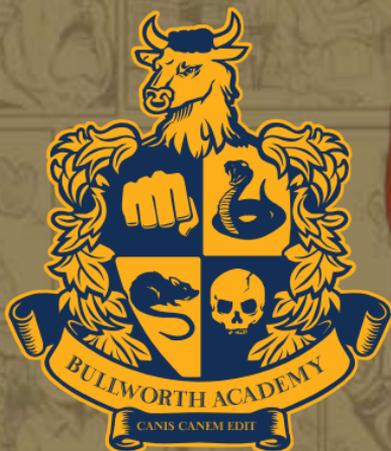


BULLY™

SCHOLARSHIP EDITION



Much later



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ABOUT THIS BOOK

Since publishing the first edition there have been some exciting new developments. This second edition has been updated to reflect those changes. You will also find some additional material has been added. Entire chapters have been rewritten and some have simply been deleted to streamline your learning experience. Enjoy!

GETTING STARTED

Operating Systems

Windows XP

Windows Vista

Minimum System Requirements

Memory: 1 GB RAM
4.7 GB of hard drive disc space

Processor: Intel Pentium 4 (3+ GHZ)
AMD Athlon 3000+

Video card: DirectX 9.0c Shader 3.0 supported
Nvidia 6800 or 7300 or better
ATI Radeon X1300 or better

Sound card: DX9-compatible

Installation

You must have Administrator privileges to install and play Bully: Scholarship Edition. If you are unsure about how to achieve this, please consult your Windows system manual.

Insert the Bully: Scholarship Edition DVD into your DVD-ROM Drive. If AutoPlay is enabled, the Launch Menu will appear otherwise use Explorer to browse the disc, and launch.

Select the INSTALL option to run the installer.

Agree to the license Agreement.

Choose the install location:
by default we use "C:\Program Files\Rockstar Games\Bully Scholarship Edition"

Installation continued

Once Installation has finished, you will be returned to the Launch Menu.

If you do not have DirectX 9.0c installed on your PC, then we suggest launching DIRECTX INSTALL from the Launch Menu. This will require you to reboot your computer after installation has finished.

CONFIGURATIONS**Controller Set Up Page**

Configuration

Mouse and Keyboard / Joypad
Sets the control method to either Mouse and Keyboard or Joypad.

Redefine Controls

To redefine your controls highlight the specific action you wish to change and press either [ENTER] on the keyboard or the **A** button if you are using an Xbox 360® controller. Then press the appropriate key or button to remap your controls.

Restore Defaults

Restores your current controller method to its default mapping.

CONTROLS**Controls: Standard**

Show Secondary Tasks	Arrow Left
Show Tasks/Objectives	Arrow Right
Zoom In	Arrow Up
Zoom Out	Arrow Down
Map Menu	Tab
Pause Menu	ESC
Melee Attack	Left Shift
Sprint	Left Alt
Jump	Space
Grapple/Interact/Dismount (Bike & Vehicle)	R
Lock On/Punch (On Bike)	Right Click
Cycle Weapon Left	Scroll Wheel Up
Weapon Fire/Punch (Bike)/Hand Brake (Vehicle)	Left Click
Cycle Weapon Right	Scroll Wheel Down
Look Back	X
Crouch	C
Move Left	A
Move Forward/Accelerate (Bike & Vehicle)	W
Move Right	D
Move Back/Brake & Reverse (Bike & Vehicle)	S
Un-equip Weapon	Click Wheel

CONTROLS *(continued)*

Controls: Xbox 360® Controller

Bully: Scholarship Edition is also compatible with the Xbox 360 controller. Plug in any Xbox 360 controller, go to the CONTROLS option in the in-game menu, then select to enable Xbox 360 Compatible Controls.



Controls: On Bike

- Y** button: dismount
- X** button: brake/reverse
- B** button: jump
- A** button: accelerate

Left Analog Stick: steer bike
Right Analog Stick: camera

BACK: map
START: options

Left Stick: click to look back

D-pad Left: show secondary tasks
D-pad Right: show primary tasks

Left Trigger: punch left/lock on
Left Bumper: cycle previous weapon

Right Trigger: punch right/fire weapon
Right Bumper: cycle next weapon

Controls: In Vehicle

- Y** button: dismount
- X** button: brake/reverse
- A** button: accelerate

Left Analog Stick: steer vehicle
Right Analog Stick: camera

BACK: map
START: options

Left Stick: click to look back

D-pad Left: show secondary tasks
D-pad Right: show primary tasks

Controls: On Foot

- Y** button: grapple/interact
- X** button: melee attack
- B** button: jump
- A** button: sprint

Left Analog Stick: move
Right Analog Stick: camera

BACK: map
START: options

Left Stick: click to look back
Right Stick: click to crouch

D-pad Left: show secondary tasks
D-pad Right: show primary tasks
D-pad Up/Down: zoom

Left Trigger: lock on
Left Bumper: cycle previous weapon

Right Trigger: fire weapon
Right Bumper: cycle next weapon

INTERACTIONS

At some point you will need to find your way around the school and learn how to tell time. This can be helpful to locate missions, find objectives and interact with your fellow classmates. Besides, it's no fun to skip class if you didn't even know it started.



IN GAME

- 1. Clock:** The clock will be present on-screen whenever time is a factor for Jimmy's current activity.
- 2. Item:** Jimmy's currently selected item is displayed here. Items can be cycled through using the mouse scroll wheel, or the Right Bumper and Left Bumper on the Xbox 360 controller.
- 3. Interaction:** When the R key or the Left Trigger on the Xbox 360 controller is pressed, the social interaction menu will be displayed showing the potential interactions open to Jimmy.
- 4. Map and Status Window:** The map is essential for navigation, Jimmy's position is at the center, and the map will rotate so that the direction he is walking in is at the top of the map.



A. Health bar: Shows Jimmy's current health – increase health by buying a soft drink from one of the many vending machines.

B. Trouble meter: This meter will fill as Jimmy commits misdemeanors, turning yellow, then orange and finally red as the level increases. Authority figures will pay more attention to Jimmy as this meter fills.

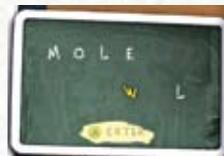
CLASSES

Fortunately, it can be helpful for your stay at Bullworth to attend classes. So, if you find the time, you will learn all the tricks to taking over the school - how to fight those menacing jocks, win over the girls, dodge the prefects, make some stink bombs and much more.



Mathematics

You'll be okay. It's multiple choice.



English

Mastery of the English language is highly impotent in the world of business.



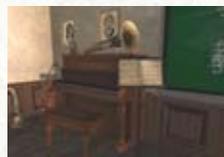
Biology

Try not to puke and don't forget, it's worse on the frog than it is on you.



Art

The only thing you need to know is that it's taught by Ms. Phillips. (You'll understand when you get to class.)



Music

Learn how to bang on your desk in harmonious discontent.

CLASSES *(continued)*



Geography

It's just like putting push pins on that map in your bedroom, only you have no idea where the pins go.



Chemistry

If you ever wanted to learn how to make stink bombs and firecrackers, then you may not want to miss this class.



Photography

Become the town Papparazzi, and more importantly, this is also taught by Ms. Phillips.



Gym

Learn everything you need to know to wrestle your way to the top of the pile... while wearing tights.

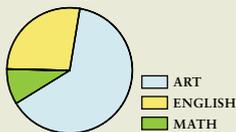


Shop

Get your hands dirty in something other than mischief. Tune some bikes and get better rides.

Fun Facts

The pie chart shows that 65% of students favor Art class with Ms. Philips over Mathematics and English.



SCHOOL SUPPLIES

Bullworth is ruled like any other school – survival of the fittest, or the most prepared.

Firecracker *(See Figure 1.)*

These can get you in some unwanted trouble, but they are ever so fun. And whatever you do, don't drop them in the school toilets!



Figure 1.

Slingshot *(See Figure 2.)*

The only thing you need to worry about is hitting your target. This trusty companion comes with an endless supply of ammo and can't be confiscated. So get in some practice on some targets and get used to relying on it for ranged attacks.



Figure 2.

Skateboard *(See Figure 3.)*

Ideal for escaping any of the lame authority figures and an easy way to zip around the map. It's also fun to hitch a ride on the back of cars going to town.



Figure 3.

Stink Bomb *(See Figure 4.)*

Imagine what you would stink like if you didn't shower for a year and then went swimming in a pool of rotten eggs. It's just like that, only worse, and in a bottle. Just be careful not to get caught in the rancid cloud yourself.



Figure 4.

Marbles *(See Figure 5.)*

If you want to "play" marbles, then go home. These are used for pranks. Try dropping some of these near busy doorways.



Figure 5.

SCHOOL SUPPLIES *(continued)*

Itching Powder *(See Figure 6.)*

Why should you use it? Because it's always fun to watch someone fidgeting and scratching themselves uncontrollably. It's also useful to slow down Prefects who are chasing you.



Figure 6.

Carton of Eggs *(See Figure 7.)*

A staple item for any prankster and a necessary gift for any open windows. Simple to use too, just throw and splat!



Figure 7.

Spud Gun *(See Figure 8.)*

The name says it all. Launch some of Idaho's finest all across Bullworth.



Figure 8.

Bottle Rocket Launcher *(See Figure 9.)*

Not only are they fun to send zipping through the air, they make a nice little ka-boom too.



Figure 9.

Spray Paint *(See Figure 10.)*

ХИММА ДУЗУБЕР



Figure 10.

Rubber Band Ball *(See Figure 11.)*

For those that can locate all of the missing rubber bands around Bullworth, you won't be disappointed.



Figure 11.

Camera *(See Figure 12.)*

Everyone loves pictures, especially ones from the girls' dormitory. Also a great way to capture all of the pranks you pull on unsuspecting classmates.



Figure 12.

Soda *(See Figure 13.)*

Contrary to popular opinion, drinking soda can be good for you, especially when you are in need of some health.



Figure 13.

Apples *(See Figure 14.)*

Healthy to eat, but more fun to throw. Try tossing some of these around the cafeteria.



Figure 14.

Banana *(See Figure 15.)*

If you see these on the floor, don't walk over one unless you want to split.



Figure 15.

BULLWORTH SOCIETY

One of the most important things to learn at Bullworth is your place in the social hierarchy. You'll have to navigate your way through several different school groups as you try to take over the school. But be careful as you win the approval of some groups as the others will not look kindly upon you climbing the ranks.

Nerds

These are the strong minded individuals on campus who usually find themselves in trash cans or inside their own lockers. On the outside, they may look weak, but they can become an important ally. They also know how to make stink bombs, itching powder and control the spud cannon so you might want to reserve that wedgie for the Preppies.



Preppies

They are rich and they are troublesome. While they may have nicer uniforms, they are not immune to pranks. If they try and bother you, let them know you mean business and decorate their prized Harrington House with a carton of eggs.



Jocks

These muscle heads may not be smart, but they sure are tough. The only thing they love more than sports is bullying the Nerds, so if you see one of your classmates on the receiving end of a wedgie, try lending a hand. But be careful, you may find yourself outnumbered.



Greasers

These are the big kids on campus and they are certainly not a group you want to mess with. They wear leather jackets and hang out at the auto shop all day talking about greaser stuff. So be careful if you need to venture to one of their hang outs, they don't like anyone stepping on their turf.



Prefects

These are the lame authority figures in blue jackets that enforce the rules. If you miss class or bully another student, they will be all over you like flies on today's lunch special. Sometimes an apology can get them off your back, other times you will just need to run and hide. If you get caught, you might be looking at some detention time.



Girls

Probably the best group of students on campus and certainly the most attractive. They can come from different types of social cliques, but they all respond well to gifts. You may find yourself with a few girlfriends so watch out, they are all the jealous type.



Teachers

We all know teachers. They teach, give out quizzes and generally annoy you. At Bullworth, this is no exception. The only advice that can be shared is to pass your classes; you will get rewards that help you throughout the school year. Your only other choice is truancy, which can be just as rewarding.



Townies

This is pretty much everyone that doesn't live on Bullworth campus and they don't like students. When you visit town make sure you stay out of trouble because they have no problem calling the cops who won't be as nice as the Prefects.





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