

Welcome to

BILLY



A GUIDE TO BULLWORTH ACADEMY





WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

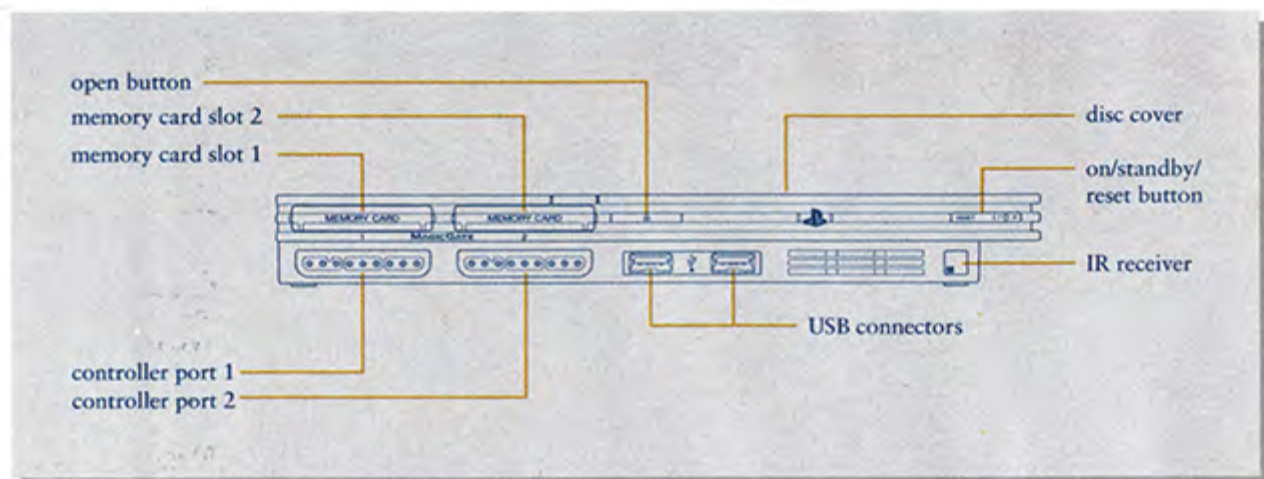
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.
- Never use solvents or abrasive cleaners.



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GETTING STARTED*



Set up your PlayStation(R)2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the Bully™ disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

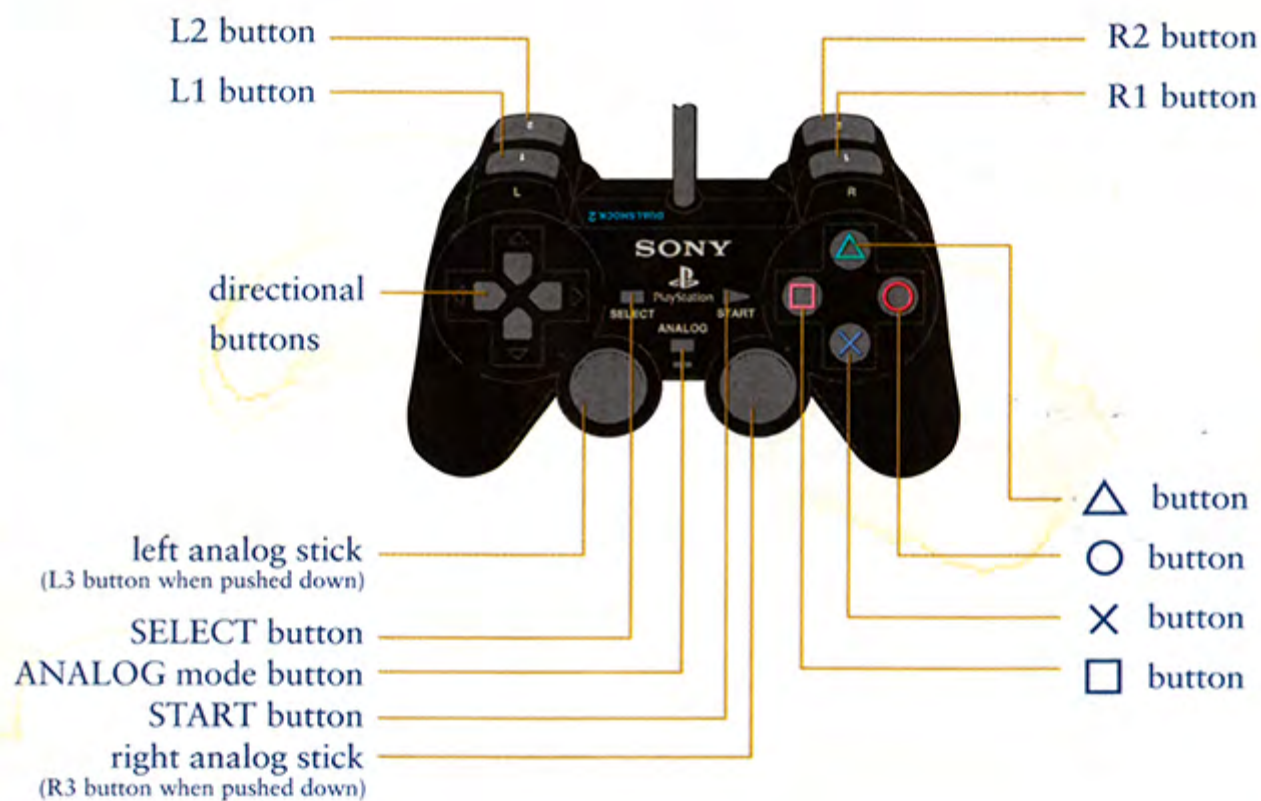
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.





STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



BULLHORNS



CONTROLS

CONTROLS: ON FOOT

△ Button: Grapple / Interact

○ Button: Jump

× Button: Sprint

□ Button: Melee Attack

Right Analog: Camera Control

Left Analog: Movement

L3 Button: Look Back

L2 Button: Cycle Weapon Left

L1 Button: Lock On

SELECT Button: Show Map Screen

START Button: Show Option Screen

▲ Button: Zoom In

▼ Button: Zoom Out

◀ Button: Show Secondary Tasks

▶ Button: Show Tasks / Objectives

R3 Button: Crouch

R2 Button: Cycle Weapon Right

R1 Button: Weapon Fire

CONTROLS: ON BIKE

△ Button: Dismount

○ Button: Jump

× Button: Accelerate

□ Button: Break / Reverse

Right Analog: Camera Control

Left Analog: Steer Bike

L3 Button: Look Back

L2 Button: Cycle Weapon Left

L1 Button: Lock On / Punch

SELECT Button: Show Map Screen

START Button: Show Option Screen

▲ Button: Unused

▼ Button: Unused

◀ Button: Show Secondary Tasks

▶ Button: Show Tasks / Objectives

R3 Button: Unused

R2 Button: Cycle Weapon Right

R1 Button: Weapon Fire / Punch

CONTROLS: IN VEHICLE

△ Button: Dismount

○ Button: Unused

× Button: Gas

□ Button: Break / Reverse

Right Analog: Camera Control

Left Analog: Steer Vehicle

L3 Button: Look Back

L2 Button: Unused

L1 Button: Unused

SELECT Button: Show Map Screen

START Button: Show Option Screen

▲ Button: Unused

▼ Button: Unused

◀ Button: Show Secondary Tasks

▶ Button: Show Tasks / Objectives

R3 Button: Unused

R2 Button: Unused

R1 Button: Unused



NOTE FROM THE PRINCIPAL

Dearest Parents and Friends,

Bullworth Academy is a well-respected academic institution with a fine tradition of stern discipline. We are renowned the world over for the quality of our alumni and the strong moral fiber we instill in them. The world is an ugly place and we must prepare our children, by any means necessary, to enable them to rise to the top



of the steaming cesspool of human endeavor. It is an old-fashioned ideal, I know, but nevertheless an essential one. If only society at large adhered to the strict principles of loyalty, trust and ruthless ambition that I ingrain in every pupil here.

Of course, we have our critics, those who say it is wrong to reward the strong and punish the weak and feeble. I do not bow to the fashionable principles of so-called modern educationalists. Competition is good, it gives the youth of today what it needs: spirit and determination. Traditional schooling did not leave me with any noticeable scars, apart from a few physical ones, and an inability to sleep without a light on. I cannot allow the torrent of popular opinion to sway my faith in tradition. For without our heritage we are but orphans in the sewers of this noble country.

We very much look forward to welcoming your child to our bosom. Boys or girls, we will make men of them all.

Yours Sincerely,

Dr. Crabblesnitch

Bullworth Academy Principal

CONNECTING INDIVIDUALS

It is always important for our pupils to know their way around the school and to know precisely where they are meant to be and when. I will not tolerate slack attitudes from Bullworth students.



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 R2 button and the L2 button. Remember, pressing the R2 button and the L2 button together instantly toggles the skateboard.
- 3. Interaction:** When the L1 button 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}

Our teaching at Bullworth Academy is second to many. We pride ourselves on rigidly sticking to the curriculum at all times. It is essential that our pupils have a firm grounding in all the key academic subjects.



ENGLISH

We expect all of our students to be able to spell to some extent before they leave us. Mastery of the English language is highly impotent in the world of business.



GYM

Life in the real world is a constant struggle and not everybody plays fair. Gym class is the perfect arena for our students to develop the grit and determination needed to claw their way to the top of the pile.



SHOP CLASS

Only by understanding how machines function can we truly grasp their value to humanity. Without machines, we'd all be living in swamps eating raw fish.



PHOTOGRAPHY

Photography is about more than simply taking beautiful pictures. It teaches impressionable youths how to take a new viewpoint on the world. After all, it is only by becoming blinkered and seeing things how one wants to, that one can become a truly responsible adult.



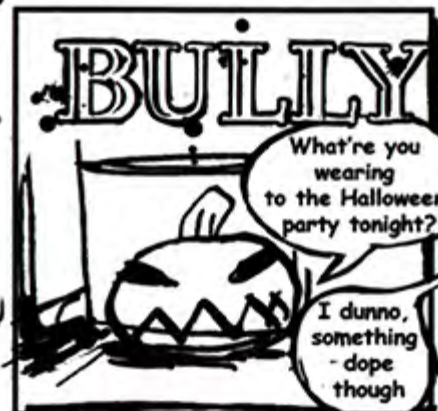
ART

Our students leave Bullworth Academy as well rounded individuals with as much hunger for cultural pursuits as they have for academia. Nevertheless, we must at least try and encourage some interest in the arts.



CHEMISTRY

Chemistry teaches useful lessons about the world around us. The discipline and coordination needed to handle volatile chemicals are valuable as a metaphor for the volatility of the morally unsound people that pupils will come across once they've left our hallowed hallways.





WHY CAN'T I JUST CHOOSE?

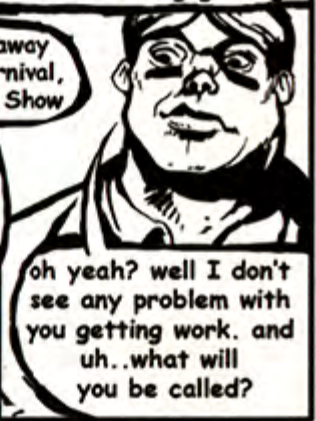


can I have the loser please?

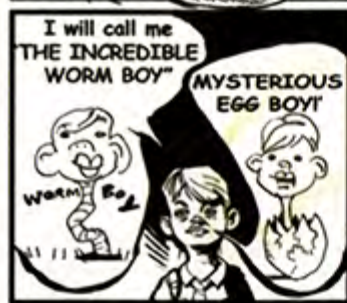


Meanwhile, Back at Bullworth School. The kids are talking garbage

i want to run away and join the Carnival, join the Freak Show



oh yeah? well I don't see any problem with you getting work. and uh..what will you be called?



I will call me THE INCREDIBLE WORM BOY!

MYSTERIOUS EGG BOY!



how about 'The Magnificent Idiot Boy'?



YEAH! That's good tool

Oh boy! give me strength!



MEANWHILE

so you did as we planned? you gave the really pongy skeleton suit, to the new kid and told him the Halloween party was over the ravine and down in the copper mine?



yep! sure did!

WOOF!



So he went off all excited, happy to be invited to a party that doesn't even exist? Hal



How wonderful that someone else is no doubt as miserable as me.

How funny was it?

No idea. We haven't seen him for ages



so how am I going to know if it was funny or not?



it's quite good fun pretending to a maniac



dang this costume sure is sweaty

i'm lost



well, at least I'm getting to know the area.

SCHOOL EQUIPMENT {INVENTORY}

Here at Bullworth Academy it is mandatory to be prepared for any and all situations; using the items around you to succeed is an important key to your success.

SLINGSHOT



With an endless supply of ammo, the only thing to worry about when using the trusty slingshot is hitting your target. Your slingshot will never be confiscated, so get used to relying on it for ranged attacks.

SKATEBOARD



Once you acquire a skateboard you'll be able to cruise around the map at speed. Ideal for escaping from the prefects, the skateboard can be equipped instantly by pressing the R2 and L2 buttons simultaneously.

STINK BOMB



A schoolyard classic for nearly a century, the evil stench of rotten eggs will cause the victim to halt and double over until they can regain their composure. Just be careful not to get caught in the putrid cloud yourself.

FIRE CRACKER



Be careful when lobbing a fire cracker – the size of the blast area could get you into unwanted trouble.

MARBLES



At most schools marbles are used for swapping and simple schoolyard games. At Bullworth Academy the children have found another use for them. Try throwing them at your enemies' feet for a classic slapstick moment.

ITCHING POWDER



Getting hit by a bomb of itching powder will send the target into spasms of fidgeting and scratching long enough to make your escape. It's perfect for slowing down a pursuing foe by tapping the R1 button while sprinting.



STUDENT PROTECTION

We think all right minded people would agree that if you're going to have rules, you need to have a proper enforcement procedure in place.

PREFECTS

Ah, where would the school be without the prefects? I've personally selected the most suitable candidates from the student body. They will ruthlessly pursue any wrongdoers they find and bring them directly to my study for correctional discipline.

TEACHERS

I have selected the teaching faculty primarily for their academic merits so they're not all as enthusiastic about discipline as I'd like. That said, I make sure that they all tow the line and won't hesitate to bust any miscreants they see around the school.

POLICE OFFICERS

While my students are outside the school grounds, they are subject to the same laws as any other citizen of Bullworth Town. I maintain close relations with local law enforcement and actively encourage them to bring swift justice against any Bullworth pupil they find causing havoc.



Prefects



Math Teacher: Mr. Hattrick



Police Officer

STUDENT GROUPS

An essential part of a child's moral development must be the development of their relationships within their peer group. Despite my best efforts to encourage a unified spirit among our boys and girls, there are a few distinct student cliques here at Bullworth Academy.



Library

NERDS

While I can't complain about their academic prowess, I can certainly berate them heavily for their entire lack of interest in sporting pursuits. They seem to spend altogether far too much time in the library. I'm also beginning to get slightly suspicious about the increase in confiscated stink bombs since I allowed chemistry sets in their dorm rooms.

JOCKS

These stout fellows are not shy of getting a bit bruised and dirty for the sake of the school's honor. They're also very keen on taking part in the whole range of school sports. With incredible dedication to their teams, they can usually be found hard at practice on the school's sports fields.



Athletics Area





PREPPIES



Harrington House

We have a long standing tradition of taking children from this country's financial elite who like to send their kids away so they can get some peace and quiet at home. Only the wealthiest families can secure a place for their child in the palatial Harrington House where these spoiled cherubs are usually to be found.



“Bullworth is a microcosm for the whole world.”



Shop

GREASERS

To be honest, this is the group of students I dislike most at Bullworth. Basically they look like a bunch of thugs and I suspect they aspire to be criminal types. However, they do spend a lot of time in the Autoshop and I admire their willingness to try and fix the school boilers whenever they break down.

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 Karl Branting: Wilhelm Lewis
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 Omar Romero: James Kennedy
 Miss Abby: Stephanie Hepburn
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 Ray: John Walker
 Bucky: Tim Wersan
 Luis: Adam Scarimbolo
 Betty: Saetha Ebans
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 Mr. Doolin: Howard Ross
 Mr. Smith: Tom Mardirosian
 Mr. Huntington: David White
 Fenwick: Robert Whaley
 Mr. Gordon: Todd Susman
 Nate: Sean Morgan
 Mr. Bubas: Tony Call
 Trevor: Adam Serwer
 Handy: Paul Diomede
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 Stepfather: Michael Cullen
 Mr. Johnson: Todd Pistone
 Bob: Tom Vergow
 Theo: Scott Smith
 Mr. Carmichael: Douglas Keeve
 O'Rourke: Tom Zurhellen
 Paris: Gaylord Rice
 Dr. Bambillo: Bryan Doerries
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 Officer Ivanovich: Ron Reeve
 Officer Morrison: James Norton
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 Mr. Oh: Andrew Pang
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BULLWORTH ACADEMY CAFETERIA

"FOOD FOR THE FEW AND THE BRAVE"

LUNCH MENU

MONDAY

Curiously
Crusty Clam
Croquet

TUESDAY

Spicy Tongue
Sandwiches

WEDNESDAY

Chicken
- n -
Ketchup

THURSDAY

Edna's
Famous
Bursting
Haggis

FRIDAY

Split Liver
Pea Stew
Surprise

Napoleon once said, "An army marches on its stomach." While we expect our pupils to stand up straight when they walk, we do think it's important that they eat well. Edna, the cook, has other ideas.

