

Bully 100% Speedrun Route:

Legend: RB = rubber band. Card = Grottos&Gremlins Cards. SC = shortcut.

Note:

- Warp = get busted by prefect/police etc in order to teleport to a certain location (usually classroom) to save time travelling on foot.
- fire alarm triggers won't be noted – just do 20 when convenient.
- Also buying sodas from store won't be noted. Just ensure to buy 5 lots of 100 to unlock soda hat.

Save 1

- Complete welcome to bullworth mission (aim for stop hitting yourself taunt with the bully) and save.

Save 2

- Do missions: welcome to bullworth (aim for stop hitting yourself taunt when retrieving the chocolates from Constantine), chemistry 1, the setup, slingshot (RB in dirty fountain) & English 1 (downstairs left) – do not save after class

English 1 Answers: ELM, LOW, MEW, MOW, OWE, OWL, WOE, MOLE, MOLL, MEOW, MEWL, WELL, MELLOW

- Complete save algie mission (marker located at library) afterwards.
- Than complete errand introduction and a little help: RB in school bus, and transistor.
- Defend bucky mission: be sure to grab stink bomb. Skateboard to dorm, sleep and save.

Save 3

- Collect RB in boy's dorm and then complete fire alarm errand [comes up first] before art class 1 (top floor to the left)
- Complete that bitch mission during mid day recess (go to left side of gym entrance): collect RB from girls shower room & collect RB from outside girls dorm when coming back. Warp to gym 1 after mission.
- Get busted to warp to principle office and then complete the candidate mission afterwards – save at boy's dorm.

Save 4

- Halloween mission. During big prank: gnome outside preppies dorm, RB near library shortcut. Warp to bed, sleep and save.

Save 5

- Skateboard to lock pick errand (be sure to get warewolf mask) before class. Biology 1 is to the left of principle office.
- Character sheets during mid day break: get RB beside boy dorm.
 - Route taken during mission: 1. left of library, 2. bully located towards boy's dorm, 3. next to boy's dorm and 4. beside shop class.
- Warp to music 1. Obtain fire cracker from chem set before saving in boy dorm.

Save 6

- Help Gary: RB near electrical wires, use fire cracker on pumpkins, get transistor and RB near russel fight area.
- Save when chapter 2 starts: collect RB in principle office.

Save 7:

- Do locker stuff errand before warping to shop class 1: clockwise, S, Anti.
- On the way to activating hatric vs Galloway (mission marker is left of cafeteria) complete bin stuff (canning) errand:
 - During mission: get RB in kitchen area and RB outside of school on balcony.
- Warp to Photography 1 afterwards and then save on completion.

Save 8:

- During last minute shopping only use skateboard to traverse: buy acquberry crusier, at store buy some chocolates, on way back get RB directly outside of school across the road.
- Movie Tickets: card near bin and obtain RB when escorting Euinice away.
- On the way to the carnival in the mission carnival date; obtain the card outside the carnival
 - Win 10 tickets by obtaining 4 tickets on strike out, and then win high striker twice.
- After carnival date complete small offences cutscene and then complete all carnival Go-Kart Races.
- Afterwards, ride ferris whell, squid and then roller coaster. LASTLY play shooting gallery.
 - Warp to school; warp to bed, sleep and save.

Save 9:

- Skateboard to school and then complete secret admirer 1 (girl) errand before geography 1 (nearest to exit) – try not to activate bog roll errand!



- After geography complete bog roll errand and then secret admirer 2 (boy) errand before math class 1 (upstairs to the right). Save afterwards.

Math Class Answers – need to get 19 right:

10, 13, 18, 21, 26.

1, 8, 14, 17, 19, 20, 23, 24.

2, 3, 5, 6, 7, 9, 11,
12, 15, 16, 22, 25.

4, 27.

Save 10:

- Go complete escort algie errand (so easy to forget!!!)
- Afterwards go to town to get preppy haircut and acquaberry sweater: RB at clothes store.
- Go-kart street race 1 (near retirement home): gnome near entrance to park (in front of warning sign), RB via shortcut through basketball park and gnome after letterbox at house.
- Go-kart street race 2 (near bike store). Afterwards take bus back, then sleep and save.

Save 11:

- Put bike into position on back left of school (standing up) before chemistry 2.
- During mid recess be sure to get warewolf mask and/or bandit mask from lockers before English 2 (downstairs left).

English 2 Answers: FIG, FIT, SIT, HIS, HIT, IFS, ITS, FIGS, FITS, FISH, FIST, SIGH, SIFT, HITS, GIFT, GIST, THIS, FIGHT, GIFTS, SHIFT, SIGHT, FIGHTS

- Go to blue skies via OOB glitch. Get RB by going left (button way).
- While going to go-kart street race 3 {hang a right after docks} – get card on stairway near bus stop, get RB near crane and get RB in button area.
- After race catch bus, sleep and save.

Save 12:

- Get go-kart into position, at front of school, before Art 2 (top left).
- During mid-recess collect transistor in town in alleyway, collect card in alleyway, gnome near police station, RB near city hall and then transistor near dam
- Afterwards bus to school and warp to gym 2. (Card is not available in boy's gym toilet for some reason).
- Get RB outside gym hall and then learn 5-hit combo. Get eggs and then do boxing challenge until random challenge.
- Complete prep challenge and then the eggs: gnome next to garage of Tad's house, gnome near fence, RB on gazebo and gnome near it.
- Opposite of house: gnome and RB of Tad's house
- Bus to school, sleep and save at boy dorm.

Save 13:

- Position go-kart near boy's dorm before biology 2 (top left).
- During mid-recess: complete race the valve: put go-kart near bridge area.
 - Get RB during race and other RB near brick wall going to lighthouse (don't forget end shortcut).
- Bus, and warp to music 2. Save afterwards.

Save 14:

- Go kart: lost dog near start of town; get card while retrieving dog.
- Hobo Pills, water balloon (wait for alert to calm down) and then Smoke free errand.
- Panty Raid: get card in attic, get panty in shower last and then get RB on stairway.
- Complete the diary: (get card just before school window) and then do egg boys dorm when going back to dorm to sleep and save.

Save 15:

- Obtain fire crackers from chemistry set. Position go-kart between the shortcut from school dorm and shop.
- Get RB and card in greaser area before Shop 2: clockwise, A, S, Anti.
- During mid-recess complete lost dog 2 errand (near cinema): obtain card at hotel.
- Position go-kart at front of school before Photography 2 – yearbook unlock. {Don't Save}
- After photography complete Karen's lost teddy errand: obtain card on the rock near her.
- Then complete crab collection errand: get RB on dock and card on the floating platform on top of the water. Get the bike from the bike shop.
- Go to swim around bouy race (get card on dock). Afterwards go grab the random RB on the island near the carnival. Go and sleep (don't save)
- Bike should still be at lighthouse – now go complete beach rumble (use fire crackers).
- Bus to school afterwards and warp to geography 2. Then save.

Geography 2 Answers:



Save 16:

- Weed Killer (upstairs left – have enough time to save before activates): take as many yearbook photos as possible before Math Class 2.

Weed Killer Strat:

- After taking all photos: knock out the 2 preppies there. After killing plant: need to knock out the 2 preps guarding the door. Jump off balcony – hit biff and then run beside him out the door.

Math 2 Answers – need 19 to pass:

1, 2, 5, 9, 18, 19, 22, 24, 25.

4, 6, 7, 8, 11, 12,

14, 16, 17, 20, 21.

10, 13, 23.

15.

3

Save 17:

- Explore shipwreck errand (take photo of Pedro): get card. Beat up pirate (take picture of Vance) and destroy gnome. Take bus to school.
- Take photos until egg girls dorm errand spawns. Afterwards escort Chirsty home errand, take her photo and then go to sleep and save.

Save 18:

- Take some photos near boy dorm and outside school before chemistry 3.
- Take some photos of jocks and get go-kart into position at back left of school before English 3.

English 3 Answers: ELM, ELMS, LEI, LIE, LEIS, LIES, LESS, LIME, MIL, MILE, MILES, MISS, MISE, MESS, SEMI, SLIM, SLIMS, SLIME, SMILE, SMILES, SLIMES, ISLE, ISLES, LIMES, SEISM,

- Food deliveries (aka Fast Food) errand: gnome at last house. Tad's House: card behind taxi. Bus back to dorm, sleep and save.

Save 19:

- Take some nerd photos before art 3 and any other ones really needed. Save afterwards.

Save 20:

- Midday recess take photos of greasers before gym 3: Get card in boy's toilet before gym class.
- Boxing challenge: get RB in tad showdown. Save at boy's dorm.

Save 21:

- Put go-kart into position (front of school) before biology 3.
- During midday recess complete fire-cracker in toilet errand (pick lockers in free time) before music 3 (upstairs to the left far end).
- Cook's crush (have chocolate on hand): 2nd item is perfume in staff room – will use FA (last one) and 3rd item is pills in town (dumpsters)
- cook's date: get RB near tree.
- Go to bullworth town: do strange hobo (spare change errand) and then return stolen bike errand.
- Nerd's challenge: afterwards obtain card, transistor and RB. Sleep.
- Card at back steps of nerd safehouse. Take bus and have to walk (because will get detention if get busted) to office for Christmas is here. Save.

Save 22:

- Go complete Algje jacket: collect card that is on top of the building that you have climb up a ladder to get to, collect RB near jacket, and the card that is on top of dumpster.
- On the way to balls of snow: get RB in alleyway near chinese restaurant and RB that is outside greaser's safehouse.
- Afterwards complete cheating girlfriend errand (unlocks after 11am)
- Mailman errand near old bullworth (destroy gnome near guy). While going over SC to beach: get card

During Paper Route (only available during 1-5pm):

- Gnome near the first few letterboxes (level 1)
- On level 2 & 3 don't go to the letterbox where you have to backtrack – there are plenty on the way back to next level
- During level 4: RB to the right side at the dead end (need to do u-turn) – covered in snow in the corner
- Last level – 24 customers: go to the last left letterbox before the others;
 - RB and gnome at the house overlooking view. Then go over the ramp to get the RB at the overlook area.
- -5:30pm when finished paper route: catch bus back to school. Get go-kart and then do miracle on bullworth (use go-kart to destroy decorations)
 - Afterwards bus to school, sleep. Warp to Nutcrackin'. Save Afterwards.

Save 23:

- Geography 3 (nearest to exit).

Geography 3 Answers:



- Go get go-kart and then do penalty shots. Park go-kart in front of school. Complete math 3 (top right).

Math 3 Answers – need 20 to pass:

2, 5, 6, 8, 9, 22.

3, 4, 14, 17, 19, 21.

1, 11, 12, 13, 18, 24, 25.

7, 10, 15, 16, 20, 23.

- Obtain eggs from store (also buy soda's for free sodas) on the way to red nosed reindeer mission.
- Afterwards complete jealous Johnny {go-kart disappears during cutscene all the time so just skateboard} and bait (use eggs).
- Obtain RB near the shop before doing smash car up errand (night); bus to school and sleep.

Save 24:

- Put go-kart in position to back right of school before Chemistry 4 (right of cafeteria).
- Complete wrong part of town and then warp to English 4.

English 4 Answers: ANY, ARC, RAN, RAY, NAY, NOR, CAR, CAY, CAN, CON, COY, CRY, OAR, YON, RYA, CYAN, CONY, CORN, CORNY, CRAN, YARN, RACY, ROAN, NARY, NARC, RAYON, CARNY, CRONY, ACORN, CRAYON

- Glass house after English (will be night). Bus, warp to dorm, sleep and save

Save 25:

- Get go-kart into position back left of school before art 4 (2nd floor to left)
- Tagging (mission marker at prepps house): get RB near store, buy flowers. Bus to school, and warp to gym 4.
- On the way to greaser's challenge buy all clothes from final cut clothes store.
- After greaser's challenge complete photo taggers errand.
- Before Lola's race get RB (first) near the caravan and backtrack to the card near witches' hat:
- During Lola's race: card on dirt road, get RB in SC area, card near train, RB off track, card on dirt track, RB through boarded SC
- Go to greaser's house to sleep. Get high score for monkey fling. DON'T SAVE – need go-kart.
- Go complete the tenements (time is paused during mission): RB and transistor outside house.
- Warp to biology 4. Save afterwards.

Save 26:

- Collect weapons from dorm. Get go-kart into position (front of school) before music 4 (top left).
- Do tag greaser tag errand {do tags near shop area} just before the rumble mission.
- When chapter 4 starts get go-kart into position near shop class. Complete shop 3: clockwise, S, clockwise, A, Anti.
- Detective jimmy errand before photography 3. Save afterwards.

Save 27:

Stronghold assault: collect fire crackers near pass-coded door and collect RB in field.

- Take mission safely: knock out 4 people before base and use spud cannon to shoot people.
- Purposely take damage boss fight and be near death
- Collect card outside of nerd's stronghold and then take damage with fire crackers and death warp to hospital. Sleep at boy's dorm and save.

Save 28:

- Skateboard to jock's challenge. Then warp to geography 4.



- During midday break: Buy all clothes from bullworth academy. Get go-kart into position (front of school) before math 4 (top right).

Math 4 Answers – need 21 to pass:

6, 7, 8, 10, 23, 24.

**2, 4, 5, 9, 13, 14,
16, 17, 21, 22.**

**12
18, 19, 20.**

1, 3, 11, 15.

- Here's to you miss Philips: Route order: 1. Barber shop near Preps 2. Acquaberry Cloth's store 3. Bullworth Town Cloth Store [buy all clothes]
 - when returning to school park at the LEFT rear of school.
- Galloway away: drive go-kart into marker when you meet miss Philips so it doesn't despawn
 - After cutscene move go-kart nearer to tunnel and walk the rest of the way to the tree
 - Destroy gnome when hitting fuse box. Get RB at front gate.
- Drive go-kart back to school and park at RIGHT side of back end of school for discreet deliveries
 - Route order: 1. Near greaser's hideout, 2. Hotel, 3. Bullworth Town: Petrol Station, 4. Shop, 5. Gym. Back to chem room.
 - Warp to bed, sleep – get firecracker and then save.

Save 29:

- Get go-kart and park back RIGHT for chemistry 5
- Paparazzi (nerd stronghold): go through front door of girls dorm; get RB in shower. Meet nerds at LIBRARY.
- After returning to the library leave go-kart there and skateboard to English 5 (bottom left).

English 5 Answers: ARE, AGE, AGED, EAR, ERA, ERG, EGG, RED, RAG, RAD, GAG, DAG, GAD, GAR, DARE, DREG, DRAG, GAGE, GRAD, RAGE, DEAR, READ, EGAD, GEAR, RAGED, GRADE, AGGER, GAGER, DAGGER, RAGGED

- Funhouse fun (library): [Time freezes during mission] Get beat up near death. Afterwards do carnival photo errand.
- {The go-kart will always despawn}. Skateboard/ride bike from outside carnival to do island errand.
 - once collected RB use fire cracker to death warp in town. Catch bus, sleep and save.

Save 30:

- Go get marbles beside bus stop and then go position go-kart outside left of school for art 5 (top left).
- Defender of the castle: ram barricade with go-kart.
- Drive and park outside of gym hall (LEFT) for gym 5. INSIDE GYM HALL activate next mission.
- Discretion Assured: Bullworth Town
 - Route order: 1. poster near cinema (PARK ON ROAD so go-kart won't disappear). 2. Poster in front of store.
 - 3. Back track to buy more spray paint and sodas. 4. Poster at city hall. Drive go-kart back (boy's dorm).
- While going to nerd stronghold do keep ups & then go complete nice outfit (nerd stronghold): do slightshot 5-hit combo against mascot.
- The Big Game: get RB when switching the game ball.
 - When spiking the drink go through the left side so you can hopefully piss in the water cooler in peace.
 - Get pinky's photo – leftmost cheerleader just before hacking scoreboard.
- Once chapter 5 starts {will be just outside school} put go-kart (near SC to shop – for cheating time) into position before biology 5 (top left)

AFTER NEW CHAPTER CUTSCENE – DO NOT SAVE! GET GO-KART:

- Cheating time: 1. photo on-top of shop building, 2. school pool stands, 3. climb ladder near gym.
 - get RB, card and marbles at end of mission. Go-kart remains where it was at the start of the cutscene – need to run towards it at end.
- Then park outside of school for music 5 (top floor left).
- Go to boy's dorm and activate marking a mark: get the RB whilst climbing up ladders.

- When taking the picture stand on the police car. Take bus back to school
- Obtain fire crackers after mission. Now save.

Save 31:

- Go complete rats in the library: get card in corner and then RB at top floor. Use marbles on rats
- Afterwards go complete gym is burning. Warp to dorm, sleep and save.

Save 32:

- Drive go-kart outside shop area. Then shop 4: Anti, S, clockwise, A, D, clockwise.
- During mid-recess use spud turrent from nerd's stronghold on go-kart in order to increase projectile hit counts.
- Afterwards put go-kart out front of school before photography 4 (top left).
- While taking photo of old church get card, RB and gnome.
 - Route order: 1. Front of school, 2. Lighthouse, 3. Carnival, 4. Docks, 5. Old Church [going back take the right to old bullworth town past prepps]
- Do girl escort errand near final cut before finding Johnny Vincent: go-kart to the tree that you have to climb (the go-kart despawns).
- Complete inmate escape and then townies challenge: get card, sleep and save afterwards.

Save 33:

- Do delivery package errand and collect the RB in fenced off area and the RB near the trains on the way to the person.
- Afterwards grab RB on veranda, card that is on the right side of the trailer park and RB near bus stop [when going back to school.
- Warp to geography 5. Save afterwards.

Geography 5 Answers:



Save 34:

- Put go-kart in front of school before math 5 (top right).

Math 5 Answers – need 22 to pass (can only get 2 wrong):

5, 13, 14, 16, 20, 23, 24.

2, 3, 4, 7, 19, 21.

1, 8, 18, 22.

6, 9, 11, 12, 15, 17.

10.

- Do spazz delivery {on dirt road just before going to blue skies}.
- Afterwards complete satellite dish destroy errand – collect the following collectibles:
 - RB in fenced off area where guy is, card near caravan, RB near ink shop, gnome in fenced off area and card in zoey's backyard.
- Revenge on Mr Burton: [NEED TO GET PLIERS AT TOWN FIRST] get RB near Zoe at park. Ram into gnomes and get RB ontop of gazebo.
- Spray preppy tag errand - spray tag order: 1. at park, 2. fly off ramp and on wall, 3. wall at fast food place (collect RB behind fence as well)
- Bus back to school to sleep and save.

Save 35:

- Skip class for today
- Go complete the widow errand (retirement home): destroy gnome and collect RB (under bridge) at retirement village.
- Preppies vandalised - collect the following collectables:
 - Card where you meet the greasers, card in alleyway [back of warehouse], and destroy gnome at dock where you take photo of burning trophies.
 - From the dock swim the shortcut towards the school way and skateboard the rest of the way to the prepps boxing gym.
- Afterwards go do bullworth race the vale bike races 1 to 7 (started at exactly 12):
 - During race 1: RB near brick wall, 2. RB at overlook area (need to do 180), [Don't forget SC's]
- After all bike races go complete lawn mowing park 1 – 3 (6pm started). [show bike away in corner so prepps don't steal it]
 - ride over ramp and go front way to retirement village
- Then do great escape errand (retirement) [need to hold hands].
 - Afterwards in front of park destroy the 2 gnomes; bus to school, sleep and save.

Save 36:

- Collect weaponry and fire crackers from dorm. Collect marbles near go-kart and position go-kart out front of school before failing at art class (top left).
 - [There is no repeat gym 5 class during the afternoon]
- go collect the collectibles outside the school:
 - Card in hidden corner near brick wall, RB that is near the beach that you have to go through a tunnel and RB on top of the tree stump
- Go to docks and then do lost cargo errand: get RB on ship. Then do rat kill errand {USE FPV} on docks (activates at 12pm).
- Go to tenements and complete tenements fire errand and then rat kill errand
- Go do escort old lady to tenements errand. (Should be around 7pm at this time). Afterwards go complete egg tenements errand.
- Afterwards go do smash it up: destroy the tombstones there during the mission.
- Go sleep at townies safehouse and save.

Save 37:

- Get go-kart into position [front of school] before failing biology class (top left)
- Bullworth town race 1 to 3 (RB at start). Race 3 finishes at school so walk to music class and fail it afterwards. Once done save.
 - Unfortunately you can't get busted by a prefect to warp to class without activating go see the principle.

Save 38:

- Go complete a little help 5 + 6
- Afterward complete Bullworth town race 4 [BE SURE TO GRAB FIRE CRACKERS].
- And then complete New Coventary Race 1 and 2: collect card during race 1.
- Buy all clothes from bullworth town clothes store
- Go complete comic klepto (use fire crackers). Sleep at nerd's safehouse and save.

Save 39:

- Bus to school; drive go-kart near the gym and then walk to shop 5: D, W, clockwise, S, anti, A, D, anti.
 - Need to make the go-kart respawn at its spawn point so you can use during bike race
- After shop position go-kart at the second lightpost on the side-driveway of the school for bullworth academy race 1
- After race drive to front of school and complete photography 5: get RB at freak area.
 - Park as close as possible to the carnival entrance so the go-kart won't disappear.
- Afterwards go to carnival (to get a total of 360 tickets). High striker is the quickest 4 games per min. Win a round of dunk em as well.
 - After collected enough tickets go to the prize tent; buy all items, collect card near arcades and get high score in nutshots.
- Warp to school (should be around 1pm), sleep, collect weapons and save at dorm.

Save 40:

- Position go-kart near boy's dorm.
- Go fail at geography class and fail at music class. Dunce cap should be obtained. Afterwards go see the principle.
 - (Was \$360 short to buy all clothes at bullworth vale store – including lawn mower house 1-3)
- Do busting In Part 1 – park go-kart near russels (don't drive into cutscene or it will despawn).
- In Part 2 take Zoey's picture. After showdown in the plant go complete egg greasers errand.
- Now go to townies safehouse to save but do not sleep.

Save 41:

- Should be around 7pm - go complete smash up car errand (blue skies).
- And then complete collector mission and mailbox Armageddon (destroy gnome there).
 - Sleep at townies, restock weapons and then save.

Collector Tips:

- Get bike from townies near the warehouse area first
- Secondly get the bike that is going around the caravan area – is an adult rider but alert disappears once bike is returned
- And then grab bike near the warehouse area again

Mailbox Armageddon Tips:

- Ride straight towards the letterbox, brake just before it and hit it with right click button (does wide swing)
- Need to steer with left hand only.
- Mission ends back at clints house

Save 42:

- Go complete the mission complete mayhem. Save after credits. Strats:
 - Go to gym building first (use spuds against nerds), preps next (use cracker launcher), library (throw stink bomb?), and then girls dorm (use spuds).

Save 43:

- Position go-kart in front of school. Unfortunately lawn mowing house starts at 12pm so you have to go to art class to speed time up
- Go to acquaberry store and buy all the clothes there.
- Go do lawn mowing house 1-3: gnome and RB in corner. After destroy gnome that is on the front porch of house opposite. Should be done.