

DSL Exploit Levels

The maximum number of cars that you are able to sell back-to-back (B2B) without bypass is 2. After selling the 3rd car, you will receive the DSL message. Therefore, it is wise to just sell 2 cars.

For DSL bypass, the updated 'hard-cap' is 9 cars.

If you do not know your exploit level or suspect it is not 0, the recommendation is to sell a maximum of 2 cars within 24 hours. If you KNOW that you are on exploit level 0, it has been determined that it is safe to sell up to 9 cars, 2 every 2 hours.

A 'safe' selling pattern is described as selling 2 cars every 2 hours.

If you hit DSL, you will need to wait 14 days before the exploit level will be lowered. After 14 days, you will go down 1 exploit level. For instance, if you are on level 3 and wait 14 days, you will now be on level 2.

- Exploit Level 0: Maximum of 9 cars in 24 hours. (10 will hit DSL)
- Exploit Level 1: Maximum of 2 cars in 24 hours. (3 will hit DSL)
- Exploit Level 2: Maximum of 2 cars in 24 hours. (3 will hit DSL)
- Exploit Level 3: Maximum of 1 car every 24 hours. (2 will hit DSL)
- Exploit Level 4: Maximum of 1 car every 24 hours. (2 will hit DSL)
- Exploit Level 5: Maximum of 1 car every 24 hours. (2 will hit DSL)
- Exploit Level 6: Maximum of 1 car every 24 hours. (2 will hit DSL)
- Exploit Level 7: Maximum of 1 car every 24 hours. (2 will hit DSL)

Daily Sell Limit

- The initial threshold has been lowered from 5 crosses to 2 crosses.
- Cap/Exploit Level Recovery Time increased from **one week** to **two weeks**.

Exploit Level (Personal Vehicles)		
Level	Old Limit	New Limit
0	20 vehicles	10 vehicles
1	6 vehicles	3 vehicles
2	4 vehicles	3 vehicles
3	3 vehicles	2 vehicles
4	3 vehicles	2 vehicles
5	2	2

Exploit Level (Personal Vehicles)		
6	2	2
7	2	2

Years ago, Rockstar maintained sale seasons presumably between event weeks and title updates. A new sale season resets thresholds like the initial threshold and other variables. Rockstar, nowadays, no longer maintains that process. Meaning the initial threshold is only reset via cap recovery and its value is set to 8 crosses upon recovering from an Exploit Level.

- Players who have never gained an Exploit Level can sell 3 personal vehicles within 2 hours, but risk gaining an Exploit Level upon selling the fourth vehicle.
- Players who gained an Exploit Level and recovered back to Level 0 are guaranteed to risk gaining an Exploit Level upon selling more than 2 vehicles within 2 hours.

[DSL Guide \(Numbers Slightly Outdated\)](#)

[Doing bypass is greedy and very easy to mess up. It is not advised, literally at all. Just follow safe sell methods. Doing bypass **does not** net you more profit. It just earns it in a quicker time.]

DSL Bypass

Disclaimer: Doing DSL bypass is now riskier than ever, due to the way thresholds work. Do this at **your own risk**.

(Please note: If you are doing the 1 car per attempt version of SFM, you do not need to pay attention to this.)

It is also recommended to start with a 'fresh' or 'new' second character before attempting this bypass, to ensure you do not have any threshold crosses on your character.

Regarding DSL bypass for BEFF/SFM, the threshold crosses have also been updated. If you cross more than 3 times, you will hit DSL.

An example of a safe pattern for BEFF/SFM would be to sell 5, delete & replace the character, then BEFF/SFM the remaining 4 cars, sell them & delete the character again like you normally would at the end. Then, since you hit your 'hard cap' for the day, you must wait 24 hours to redo this process. Deleting the character will erase the crosses that you currently have on the character.

FAQs

Q: Is there a glitch to sell more than 9 cars in a day?

A: No, there is not. 9 is the hard-cap per ACCOUNT.

Q: If I have DSL on my main character, will I have it on a new character I make?

A: Yes. DSL exploit levels apply to accounts. The reason DSL bypass works is that you are only hitting 'soft exploit' levels. Meaning, you never hit an actual exploit level for your account."