



Introduction

Bullworth Academy is not where you want to go to school. It's chock-full of feuding cliques, irascible bullies, and teachers who view school more like a prison than a place of education.

As Jimmy Hopkins, you must survive a full year at the infamous private school. Earn the respect of your classmates, pass all your classes, avoid detention, eat the cafeteria food without barfing, woo the ladies, and be back in your dorm before curfew. Yes, it's not easy being fifteen and that's why IGN Guides is here to help. Just think of us as your high school guidance counselor...only useful.

In this Bully strategy guide, you'll find:

- A complete Bully walkthrough covering every mission, class, and part-time job.
- Tips for winning every bike race, attaining the high score on every arcade game, and earning the most tickets from the carnival midway games.
- Strategies for staying out of trouble when getting into trouble.
- The exact location of every collectable.
- Secret stuff you may never see...
- Much, much more.

So what are you waiting for? Class is about to start so turn the page and start cramming!

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Basics

The secret to surviving at Bullworth Academy is understanding how everything works. Knowing what you can and can't get away with will be invaluable as you strive for 100% completion.

Ground Rules

Let's start with what's expected of you by the Bullworth faculty.

You are at school to learn so when it's time for class, you'd better be there. Your curriculum consists of two classes every day: first period is from 9a to 11:30a and second period is after lunch from 1p to 3:30p. If you are not in class 30 minutes after it starts, you are truant and will be forcibly dragged to class if you are caught.

Contrary to popular belief, Bullworth faculty do have lives of their own so the main school building closes at 7p and you are expected to stay out. If you are caught trespassing, you will be sent to your dorm room.

Curfew begins at 11p. If you are caught wandering the campus after hours you will be thrown into your dorm room.

Jimmy's young yet so he can only stay up 'til 2a before he passes out. You'll be okay if you fall asleep in a building but if you're outside, you may be robbed.

Trouble

How much trouble you're in will affect how aggressively authority figures pursue you. You have a trouble meter in the upper right corner of the screen that fills when you break the rules. The larger the infraction, the faster the meter fills. Minor rule bending such as breaking the dress code or riding your skateboard on campus won't attract much more than a stern glance but breaking into someone's locker or bullying another student are much more serious offenses. Attacking girls, teachers, prefects, or anyone smaller than you will instantly raise your trouble meter to the maximum.

When you're in trouble, teachers and prefects (or cops if you're away from campus) will chase after you. If you're caught, you can rapidly tap the indicated Action Button to escape their grasp and start running. If your trouble meter is full to the top, you will not be able to escape.

Escape

If you manage to escape an authority figure's grasp, the best thing to do is run away and lay low until your trouble meter empties. Trash bins, lockers, wardrobes, and port-a-potties are all viable places to hide. Remember, prefects and teachers aren't blind so don't expect them to give up the chase when you hide in a trashcan only three feet away. Put some distance between yourself and your pursuers first or they'll just yank you right out.

There are a few places you can go where authority figures will not follow. These include any of your save locations and retail stores. Run inside and hang out until your trouble meter empties. Just don't act up inside a store or the sales associate will chuck your sorry bum right back outside. You'll also find safe haven on rooftops if you can make it up the ladder before someone pulls you off. Jumping in the lake and swimming away will also work.



Busted

You are busted when you are caught by an authority figure and cannot escape their grasp. Your projectile items will always be confiscated but where you are taken depends on who caught you and what time of day it is. If a prefect or teacher catches you and it's class time, you will be sent to class. If it's after 7p you will be sent to your dorm. Any other time you will be sent to the principal's office. Every three visits will land you in detention (see the walkthrough for the specifics of detention).

If you're busted by a police officer and you are truant or breaking curfew you will be dropped off at school. Any other time you will be taken to the police station.

Playing The System

Now that you are familiar with the consequences of your actions, it's time to learn how to use the system to your advantage.

Being busted only counts towards detention if you are sent to the principal's office so if you're going to get into trouble at school, do it during class or when the main school building is closed for the day.

You can use prefects and police as your own personal warp pipes. Having trouble finding one of your classes or just don't feel like walking? Punch a little girl in the nose while truant and presto! The helpful prefects will escort you right where you wanted to go. Likewise, if you lose track of time and don't think you'll make it to bed before passing out from exhaustion, just get into trouble. Cops will send you back to school and the prefects will send you to your room the moment they see you. Nighty night!

Respect

Each clique has a certain amount of respect for you. Groups that like you will say "hi" when you pass by. The ones that don't will try to bloody your nose on sight so be aware of how folks feel about you before traipsing through their territory.



Bike Garage

You can have two bikes in your garage at one time. That's it. One bike will be the BMX you unlock from Shop class. As you work your way through the different levels of the class your BMX in the garage will change. The other bike will be whatever you buy from the Shiny Bike shop. If you purchase the scooter from the carnival tent, it will replace whatever you bought at the shop and remain in the garage next to your BMX until you buy something else.

Walkthrough

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CHAPTER I: MAKING NEW FRIENDS & ENEMIES

Welcome to Bullworth

Mommy Dearest just dumped you on the doorstep of Bullworth Academy. She'll be on her fifth honeymoon for the next year so don't expect to hear from her anytime soon. Eh, who needs her?

After a quick chat with Crabblesnitch's oversexed secretary Mrs. Danvers, you're let into the school grounds and instructed to visit the headmaster in the main school building. As there is no clock at this early point in the game, now would be a great time to explore the campus and get the lay of the land. Jimmy spends the entire first chapter confined to campus so knowing where everything is will be most helpful. Pick up any **Rubber Bands** and **G&G Cards** you find, fight with students, run from prefects and get a good feel for what you can and can't do. You won't go to detention no matter how many times you're busted so feel free to cut loose and do what you want. When you've had your fun, drop by the principal's office at the top of the stairs in the main school building to have a chat with Crabblesnitch.



There -- you've talked to him and completed your first mission. Proud of yourself? Well, the year's just begun young Mr. Hopkins...

This Is Your School

On your way to the Boys' Dorm you'll be ambushed by a pack of bullies. Don't panic, it's just a fighting tutorial. Follow the onscreen prompts to learn the finer points of thumping your classmates. When you're done, enter the dorm.

Meet Gary, the most ADD-afflicted and sociopathic personality in all of Bullworth. He offers to be your friend and take you on a guided tour of the campus. Isn't that sweet? As you follow Gary around you'll learn how to replenish your health by buying **Soda** from the vending machine, changing your clothes in your room (no need to shut the door, we're all adults here), bribing Russell to keep him from beating the tar out of you, breaking into lockers, avoiding prefects, and running errands for needy classmates like poor, chocolate-deprived Eunice. The tour ends in the cafeteria where Gary introduces you to the various student cliques: nerds, preppies, jocks, bullies, and greasers.

Oops! There's the bell -- time for class!

Get To Class

You'll notice there is now a clock in the upper left corner of the screen. Classes, missions, and events all happen at different times so keep a wary eye on the clock.

Chemistry is your first class followed by English after lunch. You are awarded various stat boosts and items for the successful completion of classes so it's always a good idea to save your game in the principal's office right before each

class so you can redo it if you make a boo-boo. (The office save book won't show up until after your first class so use the one in your dorm if you must.) Passing all your classes early in the game will make school life easier so hit those books! Consult the Classes portion of this walkthrough if you need help.

After the day's lessons, meet Principal Crabblesnitch outside the main school building to begin your next mission.

The Setup

Time Available: 8a -- 7p

After an enlightening chat with the principal, some snot-nosed little punk named Davis pops you with a slingshot projectile. Doesn't he know you can put someone's eye out with those things? Better politely inform him of the mortal danger a slingshot poses to school kids by chasing him down and punching him in the nose. If he gives you the slip, glance up at your radar to locate him. He'll be the Yellow X.



Follow him to the auto shop area where you'll be ambushed by another bully. Simply grab the troublemaker and stuff him in a nearby trash bin. Once he's out of your hair, open the auto shop gate by standing in the Yellow Circle and repeatedly pressing the indicated Action Button.

You'll face a few more bullies as you make your way through the area. Beat them up and move on. You'll find Davis perched on top of a pile of junk and out of your reach so you'll have to rely on projectile attacks to take care of him. If you passed Chemistry class, you should have some **Firecrackers**. If not, there are a few bricks and trashcan lids littering the ground that you can chuck at him. Trashcan Lids work the best because they double as a shield. Simply block his attack with the lid then immediately chuck it at him like a Frisbee. A few hits are all it will take to knock Davis down. Congratulations! The **Slingshot** is now yours!

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Slingshot

Time Available: 8a -- 7p

This mission starts in the Boys' Dorm where Gary is again pestering Petey, the timid kid in the pink shirt that you met earlier. Gary's heard about your new Slingshot and insists you prove that you know how to use it. Follow him to the old school bus in the parking lot and take out a few of the windows. Just target them like anything else and let her rip.

Suitably impressed, Gary leads you to the football field to have some fun with the jocks. Shooting out the bus windows equals vandalism so wait until your trouble meter empties before leaving the parking lot to avoid trouble with the prefects. As always, if you lose sight of the person you're supposed to be following, just locate their Yellow X on the radar and you'll know where to go.

At the football field, climb the tree and sit on the branch. Comfy, no? You'll learn about aiming mode as you target the practicing jocks. Once the reticule turns red, go ahead and fire. Hold down the Fire Button to charge up your slingshot for more powerful shots. Although you can target anyone, including cheerleaders and the coach (they'll never spot you in the tree), you only need to shoot the players indicated by the floating Red Arrows to complete the mission. When the arrow disappears, the target is down for good.



A Little Help

Time Available: 8a -- 11p

Back in the dorm, Gary has the brilliant idea to go torment the hobo who lives in the yard behind the school bus. Follow him and Petey to the parking lot. The hobo turns out to be an irritable Korean War vet and scares off your buddies with his raving antics. Despite being left behind, young James shows no fear and stands up to the old man. Impressed with your verve, the hobo makes you a deal: bring him **Radio Transistors** and he'll teach you new fighting moves. Sound good?

The first Transistor is free. Follow the Yellow X on the radar over to the auto shop area. Climb the ladder to the roof to find the first Transistor. Slide back down the ladder (don't jump off the roof - you'll hurt yourself) and return the part to the hobo. He'll teach you the Uppercut.

There are five more Transistors hidden throughout the world. Every time you find one, a new training mission is unlocked and you can return to the hobo to learn new fighting moves. See the Extracurricular section of the guide for a list of locations.

Save Algie

Time Available: 8a -- 7p

Go to the library and meet Algernon of the Weak Bladder. He'll pay you to escort him to his locker. Accept this mission right after your last class at 3:30. This mission can be a bit lengthy and you don't need to be busted by prefects for truancy or curfew.

Despite Algie's size and waddle-like walk, he keeps up pretty well so don't hesitate to run. You don't want to spend more time in his company than absolutely necessary, do you? Keep an eye out for bullies. They are indicated by floating Red Arrows and will make a beeline for Algie. Beat them up or stuff them in nearby bins if convenient. When facing several bullies, **Itching Powder** and **Stink Bombs** will give you some breathing room. Pick them off with the Slingshot or Firecrackers while they're busy itching or retching. Don't worry about accidentally tagging other nerds who pitch in to help defend our portly friend. While the other nerds don't matter, if Algie is knocked out, the mission is failed and you don't get paid so keep an eye on his health meter.

Once the fighting is over, Algie announces he has to go to the bathroom. Notice the red circle around the clock? This is a timed mission. When the red outline fully depletes, you're out of time and the mission is failed. Get Algie to the loo before it's too late.

Take care of anymore bullies marked with floating Red Arrows before you enter the school. Once inside, take Algie to the mens' room on the upper floor (conveniently marked with a Yellow X on the radar). The lav on the lower floor has a stall with a broken latch and Algie won't use the girls' room so don't waste time. Once you get to the upstairs bathroom, Eunice and another boy burst from a stall and run out in embarrassment. Algie finds a stall to his liking but the commotion has attracted more bullies. You'll need to take care of them because little Algie is a bit pee shy and can't take care of business with the troublemakers around. You could fight them but giving them swirlies is much more satisfying. Grapple and drag them one at a time to an open john and push them in just as you would a trash can or locker. Repeatedly tap the indicated Action Button to flush the fight out of your opponents.

Finally, all is quiet and Algie can tinkle. When he's done, escort him to his locker (again, it's marked on the radar). Presto! \$5!

That Bitch

Time Available: 8a -- 7p

Time to visit the Girls' Dorm. Explore to your heart's content but understand that you're trespassing and a lot of the girls don't take kindly to your visit. There's a teacher patrolling the dorm and if the old biddy catches you, you're busted.

The shower room is upstairs. Just thought you'd like to know.

When you start the mission you learn that Mandy, the stuck-up head cheerleader has stolen Beatrice's **Lab Notes**. Without those Notes, cold sore suffering Beatrice might fail chemistry and never find the cure for cancer! As important as that may be, Beatrice threatens to tell everybody that you made out with her if you don't go get her Lab Notes back. Yikes! Better be on your way.

Outside you'll run into Gary. You mention you're on your way to the gym to break into Mandy's locker and Gary suggests you plant a Stink Bomb. Go see Fatty in front of the Library and beat a few out of him. Or you could pay him. It's up to you.



Follow the Yellow X on the radar to the gym and enter the girls' locker room. Mandy's locker is the decorated one with the Yellow Circle in front of it. As soon as you start picking the lock, a girl enters the locker room. She'll scream for a prefect so stop what you're doing and hide in the trash can. Wait for the prefect to finish his inspection. When he leaves, hop out and resume breaking into the locker. You'll automatically grab the Notes and toss in a Stink Bomb. Get back in the trash and wait for Mandy. Just like any decent pre-scripted game scenario, Mandy shows up to open her locker and gets a cloud of green foulness in her face. She'll run to the head and lose her lunch for as long as you want to watch her. That's how cheerleaders stay so thin. Oh don't feel so bad. Once you meet Edna the cafeteria cook, you'll know you've just done Mandy a favor.

Return the Notes to Beatrice and accept her kiss as your reward. Just keep telling yourself it's solely for the health bonus. Beatrice now likes you and will happily swap spit whenever you like -- provided you bring her **Flowers** or **Chocolates** first.

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The Diary

Time Available: 7p -- 11p

"The cold sores aren't contagious once they scab over!" -- Beatrice

Beatrice is outside the Girl's Dorm looking glum. Her cold sores are acting up and to top it off, mean old Mr. Hattract took her **Diary** away from her and is going to give it to the principal tomorrow! Beatrice obtains your help by revealing that you're prominently featured in several entries.

Follow the Yellow X on the radar to the back of the school. Locate the missing railing and climb up onto the balcony. From there, climb the trellis and enter the upstairs window. You're inside but you're trespassing and there are prefects patrolling. Keep an eye on the radar to determine their locations and line of sight. Keep out of their vision cones and

you'll be fine. Hide in trashcans or lockers if need be.

Hattrick teaches math so head on over to the math room. Locked. Maybe it's in the staff room? Follow the new Yellow X on the radar downstairs and enter the staff room. Retrieve the Diary from the desk. Can you resist a little peak? Of course not. After all, it's about you so you're entitled.

Leave the staff room and return to Beatrice at the dorm. Return her Diary and prepare for another smooch. At least this time you got \$20 out of it, right?

Cold sores? Sure, hon. We've heard that one before.

Defend Bucky

Time Available: 8a -- 11p

Back in the dorm, Gary's picking on Petey again. You'd love to watch but Algie informs you that Bucky went to the auto shop to pick up parts for his science project and hasn't returned yet. Gary thinks you should go help. Why not? Got anything better to do?

Bucky's already under attack so quickly make your way to the auto shop area. Two bullies are ganging up on him and one has a **Bat**. If you have Firecrackers, toss those to take care of the bullies from afar. Just be careful not to hurt Bucky. If his health runs out, it's mission over. If you don't have Firecrackers, attack the one with the Bat first and use it against him and his friend.

When done, escort Bucky deeper into the auto shop area. You'll be jumped again. Bucky will cover out of harms way so take care of the problem as you see fit.



Open the garage door for Bucky -- he can't seem to lift it himself. He'll run in and grab whatever it was he needed. Time to go. Fight two more bullies on the way out. Watch out for the one with the Bat. Once you reach the end of the alley the hobo will open the gate for you. A grateful Bucky rewards you with a **Skateboard**. Awesome! Now you can get around school faster. Just don't try to skate up a flight of stairs.

The Candidate

Time Available: 8a -- 6:30p

Earnest, esteemed leader of the nerds is running for class president and has offered to hire you to be his security manager. This means you must target heckling jocks with your Slingshot from the upper level of the auditorium so Earnest can deliver his campaign speech.

Once you start the mission, quickly run to the auditorium. You need to get there before Earnest starts and don't have much time. As always, use the radar.

Once situated, you'll enter manual aim mode. Don't zoom in too far as you'll want a good look at your surroundings to spot the hecklers. Keep the aiming reticule near Earnest so you won't have to move as far to your targets. Watch the radar. Hecklers show up as Red Blips. Determine where they will be, move the aiming reticule to their location and when it turns red, let 'em have it. Keep your Slingshot charged while waiting for targets.

Difficult to spot targets appear on the catwalk above Earnest and the box seats to the right and left of the stage. When the mascot appears, you'll need to shoot him twice. All targets have Red Arrows hovering over their heads making them easier to pick out of a crowd.

Hecklers show up in the same order each time. Here's the list:

- Left side floor
- Left side stage
- Left side second box seat
- Left side floor
- Left side second box seat
- Catwalk above Earnest
- Right side stage
- Right side second box seat
- Left side floor
- Right side floor
- Right side first box seat
- Catwalk above Earnest
- Right side first box seat
- Left side stage
- Right side stage (mascot -- 2 shots)
- Right side stage
- Catwalk above Earnest
- Left side second box seat
- Left side floor
- Left side first box seat
- Left side stage
- Catwalk above Earnest
- Right side stage
- Right side floor
- Right side first box seat
- Catwalk above Earnest

Keep Earnest safe and you're rewarded with \$10 and the **Super Slingshot**. It's got a scope!



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Halloween

When you go back to your dorm you'll notice that someone's been sleeping in your bed and he's still there! It's just Gary wearing a Halloween costume. You did notice the decorations all over the school right?

Gary tells you he has a costume for you. Go to your closet and put on the **Skeleton Costume**. Don't worry about changing in front of Gary. Everyone's secure in his or her sexuality at Bullworth. Just look at Petey's pink bunny costume. It takes a real man to wear that in front of your peers. Help Petey out of the trash bin and head out the door for some Halloween fun.

Scattered around the campus are 27 **Pumpkins** and 19 **Tombstones** that you can smash to earn special masks. Notice there is no clock right now. Yep, you've got all the time in the world. Scour the campus and smash away! Don't worry if you can't find them all. After Halloween, any remaining Pumpkins will be stored in the school basement (you'll explore it at the end of this chapter) and Tombstones at the Spencer Shipping Industries warehouse in Blue Skies Industrial Park (not available 'till Chapter V).

When you're done smashing decorations you can find some pranks to play. Just like errands, students marked by Blue Arrows will approach you and ask you to do something for them. These tasks include placing a **"Kick Me" Sign** on a student's back, throwing Itching Powder at three students, throwing **Eggs** at three students, hitting three students with Stink Bombs, tripping one student with **Marbles**, and lighting a **Volcano 4000** (small firework) near some students. Only five of the six pranks are required to complete the mission and unlock The Big Prank.

Oh, and don't be shy about playing pranks on Gary and Petey. They count too!

The Big Prank

Time Available: 8p -- 1a

You've got five hours to complete this mission. If you go to sleep, you miss it. Don't worry too much, this mission does not count towards 100% completion and the **Red Ninja Costume** you obtain as a reward can be found in a locker later. But you're going to do it anyway, aren't you? That's a good gamer.

Meet the boys by the Harrington House. Follow the radar if you get lost. Gary has the brilliant idea to feed Chad's dog Chester some rancid meat. Why? To make him poo of course. Needless to say, Chad doesn't like the idea and attacks Gary. Pull him off and deal with the dog's preppy owner while Gary chases the mutt. After a sufficient pounding Chad gives up and you're free to collect Chester's doo in a bag. Pick up the **Bag of Doggie Doo** and carry it to the rear of the school. Go in the back door and drop it in front of the teacher's lounge onto the conveniently placed Yellow Circle. Gary will light it on fire while you pull the nearby fire alarm. The gym teacher, Mr. Burton comes out of the lounge and hastily stomps on the package, coating his shoes in flaming puppy poo.

Ha ha ha...good times. Now run -- you're trespassing and breaking curfew.

Character Sheets

Time Available: 8a -- 9p

Stop by the library to hear Melvin's sad tale of a bunch of ruffians who absconded with his precious G&G **Character Sheets**. Track them down for a quick \$10 reward.

Two bullies in the alley next to the library are holding the first of the four Character Sheets. Hop the wall to find them. They offer to give up the goods if you let them kick you in the nuts. Before you have a chance to agree you'll be on the ground cupping your jewels. Press the indicated Action Button to quickly stand up. They'll drop the Sheet and run off. If you don't get up in time, you'll have to chase them down and beat it out of them. You may want to chase them down and beat them regardless.

One bully is standing around the grassy area by the Library exit. He'll take off as soon as he spots you so give chase. He'll drop Marbles as he runs so make sure to avoid them. Fire your Slingshot as you run to make him stop and drop the Sheet. Just make sure there are no prefects around. You don't need to be busted for weapon violence right now. Of course, odds are the prefects will slip on the little snot's Marbles anyway so escaping shouldn't be too tough.



Your next targets are by the auto shop. Equip your Firecrackers and take them out from a distance. The bully marked by the floating Red Arrow is the one with the Sheet so you really only need to take care of him, grab the goods and run but where's the fun in that?

The last thief is by the Boys' Dorm taunting a nerd. Just take him out with Firecrackers or the Slingshot. Return the Sheets to Melvin at the library for your reward.

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Help Gary

Time Available: 8a -- 11p

You meet Gary in the dorm and he's more anxious and excitable than you've ever seen him. He has something awesome to show you! Something that will ensure things at Bullworth are never the same again! Looks like someone's off his medication. Follow him out to the old school bus where he drags you into a fight with three bullies. Make sure Gary doesn't take any damage and keep out of sight of the prefects while you fight. When you're done, meet Gary by the basement door of the main school building.

By now you've hopefully passed a few Art Classes and unlocked some health bonuses so grab a girl for a quick snog to up your health to the max before you enter the basement.

There's a switch in the first room that opens the door. Gary can't be bothered so flip it yourself and head into the next room. Bust open crates for items if you need them.

The next room's switch is behind a chain link fence. Climb over the broken area on the far side to reach it. Climb out and follow Gary through the door.

This room features another switch behind a fence but no way to get in. Use your Slingshot's manual aim to target the broom through the door's broken window. The broom will fall on the switch and you can enter the next room.

One more switch protected by a fence. There's a hole in the fence near the floor you can crawl under. Slip in, hit the switch, and slip out.

The next room is where the school stores the Halloween Pumpkins that decorated the school grounds. Now's your chance to smash any you may have missed. There's also a Radio Transistor in this room. Take it to the hobo later to learn more fighting moves.

Grab the **Fire Extinguisher** off the wall and spray the furnace until the steam blocking the exit subsides. Quickly leave before it starts up again. Follow Gary into the next room and jump down into the sewage basin to complete the mission and automatically begin the next one.

Russell In The Hole

Gary has set you up. He sees you as his main competition in his quest for school domination so he's pitted you against Russell, literally the biggest bully in the entire school.

Don't bother with weapons. They just piss Russell off and don't do a significant amount of damage anyway. Pissed Russell will charge you like a bull and it's surprisingly difficult to dodge. He'll hit the wall and knock himself silly if you do manage to get out of the way, leaving himself open to attack, but making him charge is still not worth the risk.

Keep your distance until he appeals to the spectators by flexing his muscles. That's your opening. Run in and hit him with 1-2-3 combos. Grappling is useless so don't try. When he eventually blocks or knocks you to the ground by throwing out his chest, stop attacking and block. Once you block an attack, move away and wait for him to pose again. Repeat the process.

Occasionally, Russell will grab you. You will have two opportunities for reversals. Wait until the second one where he lifts you above his head. If you time it right you'll do a little damage to Russell and come out unscathed and in a good position for another round of punches.

Interestingly, if you hit him with Itching Powder or Stink Bombs he'll chase you down and put you in a leg lock. This is easy to reverse but doesn't do a lot of damage to him. Stick with punching him when he shows off. It's slow going but it works.

Once Russell's health gets down into the red you can cut the fight a little short by bullying him.

Gary has shown his true colors and becomes your arch nemesis but you've earned the respect of the bully clique and convinced Russell not to pick on people who don't really deserve it. Not bad for a day's work, Jimbo!

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CHAPTER II: RICH KID BLUES

Last Minute Shopping

Time Available: 8a -- 7p

Principal Crabblesnitch thinks it would be a grand idea for you to journey to the cafeteria and help out the cook. You know, teach you some humility and round out your character and such. You'll find Edna in the kitchen flavoring the food with big, gooey globs of her own mucus. Chat her up and she'll lend you her **Bike** so you can go to town and pick up some things for her.

This is a timed mission so make haste. Her Bike is right outside the front gate of the school. Hope on and pedal into town. Keep an eye on the radar and check your map if you get lost.

Your first stop is the Yum Yum Market to pick up some **Meat**. It's just sitting there on the table and it's free. Suspicious? You should be. Don't eat it, just grab it and go across the street to the Happy Mullet barbershop. Inside you'll find Edna's **Razor**. One more stop to make.

The next block over is Worn In, the used clothing store where you're to pick up Edna's **Under Garments**. Exit the store and bus back to school if you're short on time. Don't worry about ditching Edna's Bike. She probably doesn't use it much.

Return to the cafeteria with the requested items to complete the mission and nab yourself \$15.

Hattrick VS. Galloway

Time Available: 8a -- 6:30p

It's another collectathon for you, Errand Boy. Mr. Hattrick is going to get your English teacher fired for drinking on the job if you don't recover and dispose of the evidence first. Locate all three **Bottles** of booze Mr. Galloway has hidden around the school.

Head to the cafeteria first. The first Bottle is in the storage area in the back of the kitchen. Don't worry about Edna. She won't bother you.

The remaining Bottles are upstairs. One is in a stall in the girls' bathroom and the other is hidden in the trophy case by the principal's office. Just break the glass to get it. Remember, trespassing in the girls' loo and smashing the trophy cases are no-nos so be mindful of teachers and prefects who're just looking for an excuse to bust you.



Once you have all three Bottles, take them to Ms. Phillips out by the old school bus. The sexy Art teacher is the only other person who knows about Mr. Galloway's problem. She'll dispose of the evidence by giving it to the hobo. Ms. Phillips thanks you for helping out her colleague by rewarding you with a **Camera**. Yay! Now you can take Photography class!

Prep Challenge

Time Available: 8a -- 1a

The preppies, suitably impressed by your victory over Russell, have invited you to spar with them at the Old Bullworth Vale Gym. Check your map and head on over.

A poster in the back by the soda machine reveals a boxing competition with a million dollar home in the Vale as the grand prize. Sound nice? Sure it does. Guarantee your victory by building up muscle in the boxing challenges first. They are available after 3:30p right next to the boxing ring.



Your first opponent is Chad. He sucks. Block his love taps. When he crouches to deliver an uppercut, start punching. He probably won't last one round. Hold the Punch Button when prompted to deliver a knock out blow. Viola! Increased punching power!

Next up is Justin. The strategy is the same but timing is a bit more crucial in this match. Go ahead and land a few blows as soon as he approaches at the start of each round. It's unlikely he'll block them. Beat him for additional punch damage.

Parker is your next opponent. Same pattern once again. He's stronger but still shouldn't pose a problem. Just wait for an opening and stick it to him. Additional punch power is yours when you win.

Bryce is your last opponent. He blocks a lot so don't try for any cheap shots. Just wait until he projects his uppercut and then either start punching right away or dodge and then smack him around. This fight might take a little longer than the others. Be careful with the timing and the last punch power upgrade is yours.

You can now fight one of the preps at random. You won't increase your punching power but you will earn \$20 if you win. Now that your punch packs more punch, go ahead and start the Prep Challenge (Red Circle in front of the tournament poster).

Chad is first. He's learned to block this time so just wait till he crouches to start wailing on him.

Justin's up next. It certainly doesn't do a lot to dispel the rumors of preppy inbreeding when all of their fight styles are identical, does it? You know the drill by now. Knock him flat.

Parker's your last opponent. No surprises here. Kick his butt.

The Jimster arises victorious but the preppies are loath to give him a million-dollar home so you'll have to settle for an abandoned beach house. Not a bad deal really. You get a place to sleep, save your game, and a new arcade game to play with.

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The Eggs

Time Available: 8a -- 11p

You'll have to dress like a prep to start this challenge so head to the nearby Aquaberry clothing store and buy an **Aquaberry Vest** or **Aquaberry Sweater**. Once adorned in the proper attire, return to the second level of the gym.

The preppies want to get even with Mr. Hattrick for attempting to get Galloway fired and suggest that you egg his house. Well that sounds like fun! Head to Yum Yum's and pick up some Eggs if you don't have any then make your way to Tad's house to meet up with the boys.

Oh bum. Gary's causing trouble again. He's turned the preppies against you with the old "he-said-this-and-this-about-you-and-your-family" rumors. The gang of rich kids have closed and locked the gate to the yard and are using your own Eggs against you. Find the one with the **Gate Key** (he's standing by the gate) and slap him around. Once you've beaten him senseless, take the dropped Key, unlock the gate and be on your way. Get on your Skateboard to outrun the pursuing preppies. You'll lose them after a while.

You now have the Key to Tad's gate. Keep it with you and return anytime you feel the urge to smash his lawn ornaments.

Movie Tickets

Time Available: 8a -- 8p

Over at the movie theater in the Vale you'll find Pinky, preppy princess extraordinaire, standing in line to see *Sequel: The Movie*. She's afraid she'll get bad seats and requests your help to get her to the front of the line. Hard to imagine how bad the seats could be with only four people in front of her but why not help her out? She's cute.

Gord's at the back of the line and that's his Bike parked by the movie poster on the right side of the theater. Steal his wheels and he'll chase after you. Lose him and any police attention you may have attracted and return to the theater when your trouble meter subsides.

Next in line is Eunice. Get her attention with a gift (stop by Yum Yum's if you're out) and lead her hand-in-hand to a secluded spot behind the theater. Bow-chicka-bow-bow. Do what you have to and return to see who's left in line.

Why, it's Trent and Kirby. At the movies. Together. Hey, it's the 21st century. No big deal but the boys are a little embarrassed and take off as soon as you approach them. Oh well, mission accomplished. Pinky thanks you with \$15. Don't worry. You'll know what flavor lip gloss she uses soon enough.

Carnival Date

Time Available: 4:30p -- 11p

Hey look! Pinky's at the movies again. *Sequel: The Movie* must be super uber awesome! Go give her some Flowers. She's dating her cousin Derby but he's three minutes late so to hell with him. Meet her at Billy Crane's Traveling Carnival and show her a proper date. Be quick though. Pinky's timing you and will not forgive you if you're late.

If you haven't yet been to the carnival you might have a little difficulty finding the way. Just follow the main road that runs along the south side of the Vale next to the beach. The road will go through a tunnel that leads to the carnival.

Purchase an admission ticket for a buck and locate Pinky inside (a date that pays her own way? She's a keeper!). Impress her by winning enough tickets at the various midway games to buy her a **Teddy Bear** from the prize tent. If you don't perform well under pressure you can spend time at the carnival earlier in the day and win the tickets before your date. She's not as interested in your gaming prowess as she is in that Teddy Bear. Carnival games are covered in detail in the Extracurricular section of this guide.



Be careful you're not out too late. If it's past curfew, the carnival cops may try to drag you back to school. That would be a bit humiliating so run and hide in a **Port-a-Potty** if necessary. Pinky will always catch up to you so don't worry about her.

Buy her the bear, slip her some tongue, and go home a happy Jim Jim.

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Panty Raid

Time Available: 7p -- 12a

What's this sexually repressed world coming to when a grown man can't proudly admit to being a connoisseur of the erotic arts?

You'll run into Mr. Burton outside the Come Hither adult bookstore. He'll try to distract you from his buying habits by sending you to the Girls' Dorm to pick up the laundry. He's in charge this week and let his responsibility slip, you see? Yeah right. It's an obvious lie but hey, now you've got a teacher's permission to sneak into the Girls' Dorm and steal their underwear.

Once you reach the Girl's Dorm, circle 'round to the right side and climb the trellis to enter the attic. Crouch walk (you can sprint when crouching to go even faster) to minimize noise and make your way down the stairs to the second floor. Pay close attention to the radar. It will tell you where all the underwear is and most importantly, where the teacher is. She'll throw you out if she catches you so be careful and hide in a closet or trash bin when the need arises.

The first pair of **Panties** is in the room right across from the attic. Run across the hall when the hall monitor is in another room or at the far end. There's a girl sitting at the desk but she won't notice you if you stay crouched. Pick her Panties up off the floor.

Thong. Thought so.

The room right next door has another pair behind the bed. Sneak on over when the coast is clear and grab them.

Head across the hall to the bathroom but stay away from the shower stalls. You'll be caught if you get too close. You want to know what the girls are giggling about in there and that's understandable but leave it to your imagination and move on. The Panties are on the floor near the sinks.

Up next is Eunice's room. You'll find a Thong on her floor too. Is it hers? Best not to think about it.

When you pick up the last pair in the last room a girl will catch you and scream. Pull the fire alarm to create confusion and head out the front door. Meet Mr. Burton by the front of the school and trade the Panties for \$30. Not bad.

Race the Vale

Time Available: 8a -- 11p

Petey's watching TV in the dorm by himself. Gary doesn't come around much now that he's your arch nemesis and all but no one else seems to be around either. Petey tells you that everyone's at the Bullworth Vale Bike Race.

A bike race, eh? Sounds like fun. Grab Petey and head on down to the beach by your lighthouse home.

If you've been attending Shop class you'll want to take the **BMX Bike** you've worked so hard on. Well tough cookies, kid. The bike garage is locked so you're stuck with the BMX parked conveniently outside the dorm.

The race circles pretty much all of Bullworth Vale. Just follow the Yellow Markers (you don't have to actually ride over them) and try not to crash into anything. You can attack other riders with punches or Firecrackers and such if you need help getting ahead. Some of the turns can be tricky so pay attention to the direction of the arrows on the Yellow Markers. They'll point you in the right direction.

When making a sharp turn, be careful you don't accidentally click the Left Analog Stick. This will flip the camera around so you can see behind you. If you do this in the middle of a hard turn you'll probably crash. Keep an eye on the radar to keep track of the riders behind you.

Winning the race nets you \$15. The owner of the Shiny Bikes shop will stop by to inform you that your trophy is waiting for you at his store. Head on over to start the next mission.

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Beach Rumble

Time Available: 8a -- 11p

Go to the bike shop to get your trophy. You'll meet a greaser named Ricky inside. While you're making small talk, a couple of the preppies come in and steal your trophy. Now that's just bad form. Even Ricky agrees and offers to help out.



Run over to the beach house with Ricky. Shoot the preppies with charged shots from your Slingshot or throw Firecrackers at them as they come pouring out of your beach house. Take out as many as you can before they reach you. When they do, show them who's boss by pounding them into the sand. Don't worry about Ricky, he'll be fine.

Gord has your trophy. Knock him out to reclaim your prize and end the mission. You've now unlocked the town bike races. See the Extracurricular section of this guide for more.

Weed Killer

Time Available: 8a -- 9a, 11:30a -- 1p, and 3:30p -- 7p

Dr. Watts, the Biology teacher is very proud of his giant, carnivorous plant. Doubtless he uses it to instill fear in his students.

"Do your homework or it's death by plant for you!"

That said, Dr. Watts is a bit peeved that Derby's father bought him one of his own. Kind of lessens the impact if everyone has one, you know? So, the good Dr. has commissioned the Son of Hopkins to sneak into Harrington House and kill the offensive weed.

Before you do anything, make sure you're wearing an Aquaberry Vest or Sweater and get a haircut at Old Bullworth Vale Hair, Nails, & Beauty for good measure. Now you look like a preppy. Head to Harrington House. (Give Pinky a kiss if you see her.) Inside the preppy abode you'll find Bif. So impressed with your new look will he be that you'll be able to waltz right in without much more than a "hello."

Head upstairs and go out onto the balcony. You'll find a set of stairs leading to the greenhouse. Inside in the back is your hit. Grab the **Poison Sprayer** off the wall and target Audrey II. Don't worry, she won't bite but she's a healthy girl and will take a lot of poison before she withers.



You can try to leave now but the preppies are a bit miffed at you for killing Derby's plant and have locked you in the greenhouse. Fight the preppies in the greenhouse any way you see fit: close quarters or projectiles. You can even spritz them with Poison but you'll do more damage conking them with the Sprayer itself. When you've dealt with the preppies

in the greenhouse, smash your way out using punches, Slingshot projectiles, or your shoulder tackle.

Work your way out, fighting preppies as they appear. You'll find **Cricket Bats** adorning the walls. Use those if you like. On the first floor you'll run into Bif. You're not in the boxing ring so feel free to use any move or weapon you'd like to defeat him. Once he's down for the count, leave and you'll automatically collect your \$30 assassination fee.

Tad's House

Time Available: 8a -- 11p

It's payback time! Head to the Yum Yum market where you'll find Russell assaulting the shopkeep. Apparently he didn't respond well to the word "dumb." Buy some eggs if you're out and invite Russell to come along to Tad's house with you. Russell has a Bike but you can follow him on your Skateboard if you don't have one of your own. Track Russell's movement on the radar if you lose sight of him.

When you get to Tad's, unlock the gate with the **Key** you obtained in the earlier mission and enter the property. You have a dozen eggs and there are six open windows around the house. Chuck one egg into each open window. Once you get an egg in a window, it will close.

Preppies will come out to fight before you finish but Russell will hold them off pretty well. Fight if you have to but concentrate on throwing eggs. If your aim is really bad you can beat some more eggs out of the preppies.

Once all the open windows have been hit it's time to leave. Just exit the property and take off down the street. Russell will follow. Mission complete and another \$15 is yours.

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Boxing Challenge

Time Available: 8a -- 1a

Time to put the preppies in their place. Petey suggests beating their best man in a public fight. You agree and head to the boxing gym to challenge Bif to a fight in the ring.

This boxing match is just like the others. Your not going to get many lucky shots against Bif as he guards pretty well so fight smart. Wait for him to open himself up right before he throws his power punch and let him have it.

Jim-a-reno goes a bit overboard with his boasting when Bif goes down and that irks the rest of the preppies. Derby runs upstairs so deal with everyone down here before heading after him. Grab a Soda from the machine if your health is low.

Go upstairs and chuck Firecrackers at any preppies you see in the room before you enter. Once inside, barricade both doors with the big wood beams to prevent Derby from calling in reinforcements. Take care of Derby and anyone else remaining. Once again, you're not in the ring anymore so use every trick you've learned thus far. Beat them all and you'll have earned the preppies full respect as well as completed Chapter II.

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CHAPTER III: LOVE MAKES THE WORLD GO AROUND

Christmas Is Here

It's snowing! The ground is covered in white and Christmas decorations adorn the walls. In fact, the first day after you go to bed in Chapter III is Christmas Day so head to the principal's office. You've a package from your mother waiting for you. What could it be? Is the suspense getting to you? No? Well, there's no clock right now and no classes on Christmas so you can go explore the newly opened area of New Coventry if you'd like. Just be careful on that Skateboard buddy; the ground is a bit slick with ice.

Once you're done exploring and throwing snowballs at the kids, head back to Crabblesnitch's office to pick up your present from Mrs. Danvers. It's a stupid sweater that even Petey wouldn't be caught dead wearing. How nice. Head

back to your dorm and change if you don't want to hear the heartless taunts of the other school kids.

Nerd Challenge

Time Available: 8a -- 1a

Looking for a new location to call home? Head to the Dragon's Wing Comic shop. Once inside, the store clerk will direct you downstairs where a bunch of the nerds are playing G&G. They challenge you to beat Fatty's high score on the ConSumo arcade machine. Do so and the comic shop basement and everything in it is all yours. This includes a Radio Transistor that you can give to the hobo in exchange for new fighting moves and the **Bottle Rocket Launcher**. This new projectile weapon has excellent stopping power but can be a little tricky to hit targets with as the slow moving projectiles are occasionally dodged. Still, it's a fun toy and a nice addition to your growing collection.



Tips for mastering ConSumo can be found in the Extracurricular section of this guide.

Cook's Crush

Time Available: 8a -- 5p

Edna's going on a date with Dr. Watts and guess who gets to help her get ready? That's right -- you do you lucky, lucky little boy. She needs you to borrow Ms. Phillips's **Perfume** from the staff room and then head into town to pick up some Chocolates and **Sedatives**. Sounds fishy but hey, there's \$40 in it for you so get going!

You probably already have chocolates but if you don't you can purchase them from a nerd outside the Sweet Cavity candy store. It will show up as an objective on your radar. First things first though. To the staff room!

Well crap. There are two teachers loitering outside. Pull the fire alarm and watch them scamper away. Walk in and grab the Perfume off the desk. Now you can leave the school and head to town on your Bike. Or Skateboard. Or walk. Who cares? You've got plenty of time.

In town, pick up chocolates if you need them, otherwise head into the alley behind the drug store and kick over the trashcans to find the Sedatives. There's another Radio Transistor in the back of the alley. May as well grab it while you're here.

Head back to Edna with the supplies. Try not to faint when you see her in full make up -- just be happy for the old broad (and say a little prayer for Dr. Watts). Much like Earnest in Chapter I, Edna wants you to watch over her and make sure a group of heckling kids don't ruin her date. She's prepared to offer you an additional \$50.

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Cook's Date

Time Available: 3:30p -- 11p

Follow the Yellow Star on the radar to the big tree in the Old Bullworth Vale shopping area. Once you start the mission, climb the tree and face the restaurant. Use your Slingshot to shoo away any heckling school kids so that Edna can slip

Dr. Watts a roofie in peace. Love's grand, ain't it?

Targets appear with Red Arrows over their heads but you can play it safe and just shoot everyone who appears on the scene. They won't find you in the tree anyway.

Keep the kids away and the lovebirds will wonder off for some alone time. And let's just leave it at that, shall we?

Comic Klepto

Time Available: 3:30p -- 11p

Some little punk has ripped off the proprietor of the comics store. He'd go after the thief himself but he has asthma. You'll do it for \$5 and a stack of comics right, Jimboree? 'Course you will.

Hop on your bike and chase down the evildoer. If you have Firecrackers this will be a very short chase. If not, just catch up to him and knock him down with punches. Pick up the comics he drops. If you take too long, he'll get up, grab the comics and take off again so be speedy. When you have the loot, return to the store for your reward. \$5 plus \$25 worth of comics equals \$30!

Jealous Johnny

Time Available: 8a -- 11p

If you haven't moseyed on over to New Coventry yet, now's the time. Here you'll meet Johnny. He's the leader of the greasers and head over heels for Lola, his leather clad squeeze. Unfortunately, Lola might be two-timing him with that spoiled, rich kid Gord. Johnny recruits you to gather photographic evidence of her infidelity.

You'll find Lola and Gord in Bullworth Town. They'll be right around that Yellow X on your radar. You need three shots of them in various romantic acts: holding hands, gift giving, and kissing. Snap a shot of whichever one of the three they're doing when you find them. Be sure to keep your distance; they'll put their date on pause if they notice you and play it cool until you make yourself scarce.

Simply follow the two around town, snapping pics at each of their stops (marked, as always with a Yellow X on your radar). You can follow them around without exiting camera mode if you wish. The game's pretty forgiving about the acceptability of the pics so don't lose your hair trying to frame the perfect shot. Just click the shutter when the outline turns green. When you have what you need, return the pics to Johnny for a cool \$20.

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Bait

Time Available: 8a -- 11p

What do you do when your woman's a tramp?

Kick the crap out of the competition, that's what! Follow the Yellow X on the radar to locate Gord. He's peddling around Bullworth Town. Get his attention by chucking an Egg or something at him but be careful not to knock him out. Johnny and his buddies are waiting at the BMX Park in the train yard so lead Gord and his preppy friends there. When you reach the yard, peddle right inside the bike garage.

It's a full-scale bike rumble! Assist the greasers as best you can. Stay on your Bike if you wish but it's much easier to target preppies from a standing position. Use Firecrackers or Bottle Rockets. Once Johnny has successfully defended Lola's honor, you pocket another \$20 and earn the right to use the Bike Park whenever you wish.

Lola must be some woman. Might just have to see for yourself, huh?

Glass House

Time Available: 3:30p -- 7p

Can't an English teacher drink in peace? Mr. Hatrick is giving Galloway guff about his drinking again which is only

leading him to drink more. Teach Hattrick to lighten up by following him home and destroying his stuff. Yeah, that'll show him.

Quickly head out to the parking lot and you'll see Hattrick leaving for the day. Get on your Skateboard and skitch a ride by skating up behind his SUV and grabbing onto the bumper. Grand Master J will hang on regardless of how fast Hattrick may take a corner. That's some grip!

Once you arrive at Hattrick's home, sneak into his yard and make your way over to the greenhouse. Your objective is to smash stuff in Hattrick's yard until the damage meter on the screen fills all the way. Once you're in the greenhouse, equip your Slingshot and start shooting out the glass. The greenhouse walls and the windows in the house are worth more damage than the potted plants so concentrate on those first. The police will be there before too long but if you're quick and concentrate on windows (and the pots conveniently located at your feet in the greenhouse) you may fill the damage meter and escape before the cops ever get there.

If the cops do show up before you're finished just keep moving. It's hard to be sneaky when making such a ruckus so keep an eye on the radar to determine the cops' patrolling patterns and stay as far away as you can while you continue your smashing spree.

When the damage meter is full, exit the yard and keep running until you're in the clear. That was a satisfying \$40, no?

Tagging

Time Available: 8a -- 11p

The preppies are still sore with the greasers about the BMX Park ambush and don't care about the fact that Gord started it by messing around with Johnny's girl. They insist you teach them a lesson by taking a can of **Spray Paint** over to New Coventry and decorating the place with five insulting tags.

Grab your preferred method of transportation and head out to New Coventry. Your first tag location is under the bridge where you first met Johnny. Make sure there are no cops around (they don't take kindly to graffiti artists), hold down the nozzle and trace the pattern to apply the tag. When the paint stops flowing, press the indicated Action Button again and resume tracing the pattern. You may find it easier to repeatedly tap the Action Button while tagging to keep up a constant flow of paint.

Head a bit further into New Coventry and stop by the store for a fresh can of Spray Paint. There are several tag locations marked on your radar. Keep painting until you've applied five tags. Marc Ecko, eat your heart out.

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Greasers Challenge

Time Available: 8a -- 1a

It's about time to acquire a new hangout, wouldn't you say? Enter the Blue Balls pool club and start evicting the tenants. It's a little close quarters for weapons so stick to fisticuffs. After you beat the first few greasers, a couple more will come in the back. Chuck a Firecracker if you're far enough away. Otherwise, just beat 'em like the rest. Once you send all the greasers packing, the place and all it's amenities are yours.

Wrong Part Of Town

Time Available: 8a -- 11p

There are three certainties in life: death, taxes, and Johnny getting punchy towards anyone he thinks might be putting the moves on Lola. Who is it this time? Would you believe Algernon? Yep, rumor has it that nerdy little Algie is getting sweet on Lola. Better find him and bring him back to the library before Johnny and his greasers beat the stuffing out of him. Follow the Yellow X on the radar to find Cornelius. He apparently knows where Algie is.

Well, well, well...there he is, getting his ass kicked. Better go help him. Be careful with projectiles -- especially explosives. You don't want to knock out Cornelius and prematurely end the mission. Take care of the greaser with the Bat first and use it to defeat the remaining leather jacket-wearing dipstick.

Don't worry about the others that went after Algie. Cornelius had the presence of mind to send the greasers off on a wild goose chase. While the pizza parlor is a believable place for Algie to be, Cornelius reveals he's actually in New

Coventry. That's not very specific but you've got your trusty radar so grab a Bike and head on out.

Woah! Ménage à trois! You'll find Algie, Lola, and that preppy Chad in an alley by the tenements. Watch in amusement as Lola plays the guys like the fools they are. The show doesn't last too long however, because the greasers have found you. Time to run!

Algie takes Lola's bike and you jump on the back of Chad's. Use your Slingshot on the pursuing greasers as you make your escape. Targeting can be difficult due to the motion of the bike so wait until Chad is on a straightaway before lining up your shots and picking off your pursuers. Just keep them off long enough to make it back to school.

If you escape New Coventry, Chad will drop you off in front of the school. Escort Algie back to his friends. He's safe now. Doesn't that make it all worth while? No? How about \$20? Thought so.

Lola's Race

Time Available: 8a -- 11p

So, Lola wants you to race Johnny. Okay. Why not? You'll probably get money out of it. Or a kiss. Or both.

The race will be easier on your own Bike (you have been attending Shop class, right?) so make sure you have it with you. After racing through a good chunk of New Coventry, you'll come to an area with a dirt road and a snow-covered area to the left. You can cut through the snow-covered area to save time on this long gradual turn but mind you don't hit any trees. There's a quite a few of them.

Towards the end of the first half of the race you'll ride along a train track. It's not abandoned. There are actually moving trains here so worry less about hitting the competition with Firecrackers and more about *not* hitting a thirty-ton locomotive.



Shortly after you exit the train tracks you'll encounter a bolder in the middle of the bike path that surrounds the school. Cut to the right of the big rock for a small shortcut.

Now the race takes a turn for the cheep. Soon after the bolder shortcut, a greaser will knock a tree into your path. Be ready to jump. If you crash into the fallen tree you're going to fall way behind as you scramble to get back on your Bike. There will be two more tree attacks on the main road back into New Coventry so stay alert.

Be mindful of the positions of the other racers but successfully avoiding all the race's obstacles is the key to winning and securing the affections of Johnny's girlfriend. Hooray! Now you can taste every boy in Bullworth on Lola's lips! Probably some of the girls too.

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Tenements

Time Available: 8a -- 11p

Looks like your tonsil hockey skills have paid off because Lola is moving out of the tenements and has tasked you with

retrieving her stuff. How can you say "no" to those two great big gorgeous, perfectly shaped...um, eyes? Use the radar to locate the tenements and enter through the window in the alley. Be sure to pick up the Radio Transistor that's lying in the alley while you're there.

Two of Lola's items can be found on the first floor. One is in a boarded up room. You can't get to it now so move on. You'll be back later with the proper tool. There are four greasers on this level. You're going to want to save your Firecrackers and Bottle Rockets so fight these guys using charged Slingshot shots, your fists, or lengths of wood obtained from smashing chairs. Pick up Lola's **Address Book** before heading upstairs.

Enter the first room upstairs with a charged Slingshot and take out the greaser before he can alert anyone. Avoid the hole in the middle of the second floor by using the fire escape. Take care of any greasers with the Slingshot as you make your way to the other end. Reenter the building and you'll see another barricaded room with one of Lola's items in it. How did her stuff get into boarded up rooms? Don't worry about it and grab the **Lipstick** you'll find in another room on this floor. Break open crates for items.

Charge your Slingshot again and creep up the stairs to the third floor. There are three greasers up here. Try to deal with them all from afar. In the next room you'll find Lola's **Laundry**. Pick it up and big, bad Norton will come after you with a **Sledge Hammer**. How convenient. That's just what you need to get Lola's remaining items out of the barricaded rooms downstairs. Persuade him to loan you the Sledge with projectile attacks. Firecrackers and Bottle Rockets are preferred but charged Slingshot blasts will do in a pinch. Melee attacks aren't safe so run around the room and fight from a distance.

When Norton's defeated, grab the Sledge and head to the second floor. Break through the wall of the bathroom to pick up Lola's **Keys** and then bust into the other room on the first floor for Lola's **Purfume**. That's everything. Exit the tenements through the same window you came in. Unfortunately, you can't take the Sledge with you. Meet Lola outside for \$20 and a quick game of tongue fencing.

Rumble

Time Available: 8a -- 11p

Lola, the self proclaimed "Helen of Troy" has started a rumble between the preppies and the greasers and she's hurt that you're not participating. Sensing that it is once again time to punch your way to the top of the social ladder, you head off in search of Johnny.



Ignore the fighting and follow the Yellow X on the radar. That's Johnny's right hand man, Peanut. Chase him into an alley and persuade him to give up Johnny's location in the only way you know how. Keep the fight with Peanut and his buddies in the alley. If you stray outside, a timer will countdown and the mission will fail. Use explosives if you can keep enough distance or stick with your fists. Heck, beating the greasers over the head with your Bottle Rocket Launcher can do a bit of damage even without shooting them.

When the fight is over, Johnny will show up but the police bust up the fun. You'll hop on Peanut's bike and pedal down a snowy path in an attempt to outrun the cops. There are no turns so don't worry about going the wrong way, just pedal as fast as you can. You'll catch up to Johnny in the junkyard.

You lost your ride on the way in so you start out at a bit of disadvantage. Johnny's riding around swinging a pipe at you while a bunch of greasers chuck Eggs and Stink Bombs from the piles of crushed cars dotting the perimeter of the junkyard. Petey is among them and anxious to help you. Avoid Johnny and the greasers' projectiles as best you can by constantly moving. Shoot the greasers with Bottle Rockets or your Slingshot to clear Petey a path to the crane. When all six greasers are out of the way, Petey will activate the magnet on the crane. Hide under the crane to lure Johnny over.

When he's close enough the powerful magnet will violently yank the bike right out from under him.

It's a fight fair now but that's not very interesting so don't feel bad about using any Firecrackers you may have left. Johnny may last longer than your typical greaser but he isn't any tougher. Defeat Johnny and prove you're the toughest little bugger around. This will earn you the greasers' respect. Johnny's especially pleased that you're letting him keep Lola. No need to rub it the fact that you'll be making out with her whenever you need a health boost though.

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CHAPTER IV: A HEALTHY MIND IN A HEALTHY BODY, & OTHER LIES

Here's To You Ms. Phillips

Time Available: 3:30p -- 7p

Ah Jiminy, you matchmaker you. That lovable sex pot of an Art teacher Ms. Phillips is going out on a date and it's up to you to make sure she has everything she needs. Get on your Skateboard and head into Bullworth Town (a little easier to steer when there's no snow, huh?). Once you get into town, stop by the bike shop and bike up your Bike. You can pick up Ms. Phillips's **Little Red Number** from the used clothing store about a block away. Hmm, I would have expected better. Perhaps her skirt isn't real leather?



Head on over to the Vale where you'll find her **Purfume** in the salon and her **Pearls** at Aquaberry. Take all the stuff back to Ms. Phillips.

While she's changing, you'll find out whom Ms. Phillips is dating. No, silly boy, it's not you, it's Mr. Galloway. Oh well, you still got \$50 and pretty much your pick of any girl on campus.

Deedra and Lionel sitting in a tree...

Stronghold Assault

Time Available: 8a -- 9p

Time to take the jocks down a peg or two. Petey tells you you'll need the nerds' help and to acquire that, you'll need to talk to Earnest. But where is he? There's a couple nerds hanging around outside the library. Ask them nicely about Earnest's whereabouts.

Now ask not nicely. Just don't knock him out. Unconscious nerds can't spill the beans. Oh, he's at the observatory. Why didn't you say so?

Grab the ruler that's lying on the ground, hop the wall into the alley beside the library, and beat the gate code out of Thad. Go through the gate and hop the barricade. Take out the Firecracker chucking nerds from afar with your charged up Slingshot. Hop over the next barricade and repeat. Watch out for the nerd hiding behind the rock on the right. He might sneak up behind you. Keep your eye on the radar so you know where everyone is.

Mosey on into the next area and take out the snipers. Just keep hitting the Lock On Button to locate threats quickly.

Soon you'll approach the main gate of the observatory.

Okay, Earnest has been watching too much *American Gladiators*. Work your way up to the gate using the columns as cover from the **Spud Cannon**. Move when Earnest stops to reload. Make sure you take out the two nerds by the gate. Once you're directly under the Spud Cannon, Earnest can't hit you. Look to the left of the Cannon and you'll see a transformer with a glowing red light. Hit that with your Slingshot.

The observatory gates are now open. Go inside, run up the stairs to your right and man the Spud Cannon. Time to give the nerds a taste of their own medicine. Concentrate your fire on the observatory's front doors. Nerds will take pot shots at you from windows and the balcony but they don't do a lot of damage. If they're bugging you or your health is low, turn the cannon on them. When the doors buckle under the pressure of potato projectiles, abandon the Cannon and go on in.

Amazingly, Earnest still doesn't want to be your friend. Force him to see the light. Hide behind a column while he shoots his spare Spud Cannon at you. He reloads after four shots. When he does, pop out and shoot the generators behind him. They'll take about three shots each.

When the generators are destroyed the catwalk collapses and Earnest moves to another area. He's lost his Spud Cannon but he has double fistfuls of Firecrackers to hurl at you. Dodge the explosives as best you can and shoot out the two new generators quickly. Get Soda out of the crates lying around if you need it.

Two more generators down and one more catwalk destroyed. Earnest is on his last catwalk but he's found his Spud Cannon again. Hide behind the columns and pop out to shoot the generators when he reloads after every three shots. Destroy the final two generators and Earnest will give up the fight and give you his Spud Cannon.

Galloway Away

Time Available: 8a -- 7p

Apparently Deedra and Lionel's date didn't go as planned. Normally you'd make your move but Ms. Phillips seems to be in love with the hapless drunk who's committed himself to the asylum in order to dry out. Ms. Phillips says she'd take care of him but that meddling Mr. Hattrick convinced asylum personnel that she's a bad influence and not to let her near Galloway. She desperately needs your help. (Oh yeah, she wants you.) Meet her by the front gates of the asylum as soon as you can.

Head to the alley beside the library and go through the gate that leads to the observatory. About halfway down the path is a tunnel entrance. Go through the tunnel, across the path and into another tunnel. You'll emerge next to the asylum's perimeter fence. Follow it to the left to meet Ms. Phillips. She instructs you to infiltrate the asylum and convince Galloway to leave. She'll wait for you right there.

Talking to the guard at the front gate reveals that visiting hours are over so run around the right side to the back. You'll find a tree you can climb to get over the fence. You may be tempted to snipe the patrolling orderlies with your Slingshot but don't. That will fail the mission. This will take a stealthy approach so drop down into the yard and immediately crouch. An inmate will run over to say "hi." Just ignore him. Using the shrubbery as cover, crouch walk your way over to the shed near the front of the yard by the statue. Keep an eye on the radar to help avoid the patrolling orderlies.

Climb up the ladder on the shed to the roof. See the flashing light at the base of the statue? Shoot that with your Slingshot. The lights on the statue will short out and catch fire creating a diversion. Hop off the roof (actually, use the ladder) and crouch walk back to the main building, once again using the bushes for cover. Enter the building when no one's looking.

Make sure you're still crouching so the orderly behind the window in the first room doesn't see you. When he turns away, head into the next room. On the other side of this room is the cell block where Galloway is. He's in the back on the right. There's a bit of commotion on the right side so sneak up the left and circle back to Galloway's cell. Give him a stern talking to and he will agree to leave. You and he will meet up with a grateful Ms. Phillips out front. How grateful? Not enough for a kiss but \$60 grateful.

Heh, it's only a matter of time, baby.

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Jocks Challenge

Time Available: 8a -- 11p

Well surprise, surprise. The jocks don't want you around. Prove you've got what it takes by kicking their bums in a game of dodgeball. If you win the face-off by rapidly tapping the indicated Action Button you'll have 'em licked easily. Jump attacks connect almost every time so stick with those. When you win you'll unlock the clubhouse by the football field for your own personal use.

Funhouse Fun

Time Available: 8a -- 11p

The nerds have taken over the funhouse at the carnival. You can use this to your advantage and really mess with the jocks. Bike over to the carnival (or walk, it's a nice day for it) and enter the funhouse in the back. If you see a fräulein you fancy at the carnival, be sure to plant a big, wet juicy one on her to boost your health. The funhouse can be a dangerous place.

Head inside and you'll find the nerds under attack by the jocks. Lend a helping fist but resist the urge to use explosives. Fatty and Tad might be injured if your aim isn't just right. Once the jocks are taken care of lead the nerds safely out of the funhouse. For some reason you can't go back the way you came so climb up onto the table and move the book to lower the ladder that leads out of the room.

Oh look, a funhouse that can kill you. You emerge in a graveyard with scythe swinging grim reapers. If you get hit you'll likely take enormous amounts of damage as the falling scythes repeatedly strike you as you try to get back up so make your way to the other end of the room as carefully as you can.

Enter the control room at the opposite end and disable the grim reapers so that Tad and Fatty may safely pass. The jocks are close behind them. Drop the scythes on them as they approach. Time it so that they drop when the jocks are about one step away. This will ensure a direct hit.

The nerds have gone on ahead into the maze. Use the radar to find them. One is in the bottom left corner and one is near the top. Hit the big red buttons to open closed doors. Once you find the nerds, exit into the mining area.

Don't run past the miners with the swinging shovels. Instead, climb up the ladder to the catwalk. There is a jock up there guarding the controls. Take him out with the Spud Gun and disable the first group of miners. Continue along the catwalk taking out jocks with the Spud Gun and turning off the miners. When you reach the end of the catwalk, climb down the ladder and go through the door.

You'll find the nerds in the next room playing in front of the funhouse mirrors. Get their attention and lead them out through the room with the cardboard cutout audience. The grateful nerds will reward you with \$25.

Paparazzi

Time Available: 8a -- 7p

Meet Earnest in the observatory. He has a plan to take down the jocks and it involves snapping a few sexy pics of Mandy the head cheerleader. As stupid as this plan may be, you do get to keep the negatives so go for it.

Mandy's at cheerleading practice so head over to the gym. Snap a photo of the girls' routine. Practice ends and Mandy heads back to the dorm. Follow her and see if you can get a pic of her changing.

Sneak into the dorm through the side window you used during the Panty Raid mission. The same rules apply here. Crouch and avoid the hall monitor. Sneak into the bathroom but keep a respectable distance from the shower stalls or Mandy will see you. Take a pic when the shutter outline turns green. Hmm, it's a little foggy but you can almost make out her nude silhouette!

Mandy finishes her shower and heads to her room. Follow her but be mindful that the hall monitor doesn't spot you. You'll find her in her room already dressed but shaving her legs. Kodak moment! Snap a pic and leave.

Meet Earnest in the library. He greedily accepts the pictures and gives you \$25 but doesn't bother to reveal his grand master plan.

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Defender of the Castle

Time Available: 8a -- 11p

Earnest should have been a bit more discreet with those pics. It seems the jocks didn't take kindly to Earnest's anatomical interests in Mandy and they're on their way to the observatory to kill the nerds. Of course, being dumb jocks, they're taking the long way around -- coming from the library instead of the football field but that just gives you time to mount a proper defense.

Head on out to the first barricade, hop over it and stand your ground. When the jocks come running, defeat as many as you can with the Spud Cannon. Don't worry if the barricade is destroyed, it's not vital to the success of the mission. Defeat the first wave and fall back to the observatory.

Man the Spud Cannon on top of the observatory gate and fire a constant stream of taters between the left mountain wall and the first bolder. If your aim is right, you'll nail almost all of the football players before they even come on the scene. If a couple slip through your choke point, adjust your aim and take them out before they run through the observatory gates. Not one player can breach the gate. Concentrate on the players marked by floating Red Arrows. They're the ones you have to worry about. Keep the jocks out and pocket another \$25 for a job well done.

Nice Outfit

Time Available: 8a -- 7p

Earnest has another bright idea, this time involving the school's **Mascot Outfit**. Lord knows what kinky and fetishistic plans he has for the Bull Costume and it's best not to ask. Just head over to the football field.

See the mascot running around? Annoy him. Smacking him with a Bat is a surefire way to get his attention. You can find one laying around or wrestle it away from another jock. If you don't feel the direct approach is for you, climb the tree and take pot shots at him from there. Once the mascot is sufficiently annoyed he'll chase you into the drained pool (does this school even have a swim team?).

Beat up the mascot like you would anyone else. Occasionally he'll head-butt you and knock you down. Tap the indicated Action Button to quickly get up and dodge the mascot's charge move. It's similar to Russell's but much easier to avoid. Step out of the way and he'll run headfirst into the pool wall. Continue wailing on him using punches, grabs, and projectiles until he's defeated. The Stupid Outfit is now yours. Yay.

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Discretion Assured

Time Available: 8a -- 9p

Poor Mandy. So impressed with her physical form was Earnest that he decided to share it with the masses and plaster your pics of her all over the school and Bullworth Town. To be honest, they turned out pretty well but hurting Mandy was never the goal so you agree to do her a favor and paint over them.

This is a timed mission so be quick about it. The first two posters are at school. One is behind the main building and the other is on the wall by the library. Don't worry about the folks gawking at the posters, simply step between them and start painting. Obscure the posters the same way you would apply any other tag.

When you're finished at school, head into town. There's one poster on the building by the used clothing store and one on Town Hall. Head to either one and paint over it. Make sure the cops don't see you; they won't appreciate your good deed. If you run out of paint you can stop by Yum Yum's to pick up more.

One of the nerds catches on to what your doing and in addition to adding another poster behind the comic shop will replace the ones you've already covered if you're not fast. Keep your eye on the radar so you know where you have to

go. The poster in the alley behind the comic shop is being admired by jocks. You're going to have to physically move them. Do so any way you see fit and take care of the poster and any replacements that may have gone up.

When you're all done, return to a very appreciative Mandy. She's hanging out by the Boys' Dorm. Show her you respect her for her mind with a classy and chivalrous lip lock.

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The Big Game

Time Available: 8a -- 9p

Earnest has revealed his master plan and it involves infiltrating the football game in your recently acquired Cow Outfit.

Go outside in your swanky bovine duds and talk to Tad. He informs you that mastery of the famed **Cow Dance** is vital to the success of the mission and won't unlock the observatory gates until you prove you've got the moo-ves.

Initiate the Cow Dance in the same way you'd talk nicely to someone and a button pressing mini-game similar to the one in Chemistry class will start. Press the indicated Action Buttons as they pass through the box in the center of the screen to perform the dance.

Once Tad is satisfied you're free to leave and rendezvous with the nerd agents in the field (Yellow Xs on the radar). You'll run into a group of jocks right outside the observatory and they'll insist that you perform the Cow Dance. Dance correctly or fight them. It's up to you. Everyone you meet will want to see the Cow Dance so be prepared to shake your shanks often.

Meet a nerd behind the first set of bleachers. He'll give you a **Football Rigged with a Firecracker**. The real game ball is in a duffel bag in front of your clubhouse on the far end of the football field. Avoid anyone you don't feel like dancing for and switch the balls.

After enjoying a cinematic of your handiwork, journey behind the other set of bleachers to meet with another nerd agent who will give you a **Tube of Glue**. Dump glue on the benches indicated by Yellow Xs on your radar. You'll have to do the Cow Dance a few times but you should be pretty good at it by now.

Another nerd is hanging out by the Harrington House. He suggests urinating in the jocks drink cooler. What a splendid idea! You'll find the cooler in the gym by the locker rooms. Show off your smooth moves to the cheerleaders and again for the jocks by the cooler. Whip it out when no one's looking and spike the punch. Think anyone will notice?

Meet the remaining nerd by the entrance to the auto shop. He gives you a Bag of Marbles and instructs you to dump them on the football field. Hike on over to the field and scatter the Marbles over the three marked areas.

Head back to the fountain between the auto shop and Harrington Hall to see the final nerd agent. He's reprogrammed the scoreboard to say something the jocks won't appreciate. Go back to the field and locate the control box on the right side of the scoreboard. Give the nearby cheerleaders a little show if you like. You may end up with a spot on the team. Flip the switch to reprogram the scoreboard.

The jocks aren't amused. Either they don't appreciate the subtle humor of the altered message or they can't read it and are feeling left out. Either way, the jocks know who you are now (because you took off that cumbersome headpiece) and they're going to try to take you out with a slew of Rigged Footballs. No amount of dancing will get you out of this one.

Ted starts chucking Rigged Footballs at you. You'll take damage if you're hit so move out of the way. Snatch the unexploded balls off the ground, target one of the linemen protecting Ted (marked by floating Red Arrows), and hurl it back. Pick them off one by one in this manor. Do not approach the linemen, they will put the hurt on you big time. Just hang back and keep hitting them with Rigged Footballs.

Occasionally other players will rush the field to attack you. They're easy to avoid but you should take them out if you're low on health. They usually drop Sodas.

When you get rid of Ted's defensive linemen he will retreat downfield a few yards and obtain a few more. Repeat the pattern of targeting his linemen until they too are gone. Ted will retreat one more time for a fresh set of linemen. When you defeat the third and final group, run after Ted and tackle him.

Well done Jimmers. You've defeated the jocks in front of a crowd, gained their respect and netted \$25 in the process. Hooray! Now all the cliques love you! Well, except the townies, but that's what Chapter V is for...

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CHAPTER V: THE FALL AND RISE OF JIMMY HOPKINS, AGE 15

Cheating Time

Time Available: 8a -- 7p

You find Mr. Galloway sitting in the school parking lot drinking up a storm again. Tsk tsk. You're not worthy of Ms. Phillips affections you lush. Turns out that Mr. Hatrick, the selfsame teacher who's been giving him guff about his drinking, is selling test answers to students and the hypocrisy of the whole situation is what's driving him to the bottle. If you can gather evidence and convince Crabblesnitch to can Hatrick, perhaps Galloway will quit drinking once and for all. It's worth a shot. After all, you can't allow the buxom, miniskirt wearing Ms. Phillips to date a drunken loser over you. Pride won't allow it!

Follow the radar to the auto shop and climb the ladder to the roof. Stand on the edge and take a picture of the preppy selling tests to the greasers. Climb down the ladder and head to the gym.

Hide in the bleachers above the pool area. Snap a pic of the transaction between the preppy and the jock. Now follow the preppy outside.



Once you're outside, turn right. See the ladder? Climb on up and hop down into the yard on the other side of the fence. You'll see the preppy and Mr. Hatrick off in the distance making an exchange. Zoom in and photograph the last bit of evidence you'll need. Exit the yard by climbing over the fence or use the tree on the opposite end of the yard. Return to the parking lot and you'll find Hatrick trying to convince Crabblesnitch to fire Galloway for drinking on the job. Give the incriminating photos to the principal and he'll fire Hatrick instead. Ha!

Making A Mark

Time Available: 8a -- 11p

You've got all the school's cliques under your thumb. It's now time to make yourself known to the townies and what better way to do that than by defacing a government building?

Pick up some Spray Paint at Yum Yum's if you need to and make your way to Town Hall. Circle around the right side of the building and climb the ladder in the back. Make your way across the roof to the other ladder and continue your ascent. One more ladder and you'll be in a prime location to make your mark. There are three tag locations up here. Make sure you get them all.

When you've finished, you'll want to take a picture of your handiwork for posterity. The cops will be waiting for you by the time you climb back down to the street so do your best to avoid them. Your ever-reliable radar suggests taking the picture of your tag from the fountain. IGN Guides concurs. Snap a shot and run back to the dorm and brag to all your friends.

Uh oh. Petey informs you that all hell has broken loose and everybody hates you now. Ah fame, it's a fleeting thing.

Rats In The Library

Time Available: 8a -- 9p

There are rats infesting the library and the nerds blame you. Why? Who knows but \$5 says Gary's behind it.

Inside you'll find the librarian up on a desk, cowering from 20 rats that swarmed out of a delivery crate from Spencer Shipping. Equip your Slingshot and start exterminating. One charged shot per rat will do it. Use the radar if you're having trouble locating the little vermin.

Oh, and while you *can* pick up and chuck dead rats, please don't. It's unsanitary.

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The Gym Is Burning

Time Available: 8a -- 9p

Hey look! The gym is on fire and the jocks and Coach Burton think you did it. Now who could have given them that idea?

cough Gary *cough*

Run inside and grab the Fire Extinguisher from the wall by the stairs. Don't bother going downstairs, all fires are in the gym. Approach each fire and spray it with the Fire Extinguisher until it goes out. You'll have to work fast because Mr. Burton has called the police.



There are three students trapped in here. Extinguish the fire near Mandy to save her. Another student is trapped under a pile of debris. Put out the flames and then stand in the Yellow Circle and repeatedly tap the Action Button to lift the object off of him. The last student is trapped by the fallen basketball net. Lift the net to free him and then put out the fire that flares up on the other end. Quickly move around the gym and extinguish any remaining fires. When you're done, Mandy will tell you she saw a suspicious character downstairs. Go check it out.

When you arrive downstairs you'll hear a voice coming from the girls' locker room. Investigate and a townie will knock you down and run away. What? You thought it would be Gary himself? Nah, he's much too together to be caught at the scene of the crime but you can bet that pyro townie is acting under his direction.

Finding Johnny Vincent

Time Available: 8a -- 11p

Head on over to New Coventry and see if the greasers are having problems too. Yep, Johnny's gone missing and guess who they blame? Now guess who's probably behind it.

Well aren't you a bright penny?

Lola mentions something about asylum orderlies so good old Happy Volts Asylum is a prime place to start looking.

Use the tree near the back to break into the asylum as you did during the Galloway Away mission. Crouch behind the bushes and keep out of sight of the orderlies. When the coast is clear, run in the front door.

Once again, there's an orderly behind the window in this room so keep crouched and make your way into Cell Block A when he's not looking. Avoid the guard in this room and exit into the rec room. There's one guard in here but he's busy watching TV. Quietly go through the door on the right by the soda machine. You'll find yourself in another room with a guard behind the window. Stay low and move into Cell Block B.

Avoid the orderly in this room and locate Johnny's cell. Johnny mentions something about "the dropout" setting him up and instructs you to get an **Orderly's Uniform** out of the laundry room so you can sneak into the control room and open the cell doors. Use the radar to locate the laundry room and make your way over, being mindful as always to avoid the orderlies.

Sneak through the shower room using the central divide as cover and enter the laundry room on the far end. You'll find the Orderly's Uniform in the back by the washers and dryers. Put it on and you'll be able to walk around freely. Apparently a 15-year-old orderly in an asylum isn't anything alarming. Perhaps they have an intern program with Bullworth Academy?

Confidently strut back to Cell Block B (where Johnny is) and talk to the orderly in the control room on the far end. That's right buddy, there's nothing out of place about the minor who's just come to relieve your shift. Go on in and flip the switch on the wall to unlock all the cell doors.

Go get Johnny and follow him out. Don't worry about the other orderlies. They've got their hands full and assume Johnny's in your custody. When you reach the rec room the emergency shutters will slide into place, blocking your exits and trapping you both. Don't panic. Simply walk to the gate that leads to Cell Block C and open it. Hell of a security system they have here, huh? Make your way through the cell block to the back door. Smack any unruly patients that get in your way or attack Johnny. Escape and \$30 is yours.

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Townies Challenge

Time Available: 8a -- 1a

Beat up the townies to take over the joint and add it to your collection. There will be three to start with. The Spud Cannon will make short work of them. A few more will come in. Take care of them the same way. Simple.

Revenge On Mr. Burton

Time Available: 8a -- 7p

Meet Zoe -- former Bullworth student. She's not very fond of Mr. Burton and has a plan to push him down a hill in a port-a-potty. He did blame the gym fire on you and called the cops so you agree to help out. Zoe instructs you to find some **Bolt Cutters** and meet her at the park in the Vale.

Head into town and stop by the hardware store conveniently marked on your radar. Save your money and go around back. You'll find the Bolt Cutters lying in the alley. Now go meet Zoe in the park. You'll find her standing next to the port-a-potty on top of the hill. Give her the Bolt Cutters and ensure that Mr. Burton uses this particular lavatory during his evening jog by sabotaging the others in the area.

There are three of them and they're marked on your radar. Smash your Bike into them or give them a few good punches to put them out of commission. Smack any dogs in the area that give you a hard time.

Return to Zoe. She'll free the potty from its chain as soon as Mr. Burton is inside. Hop on the nearby lawnmower and drive it straight into the john. Bye Mr. Burton. He'll tumble down the hill and emerge from the wreckage at the bottom covered in excrement. That'll teach him.

Or maybe it won't. Either way, it's pretty funny and you get \$30 for your trouble.

Smash It Up

Time Available: 7p -- 11p

Drop by Zoe's and say "hi." She wants to play a little game. No, not *that*. Follow her to the shipping warehouse. The object of the game is to smash as much stuff in the warehouse as you can and rack up more dollars in damages than Zoe in the given time limit. She'll amass nearly \$3K so you've got your work cut out for you.

Focus on the expensive stuff like statues and electronics. Use your uppercut instead of regular punches to break large items more quickly. Find the ladders to reach the top of the shelves. There are a lot of pricey things to smash up there. Another prime area for destruction is the room on the third floor. Pots aren't worth much but there are a lot of them in one place so it adds up quickly. There are also several large glass windows you can take out with your Slingshot.

Beat Zoe and you'll be rewarded with \$60. She might even overlook your young age the next time you ask to suck face.

By the way, if you missed any Tombstones on Halloween night, this warehouse is where they're stored.

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Preppies Vandalized

Time Available: 8a -- 11p

Someone stole the preppies' precious boxing trophies. Was it the greasers? They sure seem to think so. Better shoot on down to New Coventry and see what's going on.

Well gee, the greasers don't have them and finger the townies. Off to Blue Skies Industrial Park with you.

Your trusty radar guides you back to the warehouse where you courted Zoe. Sneak inside and past the two patrolling townies. There's lots of room in here so you should have no problem avoiding detection. Make your way upstairs where you'll find two townies stuffing rats in a crate bound for the Bullworth Library. You'll overhear one of them talking about burning the trophies down by the docks. Take a picture and leave through the third floor exit.

Follow the ever-handy radar to the docks. Well, well, well...what have we here? Townies burning the stolen trophies. Snap a pic and head back to the Bullworth Vale Boxing Gym. Despite the fact that you have evidence proving the townies' involvement in the trophy theft and the trouble at the library the preppies still blame you.

Ah well. You still get \$30 out of it.

Go See The Principal

Um...you just got expelled.

Busting In, Part I

Time Available: 8a -- 11p

Okay it's time to regroup. The nerds, preps, greasers, bullies, townies, and teachers all hate you. Who can you turn to in your time of need? Well, there's Petey. He's a given. Who else? How about Russell? Follow the radar to his house in the Vale and see if he'll back you up.



You'll find Russell in his garage on top a police scooter and all too willing to help out as long as he gets to beat people up along the way. Hop on the scooter next to him and follow him to Blue Skies. Did you remember your helmet?

You'll catch up to Russell at the Spazz Factory but the entrance is blocked. No problem. Russell rams his bike into the barricade and it explodes clearing a path for you. Russell sits up seemingly none the worse for wear but the police bike is totaled. He freaks out and takes off when he hears the sirens. Hmm, perhaps that bike was stolen?

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Busting In, Part II: Showdown At The Plant

Zoe arrives and informs you that you need to meet with Edgar (one of the townies) but you won't be able to get to him while the power is out. You'll have to reset two generator switches. Equip your Spud Gun and take care of the two townies in the gated area near Zoe. Once they're down, go on in and flip the first switch. Crawl under the downed transformer tower, spud two more townies, and flip the second switch. Return to Zoe.

She says you need to go to the red star building and if that's what Zoe says, that's what you'd better do. Follow her to the building marked XX7, enter and activate the switch you find inside. Now follow Zoe to the Chem Plant. On the way she'll tell you that you have to get past Omar, Edgar's right-hand-man who has the key to the plant. Take out any attacking townie with the Spud Gun.

Nuts. The gate is locked. "We'll have to cut through the train yard," says Zoe. And by "we" she means "you" Slim Jim so get moving. Follow the radar and locate the two switches that activate the revolving train platforms. Activate the switches to open a path to the alley.

Take care of the townies and make your way back to Zoe. You'll see her on the other side of the gate. She politely reminds you to find the switch that unlocks the gate. Walk up the ramp and follow the path around to the switch. Defeat any townies in your way. Activate the switch to open the gates and hop the fence where the chain link is crushed to catch up with Zoe. If you can't find the right spot, just run back the way you came and follow the alley.

You've made it to the Chem Plant but there is a large group of townies in your way. Zoe distracts them with her abundant feminine charms while you sneak past and head up the ramp. At the top you'll meet Omar and two of his

friends. Use the last of your projectiles before they get too close. If you have to fight hand-to-hand, disarm them and use their weapons against them. Once everyone but you is unconscious, pick up the key that Omar drops and head on in. Don't worry about Zoe. She's with a bunch of older men so she'll be fine. Time to meet Edgar.

Follow the hallway and hit the switch to go through the door just in time to see Edgar taking the lift down. There's only one so you'll have to find another way to the bottom. Take the ladder to the right down to the lower catwalk and hop across the big pipes. Now crawl under the next set of pipes and you'll emerge on another catwalk.

Tightrope walk the thin pipe to the next catwalk and climb down the ladder on the other side of the tanks. Tightrope walk another pipe to the other side. If you fall, repeatedly tap the indicated Action Button to pull yourself back up. At the other end is another ladder. Slide down it because you're far too cool to take it one rung at a time.

You've made it to the bottom. Now it's time to face Edgar and he has a big **Pipe**. Forget what he's compensating for and use the **Wall Plate** you picked up as a shield. Block Edgar's attack and immediately counter. Block again and repeat the pattern. If your shield breaks, quickly rip another one off the wall. They're several spare Wall Plates and they're all marked by floating Yellow Arrows.

Conventional punches will work but be careful. That Pipe packs a wallop. After you drain about a third of Edgar's health he'll drop his Pipe and run downstairs. Pick up whatever's left of the Pipe and follow him.

It's Pipe vs. Pipe down here. Just keep wailing on him so he doesn't have a chance to retaliate. Rip another Pipe off the wall if you need it. Remember that you can cut the fight short by bullying him when his health is low enough.

Turns out Edgar was just one of Gary's pawns. After you reveal Gary's true motives, Edgar will gladly help you get back at him. Congratulations! You've finally earned the townies' respect.

Complete Mayhem

Time Available: 8a -- 7p

Nice to see that Zoe's okay. You're prepared to reward her earlier help with some hot lip lovin' but she has to go and ruin the mood by informing you that a huge fight has broken out between every faction at school and Russell is hiding from the cops in the Wonder Meat Factory. Huh, I guess that cop bike wasn't his after all. Well, first things first -- go get Russell.

Follow the map to the factory entrance. The cops won't bother you until you enter. Once you do, use the radar to stay as far away from them as possible as you make your way towards Russell who's hiding out in a building on the other end. If you have a Bike with you, don't worry about being sneaky, just pedal past them to Russell's location. Seeing you gives him the confidence he needs and off he goes. Follow him to the main gate. You'll be chased by cops but Russell will help you give them the slip by pulling you down a side alley.

"Russell likes to hurt people...for peace." - Russell

You and Russell will meet Edgar and a few of his friends in front of the main entrance of Bullworth. The plan, such that it is, is to go inside and take care of the four clique leaders. You can fight them in any order. All the girls are hiding somewhere so make sure you grab a drink from the soda machines before each fight.

The nerds have taken over the gym. Focus on Earnest while Russell handles the henchmen. It won't take very many hits to drop him. Lend Russell a hand when you finish with the nerd leader.



The preps are in the Harrington House. Big surprise, eh? Work on Derby (nice smoking jacket buddy) and leave the rest to Russell. You likely won't be able to grapple with Derby so stick to fisticuffs. Grab the Cricket Bat off the wall if you need assistance. Be sure to help Russell if he needs it. He probably won't.

The jocks are in the library. (That's a first.) Again, focus on the leader and then help Russell with the leftovers. Take the Bats away from the infantry and beat them down.

Johnny and his greasers are in the Girls' Dorm. Same drill: take out the leader, then help Russell.

Enter the school's main building and you'll find that Edgar has taken care of all the bullies inside. He'll head out to calm everyone else and you'll be jumped by a couple of prefects. Russell chases them off but they still managed to take all your weapons including your trusty Slingshot. Finally Gary reveals himself. Chase him up to the roof for the final showdown.

Cross planks and climb ladders as you chase Gary to the top. Ignore the bricks he chucks at you. Without your weapons there isn't much you can do but grin and bear it. If he knocks you off one of the thin planks connecting the sections of scaffolding, simply pull yourself back up by rapidly pressing the indicated Action Button. Press Left or Right on the Left Analog Stick to dodge the wheelbarrow full of bricks he drops on you as you climb ladders. Be extra cautious of the large school bells on the roof. They will drop as you approach.

You've finally caught up with Gary. Use every power move you know. He doesn't block much so grapple as often as you like. After a portion of his health is depleted he'll grab and taunt you. Rapidly press the indicated Action Button to escape. Regardless of the result, the scaffolding will break and you'll both plummet to the next level.

Resume fighting until Gary once again grabs you. Break free if you can, either way, the platform will break and you'll both drop again.

This is the last one. Get Gary's health low enough and he'll grab you for the last time. After the struggle, you'll both fall through a skylight and into the principal's office where Gary left Crabblesnitch tied to his chair. Untie the principal and drag Gary's unconscious carcass out of the office. Crabblesnitch will apologize for misjudging your character and cancel your expulsion. As a favor to you, he'll also promote Petey to head boy and permit Zoe back to school too! Gary is of course expelled. Now head down stairs and give Zoe some sugar.

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CHAPTER VI: ENDLESS SUMMER

Kudos to you, Jimmy Hopkins. You now have the respect of absolutely everyone and all is right with the world.

But have you obtained 100% completion? No? Get to it you slacker! As the name implies, Chapter VI lasts forever so use the time (and the rest of the sections in this guide) to go back and complete any tasks you may have neglected or collectibles you may have missed.

CLASSES

Chemistry

Time Available: 9a -- 11:30a

Location: First Floor of the Main School Building

Teacher: Dr. Watts

Chemistry 1

Chemistry class is a button pressing minigame. Pictures of different Action Buttons will scroll across the screen from the right side and you must press the correct button as it passes through the target box in the center of the screen. Make one mistake and you'll have to start over. Mess up three times and you'll fail the class.



You're first lesson only uses the controller's Face Buttons. Glance down at the controller before the lesson starts if you're not familiar with the layout. The button order will stay the same for each of your three attempts but it will completely change if you fail the class and come back the next day so there's not much use in trying to memorize it. Pass the class and you'll be able to make Firecrackers with your **Chemistry Set** back in your dorm room.

Chemistry 2

Still just the Face Buttons. Pass this class to unlock Stink Bombs from your Chem Set.

Chemistry 3

This class adds L1 and R1 to the mix. It's getting a little tricky now so saving right before class is a good idea just in case you mess up. Pass the class to unlock Itching Powder from your Chem Set.

Chemistry 4

Now it gets tough. L2 and R2 are now among the buttons you must press. Good luck. Pass the class and you can produce Bottle Rocket ammo from you Chem Set. You will of course need the Bottle Rocket Launcher to make use of it (pick it up after the Nerd Challenge in Chapter III).

Chemistry 5

This one moves a little quicker but uses all the same buttons as Chemistry 4. Keep your eye slightly to the right of the target box so you know what buttons are coming up but don't look too far ahead or you'll mess up your timing. Pass the class for the ability to use you Chem Set multiple times per day.

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English

Time Available: 1p -- 3:30p

Location: First Floor of the Main School Building

Teacher: Mr. Galloway

English 1

You have three minutes to form as many words as you can from the six letters provided. Only English words count and the teacher will not accept profanity or words with less than three letters. Larger words are worth more percentage

points so use them first if you can figure them out. 55% is enough to pass. Pass the class to unlock an apology bonus that makes it easier to talk your way out of fights with bullies. Here's a cheat sheet if you need it:

MELLOW, MOLE, MEWL, WELL, MEOW, MOLL, MEW, OWL, LOW, OWE, ELM, MOW, WOE

English 2

You have two minutes and forty-five seconds to make as many words as you can. Remember that you can use the letter 'S' to make plural versions of already used words (ex. FIG, FIGS). Pass the class to unlock improved shove taunts -- another way to fend off bullies.

FIGHTS, GIFTS, SIGHT, FIGHT, SHIFT, GIFT, THIS, FITS, SIGH, FIST, SIFT, FISH, HITS, FIGS, GIST, HIS, ITS, FIT, IFS, FIG, GIT, SIT

English 3

Two minutes and forty five seconds. Good luck. Pass the class to earn the ability to apologize to prefects for small crimes.

SMILES, SLIMES, MILES, SMILE, LIMES, SLIMS, ISLES, SLIME, LIME, SLIM, LIES, SEMI, LESS, MISS, LEIS, MISE, ISLE, MILE, ELMS, MESS, LIE, MIL, ELM, LEI

English 4

Two minutes and forty seconds. Are you feeling the pressure? Pass the class and receive the ability to taunt bullies from a distance.

CRAYON, ACORN, CRONY, CARNY, RAYON, CORNY, NARY, ROAN, RACY, YARN, CORN, CYAN, ORCA, YON, OAR, COY, CAY, CAR, CAN, CON, NOR, NAY, ARC, ANY, RAY, RAN

English 5

Two minutes and forty seconds. Pass the class and you'll be able to apologize to police for small crimes.

RAGGED, DAGGER, RAGED, GRADE, EGAD, DREG, READ, DRAG, RAGE, DEAR, DARE, GEAR, AGED, GAGE, EGG, GAR, EAR, GAG, DAG, GAD, RED, ARE, RAG, AGE, RAD

Art

Time Available: 9a -- 11:30a

Location: Second Floor of the Main School Building

Teacher: Ms. Phillips

Art 1

Your objective is to draw boxes with your paintbrush to expose the picture. Every box you draw uncovers the section you've bounded. You have three brushes. You lose one each time you collide with an enemy or an enemy runs into a line you're still drawing. If you lose all your brushes, you fail the class.

Start by drawing a line straight down the center. This will uncover half the picture. Try to trap enemies in the boxes you draw to destroy them. Run into power ups to utilize them only when convenient. Concentrate on completing boxes and avoiding enemies.

Pass the class to unlock a 25% health bonus when kissing girls.

Art 2

There are a few more enemies on the canvas this time but nothing you can't handle. Make smaller boxes if you're having trouble.

Pass the class to unlock a 50% health bonus when kissing girls.

Art 3

Not much harder than Art 2 really. If you can get to the bomb easily you'll destroy all the enemies and the rest will be cake.

75% bonus for passing this class.

Art 4

This one can be tough. Try to trap as many enemies as you can. If you can destroy at least two, you should have no problem uncovering the rest of the picture.

100% kissing bonus. Booya!

And is it just us or are the portraits of Ms. Phillips getting increasingly...provocative?

Art 5

This one is tough. Save your game before attempting it. Do what you can to trap the exploder in the middle of the screen. If it goes off, you'll probably lose a brush. Also, keep in mind that you can touch *or* trap power ups to make use of them.

Pass this class and you'll earn the ability to kiss without giving gifts.

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Gym

Time Available: 1p -- 3:30p

Location: Boys Locker Room in the Gym

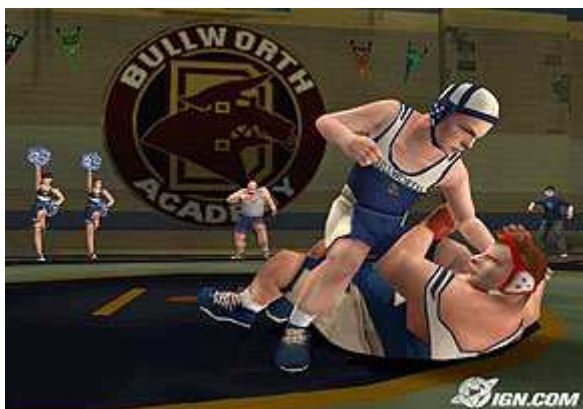
Teacher: Mr. Burton

Gym 1

Wrestle with Fatty to learn new fighting moves. Don't worry about defending, your opponent is nothing more than a punching bag for you to practice on. Follow the onscreen prompts to learn the head butt and 3-hit charge combo.

Gym 2

It's time for a rousing game of dodgeball and the coach has pitted you and the nerds against the bullies. There are three players on the court for each team. When someone is struck with the ball, they leave. Remove all three of the opposing team's players and you win the round. Win two rounds to pass the class.



You'll have a face-off at the beginning of each round to determine ball possession. Make sure you win this. Tap the indicated Action Button as fast as you can gain possession of the ball and immediately through it at one of the opposing team members. This almost always guarantees a hit. Another nearly foolproof attack is the jump attack. Jump into the air and chuck the ball when you reach the apex of your jump. If you do this towards the front of the court you will almost never miss.

If the opposing team has the ball, back as far away from them as possible to give yourself more time to catch or dodge the ball.

Passing the class will increase your accuracy with projectile weapons.

Gym 3

Wrestling. In this class you'll learn a bunch of new grapple attacks. Poor Fatty. He must have been a real jerk in a previous life to merit this much humiliation.

Gym 4

Dodgeball. It's really no different from Gym 2. Win the face-off and use jump attacks. Pass the class for another projectile accuracy upgrade.

Gym 5

Yep, another dodgeball game. Win, win, win! Pass the class for yet another projectile accuracy upgrade and the ability to challenge other cliques at dodgeball (available in the boys' locker room). Your first game will be against the preppies followed by the greasers, jocks, and townies. From that point on your opponent will be random. These games are a bit more difficult but if you win the face-off and stick with jumping attacks you will be fine. Each win nets you \$15.

Shop

Time Available: 9a -- 11:30a

Location: Auto Shop Building

Teacher: Neil

This class is available after Chapter 1.

Shop 1

Like Chemistry, Shop is a button pressing challenge but this time the sequence isn't random! You will have to perform a combination of button taps and rotating the Left Analog Stick in the correct direction. The best way to ensure success is to start the button tap or stick rotation slightly before the on screen indicator gives you the instruction and to continue performing the action until it fades away. Here are the commands for Shop 1:

Rotate clockwise (it will always be the Left Analog Stick)

Tap X Button

Rotate counterclockwise

You have three attempts to get the sequence correct. Mess up all three and you fail the class. Pass and you'll unlock the BMX. It will be waiting for you in any of the bike garages indicated by a padlock icon on the map.

Shop 2

Rotate clockwise

Tap Square Button

Tap X Button

Rotate counterclockwise

Pass the class and unlock the Retro BMX.

Shop 3

Rotate clockwise

Tap X Button

Rotate clockwise

Tap Square Button

Rotate counterclockwise

Unlocks the Green Racer BMX.

Shop 4

Rotate counterclockwise

Tap X Button

Rotate clockwise

Tap Square Button

Tap Circle Button

Rotate clockwise

Unlocks the Blue Bomber BMX.

Shop 5

Tap Circle Button

Tap Triangle Button

Rotate clockwise

Tap X Button

Rotate counterclockwise

Tap Square Button

Tap Circle Button

Rotate counterclockwise

Unlocks the Flame Job BMX.

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Photography

Time Available: 1p -- 3:30p

Location: Second Floor of the Main School Building

Teacher: Ms. Phillips

This class is available after completing the Hattrick VS. Galloway mission in Chapter II.

Photography 1

Time to put that new camera to good use. Your first assignment is to locate and photograph five banners around the school. You are being timed so use the radar to assist in your search. Here are the locations:

- Above the north exit of the main school building (It's right where you start. Turn around and look up.)
- Above the library entrance
- Reverse side of the archway in front of the Girls' Dorm
- Above the auto shop (where class is)
- At the top of Harrington Hall

Return to class with your pictures in time to unlock the **Photo Album** which allows you to save any picture you take. Check it out. There's already one in there of your mom and her new husband on their honeymoon.

Photography 2

This one's easy. Just take pictures of three students for the **Yearbook**. Equip your camera and locate a student. Lock on and talk to them. This will alert them to the photo op and they'll turn toward you. Click and you're done. A picture with a green outline is a successful picture. You'll also receive a message that the student has been added to the Yearbook. Return to class with your pics to unlock the Yearbook. You may now fill the Yearbook with student pictures at your leisure. See the Extracurricular section of this guide for tips on where to find each student.

Photography 3

Wondering why you haven't had class in a while? New Coventry isn't open until Chapter III and you're next assignment requires you to travel there to take four pictures of dogs or hobos. Hobos include almost every elderly person in New Coventry. You have unlimited shots but not unlimited time so when in doubt, take a picture and the game will tell you if it counts or not. Oh, and watch out for the greasers. You're not on the best of terms with them right now.

Return to class with your pics in time to unlock an extra Photo Album. This increases the amount of pictures you can save to 15.

Photography 4

Go out and take some nice pics of scenic locations. Follow the radar to each. A Yellow Circle will mark the ground where you need to stand to take the pic. Here are the five locations you'll need to visit and photograph:

- The main school building (It's not a color camera so make sure you're not facing one of the dorms by mistake.)
- Bullworth Dam from the bridge
- Church in the Vale
- Lighthouse from the beach
- Carnival from the main entrance

Return to class with the pics before time runs out to unlock the **Digital Camera**. Now you can take color photos.

Photography 5

Your last class tasks you with photographing each of the freaks in the freakshow at the carnival. Simply walk through the attraction snapping pics as you go. Don't miss the midget wrestlers -- they count too.

Return to class to unlock double carnival tickets. From now on every midway game you play will double your ticket winnings. This will make it easier to obtain the expensive toys from the prize tent. Scooter, here we come!

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DETENTION

For every three times you are sent to the principal's office, you are given detention. There are two different punishments: lawn mowing and snow shoveling. Snow shoveling is only available during Chapter III so the rest of the time you'll be cutting grass.

The punishment increases each time you're sent to detention.



Lawn Mowing

The first time you are sent to detention you are required to cut 70% of the grass in the small field next to Harrington Hall. The second time is 80% and the time after that is 90%. This field is pretty small and won't take you very long. Simply mow around the outside and work your way in. You could use a back and forth pattern but that will take a bit longer due to the fact that you'd have to pull a 180 with the riding mower. Oh, and don't try to leave. The detention prefect will just drag you back to work. You can ram him with the mower though if it makes you feel better.

The next time you get in trouble you'll have to mow a new location: the grassy area by the parking lot. There are two areas to mow here, one on either side of the walkway. You'll have cut grass at both spots to rack up 70%. Like with the Harrington House location, your next offense requires 80% and then 90% after that. Still getting into trouble? Well now you have to mow the football field!

This is a big job no matter how you look at it. You'll start at 60%, move to 70%, and finally, if you're really, really bad, 80%. You'll never have to mow more than that but believe us, it's enough. You start on the sidelines next to the 50-yard line. The grass in this field is laid out like rows of turnips. Drive down the row right in front of you. When you get to the end, swing around, skip the next row and come down the second row over. This will keep you from having to make ultra tight turns and save you time because you can hit the rows you skipped as you work your way back from the far left or right end of the field. It is possible to mow two rows at once but it's very hard to do, so unless you've got an incredibly steady hand, don't waste time.

Snow Shoveling

It's winter time in Chapter III so all the grass is dead. Does that mean you're exempt from detention? Heck no! Grab that shovel and start moving the snowdrifts in front of the library. Simply walk up to a pile of snow and repeatedly press the Action Button until the mound is gone. You're required to remove four piles for your first offense, six for your second, and nine for your third. As always, you can't leave but you can bump the prefect with the shovel!

Get in trouble again and you'll have to shovel the parking lot, starting with four piles, then six, then nine. It's not much more difficult but the drifts are further apart and you'll fail if you bump any of the cars with your shovel more than once (except the bus, no one cares about the bus). Always shovel parallel to a vehicle when removing nearby piles of snow and you'll be much less likely to accidentally damage it.

Extracurricular

Misc.	Races	Yearbook	Collectibles	Errands
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PART-TIME JOBS

Need some extra cash? There are two part time jobs that become available to you after Chapter I.

Lawn Mowing

Time Available: 8a -- 8p

Your first location is a small patch of grass near the Old Bullworth Vale Gardens. The first time you take on the job you're required to cut 70%. The second time you'll need to cut 80% and the third time and anytime after that you'll have to cut 90%. You'll earn \$15 by cutting the required amount and \$25 if you complete the job 100%. Don't worry about running over the flowers. The game warns against it but there's no financial penalty for doing so. Just don't hit your boss with the mower or he'll threaten to sue!

Your second mowing location opens up in Chapter IV. This time it's the lawn of a house near the Happy Endings Retirement Home. Just like before, there are three levels of completion: 70%, 80%, and 90%. Cutting the required amount earns you \$20 while doing the whole lawn nets you \$40. Again, don't worry about running over the flowers or destroying the birdbaths. There's no penalty. In fact, go ahead and knock over the birdbaths. Mowing is much easier when they're not in your way.



Paper Route

Time Available: 1p -- 7p

Hop on your Bike and deliver papers to your customers in the Vale. Follow your radar to each customer, target their mailbox and chuck the paper right in. Avoid cars and pedestrians but feel free to run over any dogs that chase you around. Each time you successfully complete your paper route you will add more customers. The more customers you have, the more money you earn.

You can gain a maximum of 24 customers. At that point, planning a good route is very important so be sure to use your map. You don't want to run out of time while searching for the customer you missed. Fail to make even one delivery and you won't get paid!

SCHOOLYARD GAMBLING

There are two double-your-money games you can play at Bullworth Academy. You can bet up to \$20.

Penalty Shots

Time Available: 11:30a -- 1p and 3:30p -- 7p

This game is found on the basketball court by the gym. All you have to do is nail Constantinos (the annoying kid by the

brick wall) with a soccer ball enough times to knock him out. You have five shots. It will take about three hits to put him down depending on where you tag him. Hit him in the face, groin, or butt to weaken him faster.

Remember that you control the initial trajectory of your aiming reticule so make sure you send it right at the little punk.

Keep Ups

Time Available: 11:30a -- 1p and 3:30p -- 7p

This is played by the big tree on the football field. Keep the ball in the air by matching the analog stick direction commands that appear at the bottom of the screen. Ignore Jimmy's snazzy moves and concentrate on pressing the Analog Sticks in the correct directions. Keep the ball in the air for about a minute and you win.

ARCADE GAMES

Future Street Race 2165

This is a top-down, 2D racing game with three levels. Winning is as simple as getting first in all three races. Here are a few tips:

- Try to avoid touching the sides of the track. It will really slow you down.
- Always go for the shortcuts. Don't worry about blowing up, you will still save time.
- Make sure you hit all the yellow boost pads. You'll need them to stay ahead of the competition.
- Navigation is the key to winning so don't bother shooting at other racers unless they're directly in front of you.
- The last lap is the most important so if you're going to mess up, do it on an earlier lap. A perfect run on the final lap can net you first place even if you're really far behind.

Future Street Race 3D

This is exactly the same as Future Street Race 2165 except it's in 3D. The updated perspective makes steering much easier so staying off the walls won't be as much of a problem. Use the same strategies for this game as you did for the 2D version. Just be careful you don't take a turn so hard you accidentally click the Left Analog Stick. That will flip the camera around and undoubtedly screw you up.

Monkey Fling

A good strategy for this game is to only worry about one side of the screen. Spiders that reach the ground on the other side will disappear before they reach you so there's no need to bother with them. Pick a side and move back and forth while throwing a constant stream of poo. You should nail each spider on its way down as well as the bananas at the top (you'll need those for additional points in addition to replenishing your poo supply).

If a spider slips through your barrage of excrement, stop and take careful aim. If you miss, make sure you don't get trapped between the grounded spider and the edge of the screen or you'll get bit and lose a life. There is no way to attack spiders once they're on the ground.

333 is the high score to beat.

Nut Shots

Remember, flying squirrels glide, they don't fly. As such, you will lose altitude if you hold still so make sure you stay well above the tree line to avoid crashing.

Stay to the far left and move up and down while laying down a constant stream of fire, dodging the wasps' stingers as they come in. Enemies drop from the sky rather than disappear so be careful you're not wasting time on an already defeated enemy. The only time you'll want to come forward is to avoid the bats' expanding sonar attack. When an eagle appears, keep firing and dodge up when it launches its salmon at you. The fish will stop when the eagle dies.

You'll need about 70,000 points to beat the current high score.

ConSumo

Move your sumo around the screen eating good food and avoiding the bad. If it's white (or an apple), eat it. If it's green, leave it alone. Touching a blowfish will kill you instantly and bumping into another sumo will bounce you like a pinball bumper so stay away from both.

The more good food you eat, the larger you grow and the more difficult it becomes to avoid enemies. If you find yourself trapped between a blowfish or sumo and a piece of rotten food, go ahead and take the health hit and eat the rotten food to escape.

Beat the current high score of 1,010 lbs. and you'll be the envy of nerds everywhere!

MIDWAY GAMES

Strike Out

You have to hit the catcher target on each level. Pick a level and aim the curser near the side the targets are moving towards. This will give you the most time to identify your target. Hold down the Fire Button and release right before your target gets to your curser. Move to the next row and repeat.



High Striker

This one's super easy. Tap the indicated Action Button as fast as you can and you'll ring the bell every time. You have to really suck at rapid button taps to fail at this game.

Splish Splash

You have three attempts to hit the target and drop the carnie in the dunk tank. The aiming reticule bounces around wildly but you still retain some measure of control over it. Direct it with the Analog Stick as best you can and press the indicated Action Button when it's over the target. You don't have to score a bull's-eye. Anywhere in the red will do.

The Shooting Range

Shoot as many targets as you can in the time allowed. Keep your cursor near the center of the screen and move to your target as it pops up. You have unlimited ammo so don't be shy behind the trigger. Shoot slightly in front of targets that move from side to side. The faster the target, the further you'll need to lead with your shot. Make sure you nail the yellow star when it zips across the screen. It's worth 50 points and vital to securing a decent ticket payout.

Misc.	Races	Yearbook	Collectibles	Errands
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BIKE RACES

Bullworth Vale Bike Race 1

Time Available: 12p -- 11p
Reward: \$20

This race circles the Vale. You start out in a bunch of alleys so watch the corners for pedestrians and cars. Crashing is bad enough but if you plow into a little girl you'll have to deal with the cops as well as the other racers. Speaking of which, feel free to punch and chuck Firecrackers and stuff at your opponents to get ahead. They'll do the same thing to you.



Bullworth Vale Bike Race 2

Reward: \$25

This race circles the Vale in the opposite direction and starts and ends on the beach. As with all the races, make sure you're using your fastest bike. Keep an eye out for the sudden right turn off the dirt path that heads under the bridge. It's really easy to miss. Also, don't take the turn around the lighthouse towards the end of the race too wide or you'll smash into the pier.

Bullworth Vale Bike Race 3

Reward: \$30

This race sticks mostly to the streets which means there're several places you can cut corners. Just be careful you don't crash into a light post or trashcan. Also, be very careful not to accidentally click the Left Analog Stick when making a tight turn. Flipping the camera around like that in the middle of a race is bound to screw you up.

The trickiest part of the race is riding up the stairs when exiting the beach. Be ready for it. You may also notice that one or two racers end up going the wrong way. Sucks to be them but make sure you're following the yellow course markers and not those idiots.

Bullworth Vale Bike Race 4

Reward: \$35

This is a short and easy race that stays on the streets. There are no tricky turns and plenty of places to cut corners. Sidewalks are littered with objects you can crash into though so be careful.

Bullworth Vale Bike Race 5

Reward: \$40

The only thing you have to worry about is that sharp turn a little ways after you get off the beach. The rest is easy.

Bullworth Vale Bike Race 6

Reward: \$45

Really the only notable aspect of this race is that fact that it's two laps instead of one. Watch out for cars and pedestrians and if you cut corners, don't crash into trees.

Bullworth Vale Bike Race 7

Reward: \$50

The path for this race can be confusing so concentrate on the route and not hitting things. Some of the gates you pass through are a little narrow and there's one jump over the wall of the retirement home. There's a ramp there but it can be difficult to see. Do this race during the daylight hours.

Bullworth Town Bike Race 1

Reward: \$20

This is a two-lap race through the center of town. Pay particular attention to the direction the course markers are pointing so you know which way to turn. If you lose site of them, steal a quick glance at your radar. Watch out for pedestrians as always.

Bullworth Town Bike Race 2

Reward: \$25

This is another two-lap race through the center of town. You're going to be tempted to cut corners. Don't. You'll likely hit a lamppost. Just pedal down the streets and you should have no problem staying ahead of the competition. Jump over cars if a collision is unavoidable.

Bullworth Town Bike Race 3

Reward: \$30

This race is a straight shot from Town Hall to the school's football field. Doesn't get much simpler than that. Just be careful you don't hit any students as you race through the school. You can circle around the main building to the right or the left. It's up to you.

Bullworth Town Bike Race 4

Reward: \$35

This lengthy race circles Bullworth Town and also explores most of New Coventry. There are some very sharp turns that you will probably miss on your first attempt. Just keep watching the direction of the arrows on the yellow course markers.

Make sure you don't take the last turn of the race too wide or you'll end up missing the finish line and heading up a flight of stairs. That's going to be really frustrating at the end of a long race so be aware.

Tackling this race during the daylight hours is a good idea.

New Coventry Bike Race 1

Reward: \$30

What makes this two-lap race a challenge is the uneven terrain. We suggest using the **Mountain Bike** (available for purchase at the Shiny Bike Shop) for its better traction and handling.

Use the ramp at the alley's exit and you'll sail over any cross traffic.

Gain a huge lead by cutting inside the really wide left turn by following the dirt path that winds through the trees. Just be careful you don't hit any of those trees.

New Coventry Bike Race 2

Reward: \$40

You won't be going off-road much during this race so feel free to switch back to the BMX. Your biggest concern will be traffic and avoiding obstacles as you cut street corners to maintain your lead. There is one tight turn that heads down an alley that's easy to miss so keep an eye out for it.

Bullworth Academy Bike Race

Reward: \$50

This race will unlock in Chapter V once you complete all the Vale, Town, and New Coventry races.

This long race goes off-road a few times, plus there're plenty of tunnels, alleys, and narrow bridges to navigate so the extra traction and control of the Mountain Bike is recommended. Chuck a Firecracker at anyone who gets in front of you and win the race to unlock the **BMX Helmet and Jersey**.

GO-KART GRAND PRIX AND STREET RACES



Go-Kart Grand Prix Race 1

The Grand Prix races are located at the carnival right next to the freak show. Tickets are \$1 per race. Once you win a race, you'll have to buy a ticket for the next one.

The first race is pretty easy and is a good time to get used to the Kart's handling and power sliding abilities. The trick to winning these races is getting ahead of the other racers without bumping into them.

Winning this race unlocks the **Crash Helmet**.

Go-Kart Grand Prix Race 2

This race has a few sharper turns. Avoid hitting the other racers (it just slows you down) and work on mastering those turns.

Go-Kart Grand Prix Race 3

This race has more straight-aways than the previous ones but the drivers become more aggressive so use the straight-aways to avoid them and pull ahead. When you come to the hairpin turn, make sure you're sliding over it instead of around it. All the other racers do it and if you don't, you'll be left behind.

Go-Kart Grand Prix Race 4

Four laps instead of three this time and an additional driver to contend with. As always, do your best to avoid the other racers and make sure you're sliding over the hairpin turn. If you're having difficulty with the power slide, you may find it easier to simply lay off the gas momentarily while you make the turn. Be careful you don't click the Left Analog Stick and reverse the camera in the middle of a hard turn or you'll likely end up crashing into a wall.

Go-Kart Grand Prix Race 5

You have another racer to contend with for a total of six opponents but the track is a little wider so you should manage alright. The same hairpin turn is on this track and it's the key to winning so make sure you're going over it and not around it.

Win this race to unlock the Go-Kart Street Races.

Go-Kart Street Race 1

Reward: \$20

This race begins by the retirement home in Old Bullworth Vale. Don't be shy about cutting across lawns when taking corners. It won't slow you down much. Just be sure to avoid lampposts and such. Those will stop you in your tracks.

There is one shortcut you can take through the basketball court but the exit can be tricky. It's rather narrow and there's a garbage can and tree just beyond it so be careful.

Go-Kart Street Race 2

Reward: \$25

This race laps the shopping district in Old Bullworth Vale. You start on the main street by the beach. Pull ahead of the competition at the very beginning by cutting between the bicycle ramps and the street light.

Don't bother power sliding. Just let off the gas briefly when swinging around sharp corners. You'll retain better control over your Kart and have more time to spot those pesky trees.

When you return to the main road by the beach, try to stay to the right of the median. If you end up on the left you may have to weave through the trees in the middle to avoid oncoming traffic.

Go-Kart Street Race 3

Reward: \$30

This race travels through the Blue Skies area and will not be available until Chapter V.

Once you're off the street, follow the dirt path. If you try to cut across the grass you may end up on the wrong side of the course barrier and probably lose the race as a result. Only use this shortcut if you're having trouble staying in the lead.

It's best to tackle this race during the day. If you win, you'll unlock the Go-Kart for your own personal use. It will be waiting for you in the school parking lot next to the bike garage.

Misc.	Races	Yearbook	Collectibles	Errands
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Tracking down each and every student to take their Yearbook picture can be a daunting task. Open the Yearbook to determine the names of the students you're missing and use the chart at the end of this section to determine which clique they belong to. From there, it's simply a matter of hanging out where that particular group congregates and snapping photos until you find who you're looking for.



Here are the cliques and where you'll find them:

- **Bullies** -- They frequent the parking lot but you'll see them all over.
- **Jocks** -- They're always by the gym and the football field
- **Preppies** -- Harrington House, Old Bullworth Vale, and the Boxing Gym
- **Nerds** -- Library
- **Greasers** -- Auto Shop area and New Coventry
- **Girls** -- Most don't belong to a particular clique. You'll find the majority of them hanging around the school and in the Girls' Dorm. Pull the fire alarm to flush 'em out.

There are a few boys who don't belong to a particular clique either. Check the school and the Boys' Dorm. Like with the girls, pull the fire alarm to get everyone in one place.

Name	Clique
Algernon	Nerd
Angie	none
Beatrice	Nerd
Bif	Preppy
Bo	Jock
Bryce	Preppy
Bucky	Nerd
Casey	Jock
Chad	Preppy
Christy	none
Constantinos	none
Cornelius	Nerd
Damon	Jock
Dan	Jock
Derby	Preppy
Davis	Bully
Donald	Nerd
Earnest	Nerd
Ethan	Bully

Eunice	none
Fatty	Nerd
Gary	none
Gloria	none
Gord	Preppy
Gordon	none
Hal	Greaser
Ivan	none
Jimmy	none
Johnny	Greaser
Juri	Jock
Justin	Preppy
Karen	none
Kirby	Jock
Lance	none
Lefty	Greaser
Lola	Greaser
Lucky	Greaser
Luis	Jock
Mandy	Jock
Melody	none
Melvin	Nerd
Norton	Greaser
Parker	Preppy
Peanut	Greaser
Pedro	none
Petey	none
Pinky	Preppy
Ray	none
Ricky	Greaser
Russell	Bully
Sheldon	none
Tad	Preppy
Ted	Jock
Thad	Nerd
Tom	Bully
Trent	Bully
Trevor	none
Troy	Bully
Vance	Greaser
Wade	Bully
Zoe*	Townie

* You'll find Zoe hanging around Blue Skies Industrial Park. In Chapter VI you'll also find her at the school.

Misc.	Races	Yearbook	Collectibles	Errands
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Rubber Bands

Collect every Rubber Band to make the **Rubber Band Ball**. It has more bounce than a DOA girl's chest!

School

- On the path to the footbridge that leads to Bullworth Town
- Near the railing on the second floor of the Girls' Dorm
- In the shower room on the second floor of the Girls' Dorm
- Behind the stairs on the south side of the Girls' Dorm
- At the end of the hall in the Boys' Dorm
- Around the south end of the Boys' Dorm
- Near the northwest door of the main school building (outside)
- In the waiting room of the principal's office
- In the basement behind the fence you must crawl under
- By the broken elevator in the basement near the pit where you fought Russell
- In the storage room of the kitchen in the cafeteria
- Inside the old school bus
- Near the bike garage in the parking lot
- Inside the auto shop garage (south of Shop class)
- In the water at the base of the statue between the auto shop area and Harrington Hall
- Between two bookshelves on the second floor of the library
- On the path between Harrington Hall and the library (jump over the wall in the Harrington Hall mowing yard)
- In the fenced in area between Harrington Hall and the pool building (use the ladder on the pool building to leap the fence)
- In front of the gym building
- In a shower stall in the girls' locker room in the gym
- Near the clubhouse at the end of the football field
- On the path that connects the library and the observatory
- Near the tunnel along the path that connects the library and the observatory
- On the fallen tree just off of the bike path behind the school
- Inside the barricaded tunnel next to the bike path behind the school
- On the beach west of the school

Bullworth Town

- On top of the Oil Spill gas station (use the ladder)
- In the Dragon's Wing comic shop basement near the bed
- In the alley next to the Shiny Bikes shop
- On the roof of the movie theater. Jump from the roof of neighboring building (the ladder is in the back on the walkway)
- East of the hospital in front of the building with the red awning
- By the statue in front of Town Hall
- On the west lawn of Town Hall
- On top of Town Hall (the ladder is in the back)

Old Bullworth Vale

- In the yard of the house across the street from Tad's
- On the basketball court
- In the gazebo in Tad's backyard

In the yard of the second part
time mowing location
Under the bridge in the retirement home yard
In the gazebo in the Old Bullworth Vale Gardens
Near the ramp at the east end of the Gardens
Near the church (go through the cemetery and hop the wall)
Between the first two houses on the left when coming from the bridge from Bullworth Town
Near the picnic area behind the Burger Joint
Next to the wall on the dirt path behind Shin Jo's
Behind the house on the east side of the cul-de-sac
In the scenic area with the benches that overlooks the lighthouse and carnival
Inside the carnival Freak Show near the Crazy Painted Man
At the end of the pier
On the rock pillar east of the carnival (swim to the small beach, go through the tunnel, and cross the balance beam)
On a rock pillar south of the large island. (swim to it and cross the balance beams connecting the rock pillars)
In the alley behind the Dry Seaman Bar and Boar Inn
Beside the tree by Aquaberry
In the Aquaberry fitting room
By the trophy case on the second floor of the boxing gym
Beside the trashcan outside the boxing gym
On the northeast end of the beach where the bike path starts
New Coventry
Near the bike path that cuts through the trees on the northwest side of town
In the alley behind Hung Lo (west side of town)
In front of Yum Yum Market
In the parking lot next to the Blue Balls pool hall
In the alley beside the tenements
By the camping trailer across the street from the bike garage
Blue Skies Industrial Park
In front of the tattoo trailer
On the sinking boat near the docks
In the gated
off section of the docks
In the yard of the Paint Supply building across from Zoe's (climb the wall where it's broken)
In the lot near the northernmost bus stop
On the porch of the home across from the northernmost bus stop
On the lot north of the police station
Inside the second door of the second level on the ramp attached to the building across from Spazz Industries and the police station
Next to the Spazz Industries building (enter through the missing area in the fence)
Near the crane in the shipping yard
At the far end of the train bridge that runs along the west side of town
Inside the asylum yard near the front gate

G&G Cards

Grottos&Gremlins is very popular with the nerds at Bullworth. You're not really a fan but you're going to collect all the trading cards you find lying around, aren't you?

School

In the attic of the Girls' Dorm

Just off the dirt path west of the parking lot between two big rocks (by the wall)

On the balcony on the back of the main school building (climb the lattice)

On the table by the globe in the library

Behind the dumpster in the auto shop area (near the building with two doors)

In the area between Harrington Hall and the pool building (climb the pool building ladder to hop the fence)

In one of the stalls in the boys' locker room in the gym

In the front yard of the observatory behind the stairs to the Spud Cannon

Near the entrance to the tunnel that leads to the asylum from the observatory

Bullworth Town

On the roof of the police station (ladder is in the back)

On the dumpster in the alley behind the theater

Behind the Come Hither adult book store

Behind the tree planter in the parking lot of the Inn and Out Motel

In the basement of the Dragon's Wing comic shop (on the coach)

At the bottom of the stairs behind the Dragon's Wing comic shop

Between the Mental Dental and Leighson's Bank buildings (near the Dragon's Wing comic shop. Crawl through the hole in the wall in the back parking area)

Old Bullworth Vale

In the cemetery next to a grave

On the rocks by the bridge on the east end of the beach

On the barge southeast of the pier

On the half sunken ship south of the big island

At the end of the boardwalk in front of the lighthouse

By the garbage can and the stairs near the theater

At the top of the stairs behind the Burger Joint

In Tad's front yard between the car and the house

In the back corner of the lot next to the carnival entrance gates

In the carnival prize tent by the arcade machines

On the Big Squid ride at the carnival (ride the ride to pick it up)

New Coventry

By the train cars on the north end of the train bridge

Next to the tree by the dirt path that leads under the train bridge (behind the Inn and Out Motel)

In the changing room of the Final Cut

On the dirt path between the tenements and the train bridge

In alley west of the easternmost bus stop (climb the dumpster to reach it)

On the ledge of the building across from the bike garage (not the BMX park)

Blue Skies Industrial Park

Next to the busted trailer northeast of Zoe's

In Zoe's backyard

In the backyard of the eastern most house

Near the dumpster by the back entrance to Spencer Shipping

By the bookshelf in your Blue Skies save area

On the rooftop of Blue Skies Shipping (use the stairs on the other building and cross the walkway connecting the two rooftops)

Inside the Wonder Meats warehouse where Russell is hiding from the cops in Chapter V

Lawn Gnomes

Those stupid lawn ornaments can be found all over. Smash them all and you won't have to look at them anymore!

Old Bullworth Vale

In the yard of the second part

time mowing location. The one with the four birdbaths

On the front porch of the house across the street from the mowing job house. Jump the fence on the west side

In Tad's front yard

In Tad's yard near the gazebo

In the yard across the street from Tad's house

Next to Tad's garage (it's separate from the house)

On the west side of the house across from Tad's garage

In the front yard of the retirement home near the pond

Next to the porch of the house north of the retirement home

Beside the entrance to the Old Bullworth Vale Gardens near the retirement home

Near the entrance to the Gardens, pretty close to the last one

Inside the shed in the Gardens by the port-a-potty

Inside the shed in the Gardens next to the last one

Next to the southeast entrance to the Gardens

Next to the mailbox of the house on the northeast end of the Gardens

In the front yard of the house on the west side of the cul-de-sac

Near the front door of the house on the east side of the cul-de-sac

Beside the front porch of the first house on the left after the bridge from Bullworth Town

In the bushes near the front of the church (go through the cemetery and hop the wall)

On the beach of the island south of the Vale

Bullworth Town

By the hedge in front of the police station

School

In the yard beside the Harrington House

Blue Skies Industrial Park

In the backyard of the house near the tattoo trailer

Next to the statue on the asylum grounds

On the barge. You'll have to shoot it from the docks

Radio Transistors

School

On top of the auto shop building

In the basement of the main school building (near the furnace)

Bullworth Town

In the basement of the Dragon's Wing comic shop

In the alley behind the Mexican restaurant

On the walkway over Bullworth Dam

New Coventry

In the alley beside the tenements

Clothing

Most clothing can be purchased at the stores in town, the student store in the main school building, or the prize tent at the carnival. However, there are a few garments that can only be unlocked via special means. Here's the list*:

Garment	Unlocking Method
Prison Uniform	Complete all detention mini-games
Grotto Master	Collect all G&G Cards
Gnome	Smash all Lawn Gnomes
Fast Food Outfit	Complete the Old Bullworth Vale Burger Joint errand
Gold Suit	Purchase all clothing
Green Ninja Outfit	Hit things with projectiles 1000 times
Black Ninja Outfit	Fill the Yearbook
Bandit Mask	Found in lockers after Halloween
Werewolf Mask	Found in lockers after Halloween
Two Can Hat**	Drink 500 Sodas
Firefighter Helmet	Pull 20 fire alarms
Dunce Cap	Fail any five classes
Viking Helmet	Find all collectables
Pirate Hat	Beat up the pirate on the island west of school
Cowboy Hat	Complete the Bullworth Town hobo's errand
Incognito Hat	Complete the Bullworth Town cop's errand
Tiny Swimsuit	Complete the swimming errand
Bike Shorts	Travel 100km on a Bike
Running Shorts	Run 41,843 meters

* We've omitted items that are obtained by completing story missions, classes, and races.

** Does not count towards 100% completion.

Misc.	Races	Yearbook	Collectibles	Errands
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Have some spare time? Got room in your wallet for a little extra cash? Well you're in luck because there are 50 different errands you can run for the needy residents of Bullworth. All you need to do is be in the right place at the right time. Where and when is that? We thought you'd never ask!



School

Where: Second floor of the main school building
When: Non-class school hours
What: Escort a student to the library.

Where: First floor boys' bathroom
When: School hours (2)*
What: Fetch some toilet paper for a student in the stall.

* Numbers in parenthesis indicate the chapter in which that particular errand becomes available. If there's no number, it becomes available in Chapter I by the time you complete the Defend Bucky mission.

Where: First floor boys' bathroom
When: School hours (3)
What: Same task, different student. Go get him some toilet paper. Maybe the "Out of Order" sign just isn't conspicuous enough for some students?

Where: Outside the first floor boys' bathroom
When: School hours (3)
What: Drop a Firecracker in a toilet.

Where: Behind the main school building
When: Daytime, non-class school hours (2)
What: Stuff three students into trashcans. Leave the girls alone or you'll draw the ire of the prefects.

Where: Outside the Boys' Dorm
When: Evening (2)
What: Egg the Girls' Dorm.

Where: Outside the Girls' Dorm
When: Evening (2)
What: Egg the Boys' Dorm.

Where: In the main school building
When: 9a -- 3p
What: Pull the fire alarm.

Where: Second floor of the main school building
When: Non-class hours (2)
What: Stuff two students in lockers. As always, it's in your best interest to leave the girls alone.

Where: First floor of the main school building
When: School hours
What: Pick three lockers. Watch out for the patrolling prefects.

Where: Second floor of the main school building
When: Non-class hours
What: Plant chocolates in a locker. Nothing says "I love you" like a melted gooey mess.

Where: First floor of the main school building
When: Non-class hours
What: Once again you're given chocolates to plant in someone's locker.

Where: Parking lot
When: Evening
What: Walk a girl back to the dorm (hers, not yours you naughty boy). Try to do this one as early as possible. You don't need prefects ruining the mood when they bust you for being out after curfew.

Bullworth Town

Where: In front of Town Hall

When: Daytime (4)

What: Take a pic of the dirty cop by the Inn and Out Motel. Completing this errand unlocks the **Incognito Hat**.

Where: Near the police station

When: Daytime (2)

What: Chuck **Water Balloons** at three people from a nearby rooftop. Completing this errand will add Water Balloons to your inventory. Fill one up at any sink or drinking fountain.

Where: Near the theater

When: 9a -- 6p

What: Find and return a lost jacket. It's on a rooftop. How it got up there the world may never know.

Where: Gas Station

When: Anytime (2)

What: Fire and gas don't mix and there are two greasers smoking on the roof of the gas station. Climb up there and beat them up before they hurt themselves.

Where: Near the Easy Drugs store

When: Anytime (2)

What: Find a hobo's prescription medication. You'll find them in one of the trashcans in the alley. Kick them over.

Where: Near the Mental Dental building

When: Anytime (2)

What: Find and return a lost dog.

Where: Near the theater

When: Anytime (2)

What: Someone else lost her dog. Find the mutt and return it safe and sound.

Where: Near the Shiny Bikes shop

When: Evening (2)

What: Someone stole a bike. Track him down, yank him off (don't let any cops see you do that), and return the wheels to the shop.

Where: Near the Easy Drugs store

When: Anytime (3)

What: Give the hobo some change and he'll give you the **Black Cowboy Hat**.

Old Bullworth Vale

Where: Retirement home

When: Daytime (4)

What: An old woman asks you to place six flowers on her husband's grave. The grave is in the cemetery (duh). If you need flowers, there are plenty around the retirement home's front yard that you can pick.

Where: Retirement home

When: Night

What: Help an old lady escape from the retirement home. Hold her hand and walk slowly. Take her to the park. It's a bit of a walk but she's got plenty to talk about so you won't get bored.

Where: Burger Joint

When: Daytime (2)

What: Deliver food to hungry customers. Complete this errand and that stupid looking **Fast Food Outfit** is yours.

Where: Seafood restaurant

When: Daytime (2)

What: Collect six crabs. They're in the water so you'll have to swim for them.

Where: Picnic area in the Old Bullworth Vale Gardens Park

When: Daytime (3)

What: Decorate the Vale with three anti-preppy tags.

Where: Beach near the pier

When: Daytime (2)

What: Retrieve a stolen teddy bear from a bully. You'll find him under the pier. Snipe him with your Slingshot and return

the bear to its owner.

Where: Pier

When: Early morning (2)

What: Swim out to the shipwreck and explore it. Walk to the bow to complete the errand.

Where: Lighthouse

When: Daytime (2)

What: Swim around the buoy and back and you'll earn the **Tiny Swimsuit**.

Where: Pier

When: Daytime (2)

What: Swim out to the south side of the island and explore the rock pillars.

Where: Near the homes south of the Old Bullworth Vale Gardens

When: Morning (3)

What: Get a package away from a sleeping dog for a cowardly mailman.

Where: Near the souvenir tent at the carnival

When: Anytime (3)

What: Take pictures of the carnival rides. Make sure the name of the ride is in the photo.

New Coventry

Where: Near Yum Yum Market

When: Evening (3)

What: Beat up a car. There are 11 damage points all around the vehicle. The front windshield is easy to miss so make sure you take it out with the Slingshot.

Where: Between Yum Yum's and The Final Cut

When: Evening (5)

What: Escort a girl to the Inn and Out Motel (hey! Get your mind out of the gutter). It's a long, slow walk so start this one early. You don't want to pass out from exhaustion. How embarrassing would that be?

Where: Spazz Warehouse

When: 9a -- early afternoon (5)

What: Deliver a package to Blue Skies

Where: Near the underpass

When: Afternoon -- evening (3)

What: Paint three anti-greaser tags.

Where: Near the police station

When: Afternoon to evening (3)

What: Take photo of a cheating girlfriend at the motel.

Where: Tenements

When: Daytime (4)

What: Put out fires in the tenements. There are two on each floor.

Where: Near the tenements

When: Afternoon to evening (3)

What: Take pictures of taggers for a police officer.

Where: Near the tenements

When: Daytime (4)

What: Exterminate 18 rats in the tenements.

Where: Near Spazz Industries building

When: Evening (3)

What: Egg the greasers' building.

Where: Near the save house

When: Evening (3)

What: Escort an old lady back to the tenements.

Blue Skies Industrial Park

Where: Near the Spencer Shipping Warehouse
When: 3p -- 9p (5)
What: Destroy four satellite dishes. Cable forever!

Where: Docks
When: 9a -- 5p (5)
What: Kill four rats. Chuck them into the drink when you're done. It's not required but it is fun in a sick and twisted sort of way.

Where: Near Wonder Meats factory
When: Evening (5)
What: Smash up a car. There are eleven parts of the car to smash. Just circle the car while punching. The easiest part to miss is the front windshield. Take it out with your Slingshot.

Where: Near Spazz Industries
When: Daytime (5)
What: Egg two greasers.

Where: Near the Blue Skies save location
When: Daytime (5)
What: Deliver a package to some other guy.

Where: Docks
When: Daytime (5)
What: Salvage a package from the derelict boat and return it to its owner.

Where: Asylum front gate
When: Daytime
What: Find and return two escaped patients. No need for Mace. They're pretty easygoing and will follow you around once you find them. Just lead them back to the asylum for some much need electroshock therapy. Did we say electroshock therapy? We meant counseling.

Q & A

Q :: How do I obtain 100% completion?

- Complete all missions (you can skip The Big Prank)
- Pass every level of every class
- Collect all 75 Rubber Bands, 40 G&G Cards, and 6 Radio Transistors
- Smash all 25 Lawn Gnomes, 27 Pumpkins and 19 Tombstones
- Complete all lawn mowing jobs and paper routes
- Run 30 of the 50 errands
- Win all 14 Bike Races
- Win all 8 Go-Kart Races
- Obtain all clothing
- Fill the Yearbook
- Beat the high score in all arcade games
- Win both Penalty Shot and Keep Ups
- Beat Chad, Justin, Parker, Bryce, and one random fighter in the boxing gym
- Win all four midway games
- Ride all three carnival rides
- Purchase the Scooter and two posters from the carnival prize tent
- Buy 100 Sodas

Q :: Why am I collecting so many Rubber Bands?

To keep yourself occupied so you'll stay out of trouble you little miscreant. Idle hands are the devil's playground you know. Besides, collect them all and you'll obtain the Rubber Band Ball, a fun little toy you can throw at people.



Q :: What color underwear does Mandy wear?

Blue.

Don't believe us? Snipe her with your slingshot from the tree on the football field and she'll fall to the ground and roll around without much concern for modesty. Wait for your trouble meter to empty, hop out of the tree, walk over and have a look up her skirt. See? Blue. She wears white in the winter to match the different cheerleading uniform.

All the other girls wear white underroos. Nail them with a projectile from afar and quickly hop in a trashcan before you're seen. When your trouble meter dies down, go have a look.

Even Ms. Danvers (Crabblesnitch's secretary) fancies white unmentionables. When she grabs you for being naughty, stomp her foot and take a peak while she's hopping up and down.

Q :: Why can't I kiss girls shorter than me?

Because you'll strain your neck.

Q :: Can I kiss boys?

Sure can. You just have to find the few that like you. There's one in each clique. Make sure you have that clique's respect, dress nicely, grab some flowers and talk to the handsome lads until you find one that's interested.

Q :: Is this game appropriate for my child?

That's not for us to say. It's your child so it's your call. The game is recommended for teens 13 and older by the ESRB and carries content descriptors for "Crude Humor," "Language," "Sexual Themes," "Use of Alcohol and Tobacco," and "Violence." You can visit [the ESRB's website](http://www.esrb.org) for more information on the ratings and content descriptors and read reviews from IGN and other outlets like GamerDad.com for more information.

At the end of the day, your best bet is to simply play the game and decide for yourself.

Q :: Was there any significance to Peanut's appearance in the opening cinematic of the Here's To You Ms. Phillips mission?

You noticed that too, huh? Yeah, it seems to be a dropped plotline.

Q :: How do I get Gary's photo in the yearbook? He's never around!

Gary's photo will be added automatically when you beat him at the end of Chapter V.

Q :: I like this shirt. Why is everyone making fun of my clothes?

Well, not everyone shares your unique and refined fashion sense. You may think that "I'm with stupid ->" T-shirt is pretty swank but there will always be those that disagree. If students are mocking your clothes, you won't be getting any kisses. If that doesn't bother you then dress however you see fit. Of course, prefects are never happy unless you're wearing the school uniform but you weren't looking to kiss them anyway, were you?

If you're looking for a surefire study ensemble, dress in the LS line of clothes. The kids go crazy for that brand.

Q :: Is Bully a "Columbine Simulator"?

If so, it's a very poor one. There is no death, no guns, no blood, no trench coats, no Klebold or Harris, and no Columbine.

Q :: What's the best way to get a lot of carnival tickets quickly?

The first obvious step is to complete Photography 5 so that all your ticket payouts are doubled. The Shooting Range has the potential for the most tickets but you have to be incredibly good to rack up over 260 points. Your best bet is the High Striker. It's quick, easy, and pays out a decent number of tickets.

Q :: Dude! Where's my car?

Dude! You're fifteen and don't have a license yet. Feed your need for speed with the Go Kart which is unlocked by completing all street races.

Q :: Why do dogs hate me?

They can tell you're a cat person.

Q :: How can I keep my child from being bullied?

Not naming him Algernon is a good start.

Q :: How do I escape when my trouble meter is completely full?

If you can manage to enter a hiding space without anyone seeing you, your trouble meter will eventually empty. This is almost impossible when your trouble meter is maxed out because authority figures tend to spawn around you when you're in doo-doo that deep. The best thing you can do is make a mad dash for and hide in a retail store or save location or jump in a body of water and swim out of sight. It's best to stay off your Skateboard and Bike because you might crash and if you're grabbed while getting back to your feet, it's over.

Q :: Why can't I enter the Funhouse or ride the Merry-Go-Round?

You'll get to play in the funhouse during a mission in Chapter IV. The carousel is always under repair. Sorry.

Q :: Why is the pool in the gym always empty?

We're pretty sure it has something to do with a massive cover-up involving a student drowning years ago.

Secrets

Miscellaneous

In addition to shoving kids in trash bins and lockers, you can also give them swirlies. Simply drag someone into an open stall and you'll automatically stuff their heads in the john. Repeatedly tap the indicated Action Button to flush.

In addition to shoving kids in trash bins and lockers, you can also give them swirlies. Simply drag someone into an open stall and you'll automatically stuff their heads in the john. Repeatedly tap the indicated Action Button to flush.

You can drink from drinking fountains and pee in toilets and urinals. Exciting, huh?

If you press someone up against a wall while grappling, you can knee them in the groin by pressing the Grapple Button again.

The Black Ninja Outfit (unlocked by completing the Yearbook) gives you immunity to curfew, truancy, and trespassing.

You can start a food fight in the cafeteria. Target someone with a piece of fruit until you have their attention then let the produce fly!

You can chuck snowballs at people in Chapter III. Simply stand where the snow's deep (usually by a wall) and press the Item Pickup Button. You can also start snowball fights.

You can play catch with other students. Pick up a Frisbee or Football, target another student until you have their attention and toss it their way. You can also shoot hoops at the basketball court.

You can kiss boys too! See the Q&A section for more details.

There's an extra photo in your album of your mom and her fifth husband on their honeymoon.

You can slide down many banisters and railings. Simply approach them and press the indicated Action Button.

Press the Grapple Button near someone on a bike or scooter and you'll pull them off. Watch out for cops, especially if you yank a girl or old woman off her ride.

You can perform a few different tricks on your Bike.

- Wheelie: hold the Analog Stick back while pedaling
- Endo: Jam on the brakes and push forward on the Analog Stick
- Flips: Push forward or pull back on the Analog Stick when coming off a ramp

You can skitch the back of cars on your Skateboard. Simply skate up behind them and press the indicated Action Button. The car will stop if the driver notices you.

Are you being followed? Did the Bag of Marbles that you dropped have the desired effect on the pursuing prefect? Click the Left Analog Stick for a quick glance behind you.

There's a globe in the back of the library that will present you with amusing, worldly facts each time you give it a spin.

There's a fortune teller machine at the carnival. It costs 25 cents and the fortunes are just as profound and useful as the ones you'll find in Chinese cookies.

You can play with dead rats. Take them out with a projectile and you can pick them up and throw them at little girls. Ah ha ha ha!

You can turn the sprinklers in the Bullworth Gardens Park on and off. The control box is in the corner near a port-a-potty.

You can give males wedgies or pinch girls' bottoms by sneaking up behind them, locking on, and pressing the Action Button with the underwear icon.

Fruit can be eaten or thrown. After eating a banana, drop the peel on the ground and someone might slip on it!

There are many shortcuts between areas around the school. For example, you can travel from the Girls' Dorm to the main school building by hopping the wall instead of going under the archway. Look for low walls and broken fences.

Jimmy will automatically decorate his dorm room with mementos from many of the tasks he completes.

You can recruit students to fight with you. Speak to a member of a clique that respects you and pay them.

There's a trailer in the Blue Skies area where you can purchase tattoos for your arms.

You can drop Firecrackers into toilets. It's more fun when there's someone in an adjoining stall.