering in the warehouse. You will avoid AI unless it :(choppers So there is no need, but will dramatically improve efficiency. Car salesways choose the most expensive option for the most profit. \$100,000-\$20,000 = \$80,000. To really make every care sale for profit after a headhunter that's 20k :) Until you have another CEO or player in your session, AI Won T follows you during the selling mission. If you're in a single lobby, drive until you find a place to hide the car and fight enemies. There are four waves of two cars with 2-3 enemies inside every car. Eliminate all four waves to complete the sale undisturbed. YEA takes time to kill all this enemies, but they have John Witch's accuracy combined transporter driving skills. It is almost impossible not to suffer monetary losses if AI chases. Possible, but highly unlikely. If you sell by yourself, you can sell every 20 minutes. The trick is to sell a car and do all vip/customer jobs during that 20-minute cooldown. You must be able to do a full cycle or have stopped before 20 minutes. Once again it And :D repeat jobs ***** Special tip: Maybe I'm late to the party, but you'll you Use a cargobob during car sales missions. It makes everything so easy and quick if you own one. Just park it right next to your vehicle warehouse before making a car sale and once you get out with your car, go to your cargobob and wind up your car to the destination with no effort or risk. If you plan on making the most of your money I/She's been making. Bunker bunker If you live on top of it, you may take a lot of money. As a single player, a full resupply runs net \$210,000 if you sell in Los Santos. It may be slightly higher, but the maximum profit around that number can make you a vehicle for sale. Now the maximum amount for two vehicle sales is around \$416,000 or that number, I'm sorry for not having specific numbers, but trust me that it's not far if I'm wrong. Now it's entirely possible to complete vehicle sales as a single player, but it's going to be exhausting. Sell MissionsTwo rebels with Menweather Waves. This can be done, but you have to make sure you have a buzzard to fly from the rebels. If you don't have a buzzard then it's all ogre. Phantom Nail - Pray that you get this one. It's the easiest one and it's only one delivery. Marshall — I hate this one and most people do. It can be done, but it requires innocent driving and literally no mistake. You have to become a robot to accomplish this. If you have a bunker away then don't bother and just switch sessions. Even innocent driving will not save you. DUNE FAV - No One Just!!!! Just switch sessions, no matter what. It's like Marshall, but even worse. It's a 15 minute timer with delivery then spread out. Only 4 deliveries appear and appear after 5th delivery :). This is what you want to avoid. If you get a lot of it, I'm curious what you did to anger the RNG gods. Of course this can be done with a delivery to the mission of selling these above tips apply only if you decide to sell \$210k. Resupply only once if you want to be safe and risk free so you can get the most profit for a vehicle sale. The farther you are, the worse it will be when you get Marshall or Dune FAV. Los Santos is the best bunker Chumash for sale. When buzzards chase you, try to shoot out the door gunners and buzzard will chase you, but don't deal any damage. Even more re persistence to reduce, destroy a buzzard and shoot the Gunners out of each other but don't destroy it. Other buzzards don't respawn if at least one buzzard is still out. So you reduce the number of buzzards and you have a buzzard who can't do you harm if you shoot out the Gunners. The only thing is if you move them and put a lot of distance between them, then new ones will spawn on you. So if you're the only one chasing you, do catch it every now and then. CEO warehouse boxes here we are, beautiful and variety heavy crate grind :) Is who requires the most hands on and all!!! grinding out and and all!!! grinding out of them. Someone Lying to you if they tell you they still have as they move boxes as when they first released. After a while everyone leans to grind and ignores the boxes for a while or even completely. I know I am guilty of this and if you are not resort to then you. Now let's get to it, the reason people hate boxes is because of the rote grind and that you have to pay money to steal boxes which I've got funny, but that's another topic. According to Rockstar, we need to pay money to steal money, so there are three ways to pay for boxes. 1 crate = \$2,000, 2 boxes = \$8,000, and 3 boxes = \$18,000. To make the most profit you guys must have at least 1 large warehouse. If you guys don't have the same then I highly recommend you steal to buy one. This is because if you ever have a friend to help you at some point, you can fill it up as much as you want and sell it with your friend. All missions can be carried out by 2 people, including selling a full large warehouse, but completing will require good management on your part. Now the juicy part is how to buy boxes. Here's where the ideas vary and depends on how you look at the funds and the time that will affect you buying 2 or 3 boxes. If you're tight on money or don't like to spend too much then you can go for 2 boxes for \$8,000. Note that yes, it will save you money, but it will take more time. You have to decide what's more valuable to you, what's the time or money? For me I like time and time as expensive as buying supplies and buying 3 boxes. It will take 37 trips with 3 boxes to fill a large warehouse. Now again you don't need to grind all 37 into a sitting because he's just crazy, even I've never done that. Try to find a number where it doesn't seem to grind much but still fills up quickly. Try to do 10-20 boxes a day or every game session until it fills it. Go over on a few days or go less on a few days, you decide on your number. I try to get that number around every time I play because I grind boxes so very boring that I can't play more than 15 or so whenever I do. A tip is to open your map as soon as you start crate missions while singles 3 boxes. Warehouse you chose for the goods stash and if you appear on the map then it :(three different crate Look for the drops going to happen, but if someone appears on the warehouse map then it's all going to be inside a van or truck to be delivered at once. This is another reason why single players hate boxes or end up doing just 2 boxes because going back and forth to 3 boxes is such an exhausting chore, especially when it asks you take out angry Valkyries!!!! CEO Crate SalesOK It's sales time. Now as a single player, you have a maximum of 9 boxes before it asks for a 2 delivery vehicle Can. So if you're going solo just filled up until you reach 9am and sell. If you know you'll have friends, fill in your heart's content and know for sure that he'll help you when the time comes. Fill the worst case scenario you fill And your friend goes on vacation or for some reason he can't help you for a while, you can always sell them from 9 until you sell the whole warehouse. There are 3 types of sales when it comes to selling boxes. Very simple, drive from one point to another) using a titan for a Cuban 800 or larger shipment from air 2 (the toughest, easiest for real dirt, anxiety-inducing journey when selling full) using the 3rd tug boat by sea (easiest, pray that you get it on heavy sale) Tug boat (easy)= tug go to the boat and drive it out to the sea until you see the purpose. So trivial and easy that of course I never get this one for huge sales. You might have to deal with AI, but they're not going to be if. By air (hardest)= It's not necessarily difficult or requires mechanical skills, but what makes it difficult is how easy it can go wrong or make a mistake you can afford everything. You have to stay low to avoid police radars that can make collisions in objects much more common. I know because I messed up a titan with all my 111 boxes inside to see only my plane and my boxes in flames and all my time wasted. Sometimes after selling it, it asks you to land at Lago Zankudo which can be very scary if you're not the most experienced pilot. The second time you're in cuba 800, eggs as AI buzzards and you start shooting. So if you're single without a friend for backup in his or her buzzard, then there's not much you can do if they start shooting at you since you can't defend yourself. Hurry up at this point and finish sales, put the mountains and barriers in between you and the attacking hells to minimize damage. So yes per not hard, but really easy to mess up. Brickade (middle) by — It's actually pretty simple, the reason I put it after the tug boat is because if you make a big sale, it'll require multiple Brickade sales while the tug boat is a big delivery. Drive from point A to point B and some topical AI, but not common. Nightclubs for nightclubs, it's honestly worth it if you have almost all or all businesses owned by GTA Online. If you have a warehouse and maybe 1 MC business then investing in a nightclub won't really be worth it. You will not reap the full benefits of it and feel the water in your money. Ok so if you own lots of business then nightclub is worth it and here's how. First of all, it's another passive income business like MC, but it's even more passive because mc you have to supply them again. Here you literally don't raise the finger to get the product, you really need to start is a good part of the change. First and foremost, upgrade that tool before you get to start thinking about making money back. The product will produce so slowly without it that you will question whether your product is actually getting. I know it's expensive, but There is a huge difference. Nightclub popularity management it's honesty up to you if you think it's worth keeping Popularity high. There are many people who don't really touch it at all because it's a very little reward or barely any hassle at all. If you didn't already know, you get every payment on the day of the game which is 48 minutes. Depending on how high or low your popularity it will fix your money. There is no population of \$250 every 48 minutes and the maximum population traps you \$10,000. In my opinion unless you upgrade employees, it's not worth investing time in maintaining popularity. It's quicker than you think and promotion missions take time which one you get for very low pay and only half times of popularity. You go grind for an hour or so and have lost 2 bars and come back for another 30 minutes of promotion missions or longer. However if you let employees decay this really slowly and you can grind without worrying too much about itNightclub WarehouseNext you want to buy all the technicians or many technicians as much as you can afford. You can buy a maximum of 5 and there are 7 possible slots to keep these technicians. So obviously two of your businesses won't be getting much love. So if you own all the business, the most profitable places to keep your technicians are South American imports, sporting goods, cargo and shipments, cash creation and pharmaceutical research. The remaining two are organic products and printing and copying. Don't place any technicians there unless one of your other technicians fixes the full product for one of those 5 listed. Remember more storage space, the more money will be made during the sale. So try to invest money in getting all 5 floors of storage for your warehouse as soon as possible to fully benefit from the nightclub. I know, I've asked you guys to buy so much stuff before any sale, but to actually get the most out of the nightclub, you need to see one arm and one leg and maybe another leg or hand return to invest.(You'll have to buy both Mule Custom and Pounder Custom for those big sales, so yes to spend more money. Countcargo and shipments (boxes) (\$10,000 per crate, 50 max) (70 minutes per crate, 58.3 hours) = \$500,000 sporting goods (guns/bunkers) (\$5,000 per crate, 100 max) (40 minutes per crate, 66.6 hours) = \$500,000UUS import (Coke) (\$20,000 per unit, 10 max) (120 minutes per unit,20 hours) = \$200,000Pharmaceutical Research (Meth) (\$8,500 per unit, 20 max) (60 minutes per unit, 20 hours = \$170,000 cash build (fake cash) (\$3,500 per unit, Unit 40 max) (30 minutes per unit, 20 hours) = \$140,000 organic product (weed) (\$1,500 per unit, 80 max) (20 minutes per unit, 26.6 hours) = \$120,000 printing and copying (forged documents) (\$1,000 per unit, 60 maximum) (15 minutes per unit, 15 hours) = \$60,000 ****AFKYou can actually go AFK and rake in some serious funds. Depending on how busy you are or how busy you are, this method will work wonders. Even if Barely have a personal life and most time is spent working, it will still make you in fact it is better that you're totally busy to benefit from this because it takes quite some time to fill the warehouse. You can skip it while you sleep or if you go out for a few hours, that too will work. There are many ways to go afk for hours without being kicked based on which platform you play. I play on Xbox so it has a little more steps than saying PC or PS4. The most acceptable method is watching TV in your apartment or watching security cameras in your bunker. Now you have to keep in mind that you can raid during AFK, but this can be easily avoided. Just retire from the CEO or MC before you don't get afk raids and don't get charged as much daily fees. You'll still be charged, but not for bunkers or MC properties. Those methods are all right, but the best AFK method for me is through contact missions. So hit a contact mission like titan of a job and get into your apartment. It is not visible on the map i.e. you have to remember the location. You can go inside during contact missions to watch TV. The reason I ask to do this through contact missions instead of the general lobby is because you won't any daily fee is charged. You can go AFK all night and not a single daily fee can be charged and everything will still be produced in the game. I believe this is the better way to go AFK since you won't get any charge and stuff will still be charged. AFK Fact- If on Xbox, go to Settings and then go to Preferences and click on the Idle option that box and that kick will be solved. - Go to settings, go to Power and Startup and choose where it says how long it will stop after inactivity, it won't be put 6 hours or anyone so that it doesn't stop at you. When to sell all depends on how long you afk and your personal choices are ready to go. I prefer to sell it myself when it's \$1 million or more or \$800,000 and more. Remember to always factor in Tony's cuts and anything above \$1 million Tony will take \$100,000. I also like to sell 20 hours or after the combined AFK and actual grind. If you look back at the calculations, you can see 4 of the 7 businesses will be filled after 20 hours plus half of the other business that carry a lot like sporting goods and cargo and shipments now. After 20 hours pharmaceutical research, South American imports, and cash will be in construction and printing and copying all you have in assuming the maximum storage flooring. The best feature about selling nightclub goods for me is that it's all completely singles possible. You can unlock all the floors and fill it up to the brim with the product and still transport it all in pounder custom without the need for multiple vehicles. Take advantage of it and upgrades are not mandatory for delivery vehicles if you really want to save costs, but they will make the mission easier. I'll be honest, I probably haven't spent a cent on upgrades for any of these vehicles except speed and I didn't fail a single mission Yet! I'm sure it is But I've sold about \$8 million of products so far without any issues, so it's doable. Cash Creation - \$140,000 Pharmaceutical Research - \$170,000 South American Imports - \$200,000 Printing and Copying - \$60,000Page 2 Comments

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