

WARNING Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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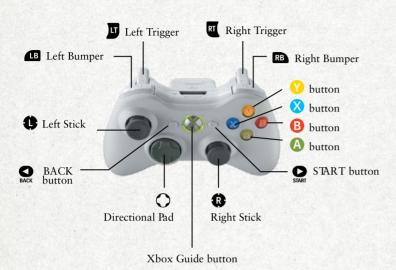


ABOUT THIS BOOK

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!

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GETTING STARTED



CONTROLS

Controls: On Foot

V button: interact

💢 button: punch/attack

B button: jump

A button: sprint

Left Analog Stick: move Right Analog Stick: camera

Select: map Start: options Left Stick: push to look back Right Stick: push 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

Controls: On Bike

button: dismount

X button: brake/reverse

B button: jump

A button: accelerate

Left Analog Stick: steer bike Right Analog Stick: camera

Select: map Start: options Left Stick: push 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

V button: dismount

button: brake/reverse

A button: accelerate

Left Analog Stick: steer vehicle Right Analog Stick: camera

Select: map Start: options Left Stick: push to look back

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

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

3 BULLY: SCHOLARSHIP EDITION CHAPTER 1: GETTING STARTED

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 Right Bumper and the Left Bumper. Remember, pressing the Right Bumper and the Left Bumper together instantly toggles the skateboard.
- Interaction: When the Left Trigger 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 [Mini Games]

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.

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Chapter 2 Chapter 3

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 Paparazzi, and more importantly, this is also taught by Ms. Phillips.



Gvm

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

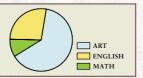


Shop

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.

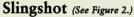


SCHOOL SUPPLIES

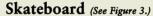
Bullworth is ruled like any other school - survival of the fittest, or the most prepared.

Firecracker (See Figure 1.)

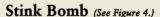
These can get you in some unwanted trouble, but they are ever so fun. And whatever you do, don't drop them in the school toilets!



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.



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.



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.

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 1.





Figure 3.



Figure 4.



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.

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!

Spud Gun (See Figure 8.)

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

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.

Spray Paint (See Figure 10.)





Figure 6.



Figure 7.







Rubber Band Ball (See Figure 11.)

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

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.

Soda (See Figure 13.)

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

Apples (See Figure 14.)

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

Banana (See Figure 15.)

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



Figure 11.



Figure 12.







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BULLY: SCHOLARSHIP EDITION CHAPTER 3: SCHOOL SUPPLIES

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 sowder 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 out numbered.



Greasers

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



Prefects

These are the lame authority figures in blue jackets hat enforce the rules. If you miss class or bully unother student, they will be all over you like flies on today's lunch special. Sometimes an apology are get them off your back, other times you will sat 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 quizze 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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