Christmas Bonus Potential (Based on 2016)

Warehouses:

Large Warehouse = $2,220,000
2,220,000 x 1.5 bonus = **$3,330,000**/Large Warehouse

3,330,000 x 1.25 maximum lobby bonus = **$4,162,500**/Large Warehouse after Lobby Bonus

4,162,500 x 5 Large Warehouses = $20,812,500

Maximum Large Warehouse Potential: **$20,812,500**

Medium Warehouse = $735,000
735,000 x 1.5 bonus = **$1,102,500**/Medium Warehouse

1,102,509 x 1.25 maximum lobby bonus = **$1,378,500**/Medium Warehouse after Lobby Bonus

1.378,500 x 5 Medium Warehouses = $6,890,625

Maximum Medium Warehouse Potential: **$6,890,625**

Small Warehouse = $244,000

244,000 x 1.5 bonus = **$366,000**/Small Warehouse

366,000 x 1.25 maximum lobby bonus = **$457,500**/Small Warehouse after Lobby Bonus

457,500 x 5 Small Warehouses = $2,287,500

Maximum Small Warehouse Potential: **$2,287,500**

Note: If you own different sized warehouses and/or own less than 5, mix and match individual warehouse sized above after the 1.25 bonus to complement whichever warehouses you own. Then, add all of them up to get **your** maximum potential profits.

MC Businesses:

Cocaine Lockup = $420,000
420,000 x 1.5 bonus = $630,000
630,000 x 1.25 maximum lobby bonus = **$787,500**

Meth Lab = $357,000

357,000 x 1.5 bonus = $535,500
535,500 x 1.25 maximum lobby bonus = **$669,375**

Counterfeit Cash Mint = $294,000
294,000 x 1.5 bonus = $441,000
441,000 x 1.25 maximum lobby bonus = **$551,250**

Weed Farm = $252,000
252,000 x 1.5 bonus = $378,000
378,000 x 1.25 maximum lobby bonus = **$472,500**

Document Forgery = $126,000
126,000 x 1.5 bonus = $189,000
189,000 x 1.25 maximum lobby bonus = **$236,250**

Maximum MC Business Profit: **$2,717,125**

Import/Export:

High End Car = $80,000 (after $20,000 modification investment)
80,000 x 1.5 bonus = **$120,000**/High End Car

Note: I didn't include Mid or Normal Tier cars due to lack of information. Plan to add later.

Import/Export Collections:

Birds of Paradise = $260,000 + $50,000 Bonus = $310,000

310,000 x 1.5 Bonus =**$465,000**

Uninsurable = $240,000 + $35,000 Bonus = $275,000

275,000 x 1.5 bonus = **$412,500**

Molten Metal = $210,000 + $50,000 Bonus = $260,000

260,000 x 1.5 bonus = **$390,000**

Shades of Blue = $190,000 + $50,000 = $240,000

240,000 x 1.5 bonus = **$360,000**

Hip to be Square = $180,000 + $50,000 = $230,000

230,000 x 1.5 bonus = **$345,000**

Pastel Perfect = $180,000 + $35,000 = $215,000

215,000 x 1.5 bonus = **$322,500**

End of Empires = $160,000 + $20,000 = $180,000

180,000 x 1.5 bonus = **$270,000**

No Direct Sunlight = $140,000 + $35,000 = $175,000

175,000 x 1.5 bonus = **$262,500**

Stay Declasse = $140,000 + $35,000 = $175,000

175,000 x 1.5 bonus = **$262,500**

Fading Power = $80,000 + $20,000 = $100,000

100,000 x 1.5 bonus = **$150,000**

Total I/E Collection Potential Profits: **$3,240,000**

Special Note: The following entries are businesses implemented after last year's Christmas Bonus Event. They have been implemented just in case they are included this year, and for the sake of consistency.

Gunrunning Bunker:

Full Bunker, out of county = $1,050,000

1,050,000 x 1.5 bonus = $1,575,000

1,575,000 x 1.25 maximum lobby bonus = **$1,968,750**

Smuggler's Run Hangar:

Note: Data used assumes Hangar is filled with high value products (I.e. Narcotics)

Full Hangar = $850,000

850,000 x 1.5 bonus = $1,275,000

1,275,000 x 1.25 maximum lobby bonus = **$1,593,750**

Overall Potential Benefits:

Note: Assuming items sold include 5 large warehouses, 5 MC Businesses each sold once, all I/E collections, Bunker sold once and Hanger sold once:

$30,332,125