





BARS

BARS

An Introduction

**You are a new inmate at the
Behavioural Assessment and Rehabilitation Site.**

**You have just been sentenced for a crime, and you
must now serve your sentence... or escape.**

**Though your sentence may not be long, it won't be
easy, as you are locked up with other inmates, some
of whom have been there for years and are thirsty
for new blood.**

You must make it out alive. You only have one chance.

THE FIRST DAY

What you must know



You can choose between twenty-four characters to play as.

There are over twenty crimes you could be sentenced for, with an initial sentence of a few months, though this can change depending on the choices you make when serving your time. You may even be hit with a life sentence if you're not careful.



You will have to maintain various stats while inside.

HEALTH

Your health slowly deteriorates over time. You must eat and rest to keep yourself healthy and to recover from any fights.

STRENGTH

If you want to survive, you can't let people push you around with no way to defend yourself. Train and eat properly unless you want to end up somebody's prison bitch.

STAMINA

If you ever want a chance at escaping or running from a sticky situation, you need to keep your stamina up.

And last but not least...



REPUTATION MATTERS

**How will anyone respect you if you're a nobody?
You may be a new inmate, but that doesn't mean you
should let people bully you into submission.
Show them your name means something!**

**Prisoners often target weak, vulnerable, and lone
inmates. You cannot survive if you aren't feared.**

**Meet other inmates and try to befriend them, trade
with them, or fight if you must. This will improve your
reputation. The higher your reputation, the less likely
someone is to pick on you.**

The prison operates on a very strict timetable.

07:00 HEADCOUNT

Rise and shine! Make your way to the main hall for headcount. If you're not there in time, you will be declared missing and you will be wanted by the wardens. If you are found, you will be hit with an attempted escape charge, and will have more time added to your sentence.

08:00 BREAKFAST

If you are hungry, make your way down to the canteen and enjoy some delicious prison slop, consisting of gelatinised meat, unseasoned eggs and way too much oil.

12:00 LUNCH

If your stomach is still not satisfied, lunch is offered to all inmates at noon.

18:00 DINNER

Can't sleep on an empty stomach! Dinner is offered to all inmates a few hours before lockdown.

21:00 LOCKDOWN

All inmates must go to their cells immediately. Wardens will check to make sure you're in your cell, and if you're not, you will face further punishment.

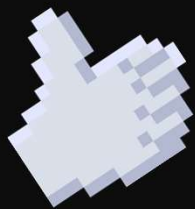
Each inmate will have their own cell. In your cell you will have a bed, a toilet, and a drawer. You may store items in your drawer to use later.

Carrying dangerous items with you at all times is not always a good idea.

Prisoners can be very territorial - if someone catches you in their cell, be ready to throw hands. If a warden catches you in another person's cell, you may even catch a trespassing charge!

RELATIONSHIPS

Allies and enemies



As a new inmate, all other inmates will either be **neutral** or **hostile** towards you.

During your time in prison, you will make new friends. You may also make enemies.

Those who are neutral to you are easy to befriend, but it is just as easy to turn them against you, so befriend them while you can.

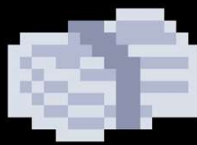
Enemies are *much harder* to befriend. You must convince them to become neutral before you can become friends, but it is possible.

Remember – REPUTATION MATTERS! If you try to befriend a neutral who has a higher reputation than you, they will reject you and likely become an enemy.

TIP: To improve your chances, look for someone with a similar or lower reputation to yours. Loners are always happy to have a friend.

Wardens are there to maintain order, and they are not interested in becoming your friend.

Well, unless you've got the money of course.



Generally, Wardens will be **neutral** or **hostile** towards you. A warden can only become an **ally** if you manage to bribe them.

Wardens that are **hostile** will follow you around and are more eager to arrest you, and will require significantly more money to bribe successfully.

Once you've bribed a warden, that warden will completely ignore your shenanigans and refuse to arrest you no matter how inhumane your crime is. This can last several days.

TRADING

Trading, smuggling, and the prison economy

Trading is an excellent way to make friends! Trading can also calm some of your enemies down, with some effort.

Trade with inmates to get items you otherwise couldn't get your hands on. These items can help you escape, help in fights, or just be random collectibles.

You can trade with anyone, but it will be much harder to convince an enemy to trade with you.

If a trade is successful, your relationship status may improve. If a trade is unsuccessful, your relationship status may worsen.

A successful trade doesn't always guarantee that an enemy will become neutral or that a neutral will become your friend.

Each item has its own rarity; some items are more common than others. Some items aren't even obtainable through trades.

Trading is not prohibited at the site, however any dangerous behaviour as a result of trading may carry consequences.

There are two trading mechanics: Free Trades and Offer Trades.

FREE TRADE

A free trade is initiated when an inmate approaches you and asks to trade. Here, you can select any item in your inventory to give to them, which will always be accepted.

However if you have no items, or refuse to trade with them, you will upset them and your relationship status with them may be affected.

Only **neutrals** and **allies** will approach you to trade.

<Inmate> would like to give you <their item>. Select an item in your inventory to trade.

*[INVENTORY]
[I DON'T WANT TO TRADE]*

OFFER TRADE

An offer trade is initiated when you approach an inmate to trade. Here, the inmate asks for a specific item from your inventory in exchange for an item which may be better or worse. You have the option to either accept the trade or reject it.

Rejecting the trade will upset the inmate and your relationship status with them may be affected.

Inmates will only be willing to do an offer trade with you once a day, regardless of relationship status.

Sometimes, an inmate may not have anything to give you, so you'll have to ask someone else or trade with them another day.

You can initiate an offer trade with anyone, however **enemies** are much more likely to reject you.

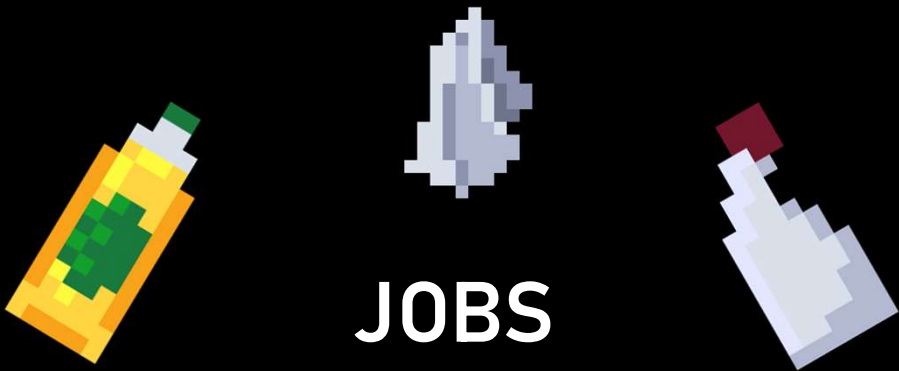
*<Inmate> wants <your item> in exchange for <their item>
[ACCEPT] [REJECT]*

SMUGGLING

Some items are not obtainable through trading, and will need to be smuggled into the prison.

This can be done by asking civilians to give you items, though this can come across as desperate and hurt your reputation.

It is also strictly prohibited, and you will be arrested and charged if you get caught in the act.



JOBS

Wardens will be happy to give you something to do, just go up to one and ask. But once you're given a job, you must do what you're told, and you cannot quit, at least not without consequences.

At any point during the day – after headcount and before lockdown – you can work, and for as long as you like. The more you work, the more cash you earn, however some inmates may lose respect for you and your reputation could be impacted.

If you miss a day, you will be fired and days will be added to your sentence. If you work consistently, you will be rewarded with days taken off your sentence.

Money can be used for commissary at the canteen, in case you don't like the food that's offered to you for free. Alternatively, you can try your luck with trades to get an item you want.

PUNISHMENT

Fights, wanted system, and new charges



If you end up in a fight, it usually won't end until someone is knocked out or killed.

You can approach people and attack them to initiate a fight, though this will usually get you into trouble.

If your reputation isn't very high, some inmates might approach you and try to intimidate you. When this happens, you can either fight them, or try to calm them down by offering to trade or to give them some of your money. They could either accept your offering, or ignore you and fight you anyway.

You can run away in the middle of a fight and try to lose your enemy, but this will harm your reputation.

You could also snitch on an enemy to a warden during or shortly after a fight, however you will lose a lot of respect and this could turn allies against you.

While serving your time, you could catch new charges if you do not behave yourself. You could be wanted for something as minor as not showing up for headcount, or serious crimes like murder or terrorism.

When you are wanted, any wardens you haven't bribed will search the entire prison. It is possible to evade them, but it will be very challenging.

If you are caught, you will be arrested, receive an additional charge, and have more days added onto your sentence. Wardens will not become more hostile with you if they catch you. Everything you carry will also be confiscated.

However if you manage to hide for long enough, the wardens will give up and stop searching for you, but they will all become **hostile.**

For very serious crimes, you could receive a life sentence and never be let out! If the arresting officer is in a good mood, they might place you in solitary confinement instead. While in solitary confinement, you're locked in an isolated room with food and water given to you each day, and you cannot leave until you spend enough time on your own.

ADDITIONAL INFORMATION

ACHIEVEMENTS

There are over ten achievements you could earn when playing BARS. Unlike previous games, your achievements will never be cleared unless you choose to clear them, so your achievements will remain even when you start a new game.



BARS

BARS

Current Estimated Release Period

H1 2027

EARLY DEVELOPMENT NOTICE

Everything mentioned in this document is subject to change. Some mechanics may not make it to the release build, and some additional features not mentioned in this document may be introduced.

The estimated release period was set on 11th January 2026 and is still accurate as of when this document was published, however this is also subject to change.

The game cover shown in this document is a placeholder and will not be the final cover.

www.ejbgames.com