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Bully scholarship edition math 2

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[TB06] Items [TB07] Day To Day Life [TB08] Trouble Meter [TB09] Kissing [TB10] Kissing Boys! [TB11] I. Making New Friends and Enemies [MNFE] Welcome To Bullworth [WTBW] This Is your School [TIYS] The Setup [TESU] Slingshot [SLSO] A Little Help [ALIH] Save Algie [SAAG] That Bitch [THBI] Defend Bucky [DFBU] The Diary [THDI] The
Rumble [BHRB] Weed Killer [WEKR] Tad's House [TDHU] Boxing Challenge [BXCL] III: Love Makes the World Go Round [LMWR] Balls of Snow [BOSW] Miracle on Bullworth St. [MOBS] Christmas is Here [CMIH] Cook's Crush [COCH] Nerd Challenge [BXCL] III: Love Makes the World Go Round [LMWR] Balls of Snow [BOSW] Miracle on Bullworth St. [MOBS] Christmas is Here [CMIH] Cook's Crush [COCH] Nerd Challenge [BXCL] III: Love Makes the World Go Round [LMWR] Balls of Snow [BOSW] Miracle on Bullworth St. [MOBS] Christmas is Here [CMIH] Cook's Crush [COCH] Nerd Challenge [BXCL] III: Love Makes the World Go Round [LMWR] Balls of Snow [BOSW] Miracle on Bullworth St. [MOBS] Christmas is Here [CMIH] Cook's Crush [COCH] Nerd Challenge [BXCL] III: Love Makes the World Go Round [LMWR] Balls of Snow [BOSW] Miracle on Bullworth St. [MOBS] Christmas is Here [CMIH] Cook's Crush [COCH] Nerd Challenge [BXCL] III: Love Makes the World Go Round [LMWR] Balls of Snow [BOSW] Miracle on Bullworth St. [MOBS] Christmas is Here [CMIH] Cook's Crush [COCH] Nerd Challenge [BXCL] III: Love Makes the World Go Round [LMWR] Balls of Snow [BOSW] Miracle on Bullworth St. [MOBS] Christmas is Here [CMIH] Cook's Crush [COCH] Nerd Challenge [BXCL] III: Love Makes the World Go Round [LMWR] Balls of Snow [BXCL] III: Love Makes the World Go Round [LMWR] Rou
[RRNS] Jealous Johnny [JEJN] Bait [BAIT] Wrong Part of Town [WPOT] Tagging [TGGG] Glass House [GLHU] Greasers Challenge [GRCG] Lola's Race [LLRC] Tenements [TNTS] Discreet Deliveries [DIDE] The rumble [TRML] IV: A Healthy Mind in a Healthy Body & Other Lies [HMHB] Stronghold Assault [SRAS] Here's to you Ms. Philips [HTYP] Jocks
Challenge [JKCL] Galloway Away [GLAW] Paparazzi [PPZZ] Funhouse [FNHE] Defender of the Castle [DOTC] Discretion Reassured [DIRS] Nice Outfit [NCOF] The Big Game [TBGM] V: The Rise and Fall of Jimmy Hopkins, Aged 15 Making a Mark [MAMA] Cheating Time [CHTM] Rats in the Library [RITL] Gym is Burning [GYIB] Finding Johnny
Vincent [FJVT] Townie's Challenge [TWCL] Revenge on Mr Burton [ROMB] Preppies Vandalised [PPVD] Smash it up [SMIU] The collector [TCLT] Go See the Headmaster [GSTH] Busting in Part 1 [BIP1] Busting in Part 2 [BIP2] Complete Mayhem [CPMH] VI: Endless Summer [ELSM] Getting 100% [G100] Classes: Quiz Answer Sheets [CQAS] Art
[CLAT] Biology [CLBL] Chemistry [CLCH] English [CLEG] Geography [CLGG] Gym [CLGY] Maths [CLMA] Music [CLMU] Photography [CLPG] Shop [CLSP] Hobo Lessons [CLHB] Mini Games [MIRX] Paper Route [MIPR] Lawn Mowing: Part 1 [MIM1] Lawn Mowing: Part 2
[MIM2] Carnival Games [MICG] Grand Prix Go-Kart Races [MIGK] Go-Kart Street Races [MISR] Bike Races [MISR] Bike Races [MISR] Bike Races [MISR] Bike Races [MISR] Carnival Games [MICG] Grand Prix Go-Kart Races [MIGK] Go-Kart Races [MISR] Bike Races [MISR] Frands [ERRD] Go-Kart Races [MISR] Bike Races 
Next Item. 1 Button - Pause/ Opitons 2 Button - Objectives B Button - Objectives B Button - Shoot. Home Button - Brings Up Home Menu. Power Button - Turns Wii off. Motion Control - ---
Select the correct answer to obtain higher percentage to complete the class. Classes - English This class has a bumble of letters, arrange the letters into three letters. Classes - English This class has a bumble of letters, arrange the letters into three letters into three letters.
more to be revealed to pass. Classes - Music Keep in time with the music via the on screen prompts to pass. Classes - Geography Place flags of the world in their correct places to pass. Classes - Photography Take pictures of assigned projects around school and town. Classes - Gym
Tackling the nerds and playing dodgeball is all you'll need to do to pass this one. Classes - Shop Follow the on screen prompts to pass this course.
glasses the Nerds are easy to spot. If not for they clothing for they appearance, either very fat or very skinny and weak. Bullied for their smarts the Nerds are really the underdogs of the school always at the end of a prank and as such are always afraid of anybody outside their Clique. However they can make stink bombs, spud cannons and other
weapons so can put up a fight if need be. Preppies Rich, arrogant, inbred, elitist scum. They have all the best stuff and look down on all those that aren't within their clique. Greasers Obviously these people have watched one too many episodes of Happy Days. Complete with leather jackets, greased back hair and penchant for motors they really do
model themselves on the Fonz and biker gangs. These guys are tough and hate the Preppies. Jocks Big, strong, stupid. Spending all their days on the football field or training has made these guys tough opponents. However their focus on sports have made the rest of there grades slip, perhaps the reason for their treatment of the Nerds. Bullies Big
dumb guys in white shirts. They don't take school life very seriously and are often found picking on girls and kids smaller than themselves. Beat them senseless to show them who's boss. Prefects are the law of the playground. They enforce all rules and regulations with extreme force. Girls While each girl is part of
clique they won't take part in any of your "wars". You'll gain many girlfriends but be careful they are the jealous type. Elementary Students The little kids of the school, defenceless from the rest of the students and often found peering out of the inside of a locker. You can either help them or make their living lives hell. Teachers Drunk, Corrupt, Lazy
psychopaths. These are the people that are to mold the pupils into fine upstanding adults. Though rarely seen outside the classroom they don't like Bullworth students. Be warned outside the walls of school the police are law and they don't behave as nice as
pad twice to enter zoom mode. Skateboard A very handy, pocket sized (apparently), transport device for when you need to get to a place in a hurry. You can also hitch a ride on the back of a car too while riding on a skateboard. Firecracker Quite a wide splash damage and quite a kick, these are great for slowing people down to tossing in toilets. Stink
Bomb Incredibly smelly, will incapacitate anybody unlucky enough to be engulfed in the cloud of green gas. Including yourself so be careful when you use it. Marbles Place them on the ground and watch people fall on their asses. Itching Powder Pretty ineffective as a weapon but is quite comical. Throw it at people and watch them scratch. Carton Of
Eggs Ah the pranksters favourite. Useful for egging houses, cars and even people. Bottle Rocket Launcher When the slingshot doesn't have enough punch then crack out this bad boy. Has some Slash damage so don't fire it up close. Spud Gun Nothing is more effective at taking somebody out than a high speed potato fired from this gun. A very
powerful weapon. Spray Paint Opinions don't count unless they're crudely sprayed on a wall somewhere. It's also useful for blinding people, hey who says you have to play fair. Camera You take pictures with it. Initially only black and white you can get a colour one. Soda Cans Either bought from soda machines or found lying around, that boost of
sugar does you a world of good. Apples Nice to eat, even nicer to throw a somebody Banana Eat it and then throw the skin on the floor for that classic slap-stick. Bricks Found lying around, either way use them on the honeys to get a little sugar.
3:30pm: Second Period Class. 7:00pm - Onwards: Your Bed becomes available. 11:00pm - Onwards: Your Bed becomes availabl
you're here for the long haul. You'll be greeted by Miss Danvers who will, kinda, greet you to the school before telling you to head off to the Headmaster's study. Head towards the big building right in front of you and if you so wish beat up the few bullies in front of you, just be careful not to be caught by a prefect, that wouldn't be a very good start
now would it. Pay Attention to your map in the top right hand corner, it'll display your current objective and other things, right now it's displaying the headmaster's office. Once at the main building press Z to enter then head up the stairs to be greeted by the Head, Dr Crabblesnitch. Well after that dressing down it's time to follow the dress code.
Head back the way you came (follow the gellow marker if you're not sure) towards the main gate. When you reach the fork in the right head right into the Boy's Dorm. Once again you'll meet up with the bullies you met at the front gate, only this time you need to kick their asses. Follow the on screen prompts, hold down the C Button to lock on and
when asked push forward on the Nunchuk three times, now swing your Wiimote three times, now mix it up with a Nunchuk, Wiimote, Nunchuk, Wiimote and then follow it up with a Nunchuk to throw him away. You're able to have a free fight now and pay close
attention to the instruction at the end of the fight, once the health is low and you've locked onto the person you're able to so a humiliation move. Russlle (the leader bully) will rush in but thankfully for you Mr. Hattrick the Maths teacher, appears and breaks up the fight. Inside you'll be greeted by Gary after the cut scene buy a drink from the machine
and read the notice board (the thing with the Glowing i.). Head insider you room, the one Gary is standing outside of, and approach the cupboard at the far end and press Z. Change into your school clothes. After you've changed clothes you're changed clothes you're changed clothes you're changed clothes.
main building again you'll be greeted by Gary bullying, well that was over quickly, follow him around and get the guided tour. You'll meet up with Russell again, uh-oh, press down of the D-pad to apologise and once more to pay him off. In future you'll need to lock on by pressing the C Button and then Down on the D-pad. Well to teach him a lesson
Gary suggests breaking into his locker. Go over and press Z at the highlighted locker, when the padlock comes up turn the analogue stick right until you hear and click, then left and then right again. The prefects seem to have taken an interest but thankfully Gary as drawn their attention. Duck in the highlighted bin until your heat meter (just right of
your map in the top right corner) dies down and then jump out again. Meet up with Gary again and follow him around. Talk with Eunice by locking on with the C Button and pressing down on the D-pad. She wants her chocolates back, head to the other toilets on the opposite side of the school and either beat up the kid or humiliate him. Now return
the chocolates back to Eunice to receive a big wet sloppy kiss. Follow Gary to the Cafeteria, you'll receive clique groups. After this you'll have to get to class. Attend it and then you'll have a much more free experience.
Chase after him following the onscreen prompts, jump over the barrier with the Down D-pad and keep chasing him, don't let his X be lost from the map. You'll be met by one of his friends outside the shop building, beat up the bully and prise the gate open by repeatedly pressing Z. Beat up the next bully and open the next gate by pressing Z and beat
through your items by pressing either - or + and then target the windows by pressing the C Button, fire your slingshot by pressing the B button. After you've destroyed all the windows follow Gary once again over to the football field. It's time to mess with the jocks, head left from the main football field entrance and climb the tree at the far end. Once
you've reached the branch hit Z to sit on it. Now all you need to do is target the footballers with the C button, note you can hold down the shoot button for longer to charge your shots for more power.
While Gary and Pete run away Jimmy stays and has a conversation, he requires transistors, for, something? The transistor is in Greaser that looks at you funny or just run over to the marked ladder. Frankly the latter is the least bother. Once on the roof find the transistor and run back to the hobo
have a health meter, if the meter is depleted completely you'll fail the mission. A bully will appear and attempt to attack Alqie, intercept him and beat him, he should run off to his friends so take all three of them out, if you're lucky the nerds hanging around might join in the fight and make things easier on you. Now head over to the main building as
Algie will need to go to the bathroom so you'll have a timer as well just to make things interesting. Head upstairs to the toilet, once Algie turns up two bullies will rush in so take them out, if you want to give one of them an age old classic, the swirlie, then stick his head down the loo. Now after a very long pee Algie will reappear. Simply lead him to his
Beatrice blackmails you into helping her, so what's a boy to do. Head over to the Gym, and once inside go downstairs and take a right into the girls laundry basket. Either way high tail it back to Beatrice to receive your just rewards.
Algie comes and asks for a favour. Gary orders you to take up the task while he "plans". Rush over to the shop area as Bucky will be receiving damage as you reach him you first port of call will be to take out the guy with the weapon as he'll cause the most damage then take out the other one and don't feel you need to concentrate on
just one bully attacking both will draw them both away from Bucky. When you turn the corner, again take out the guy with the weapon and make sure they don't get through to Bucky. Now open the gates to let Bucky get to his science project. Once again two bullies will turn up one with a weapon, you know the drill by now. After that head to the gates to let Bucky get to his science project.
because she's become smitten with him and has wrote a load of crap in it. You're going to have to sneak into the main building, go around to the rear window. Now you're not allowed to be in the school so late so prefects will be
patrolling the area, so avoid them at all costs. Head over to the marked classroom to discover it's locked. Now go downstairs and break into the staffroom before finally picking up the diary and reading it. "That new Jimmy Boy is so bad. Bad teeth, bad hair, bad smell, bad attitude! And yet, there's something about him that's just so alluring. I told
Bucky about how I felt and he didn't seen happy at all That makes me sad because Bucky's been such a great friend, I'd hate to think that something or someone in his life is not treating him well... Oh I knew it! I Walked by him today, and he looked at me! He's such a free radical...How I'd love to pair his electrons! The whole thought of us making
football team, is running as well. Head over to the auditorium up the stairs so you can see the whole speech from the top. The aim is to keep Earnest from being humiliated by the jocks so shoot that will dance behind him late in the
know about this mission before hand 1. There is no time limit on the mission, your clock is not visible therefore time will not move so you don't have to worry about getting knocked out at 2pm. 2. You can smash all the pumpkin and tombstone decorations for hidden extras (clothes) if you really want to however they are found in storage else where in
the game if you miss them. Pumpkins are stored in the school basement so it's easy to get if you missed any or just couldn't be bothered and the tombstones are stored in a warehouse in the industrial estate that's unlocked in the last chapter of the game so it's a long wait if you want that Edna mask. 3. There are no authority figures during this
mission, the only time a prefect will show up is if you do something that automatically brings a prefect anyway, like hitting a girl but other than that you can do what you won't be able to do the mission. Now onto the show, head over to Pete who is
dressed as a giant pink bunny and then out the door, this mission is basically a group of errands run together, complete five of the six to pass the mission. 1. Found in front of the Boy's Dorm you have to stick a "kick me" sign on the back of somebody, sneak up behind them and lock on using the C button and then press the corresponding D-pad
button. 2. Found in front of the main building. Just target three people from a distance and throw eggs at them, easy stuff. 3. Found outside the library. Light the Volcano 4000 by some students. Find a suitably large
gathering of students and place it near them, while they'll ooohh and aaahhhh the fireworks get away to a safe distance and watch it blow up in their faces. 5. Found at the back of the main building. Hit three people with stink bombs. 6. Found outside the Harrington House. Throw itching powder at three people
Melvin who has just had his Grotto and Gremlins character sheets you'll need to get back and they'll be marked on your map. For the first one hang a left and jump over the wall. You'll have to play the game "kick in the nuts". basically you kick each other in the nuts until only one is left standing. He'll go first so
waggle your Wilmote to get up in the five second limit, he chickens out after you get up and runs away leaving the sheets. The second one is found just outside of the library arches, he'll run off taking the sheets with you and then drop some marbles so he'll get a nice head start, he's a fast runner so you could chase after him or you could make use of
your skateboard whenever he runs on the path around the building. Keep diving at him from behind and beat him up, he may get away if you didn't manage to grab onto him so keep it up and watch out for prefects. The third one is over by the Boy's Dorm and the bully is tormenting another nerd with the sheets, I think you know what to do, beat him
up and take back the sheets. The fourth one is over by the Auto Shop, beat up the two bullies and gain your final sheet. Since you've completed your quest return to the task master Melvin and receive you reward, minus the wenches.
Gary. Take out the bullies as I'm sure you can handle yourself by now it shouldn't be too hard, just make sure Gary is health doesn't deplete. Follow Gary into the basement. In the basement head over to where Gary is health doesn't deplete.
the hole and flip the next switch to open the door and again Gary will lead the way. Now use your slingshot to shoot the broom and knock the next switch, don't do it fast enough and Gary will insult you. Break in the crates in this room and gather any items that are lying around you might need them. In the final switch room notice the hole in the cage
press Z and down on the D-pad to crawl through the hole and flip the last switch. In the next room are the pumpkins you missed from Halloween, a transistor for the hole. It was a big set up and you're forced to fight Russell,
now you may have already beaten up Russell just walking around so you'll know he's tough but not invincible but in this fight he's even tougher. His health bar is put at the top the screen just encase you didn't figure out it's a boss fight. Try not to stand too far away from him as he has a habit of charging at you and causing a lot of damage, of course
if you can dodge the charge he'll run head first into a wall. Use any firecrackers you have on him as they'll do decent damage. After you've got rid of any firecrackers you had, get in and keep up the combo attacks, Russell will attempt to grab you but just reverse it with the Z button and keep attacking. Once you've got him down to red you'll be able to
Mowing Respect: Money: $15.00 Inside the cafeteria you'll find the cook "seasoning" the schools food. She requires some shopping items. Meat, a razor and Knickers. Now notice that there is a time limit for this mission so don't dawdle and if you lose your bike for whatever reason your skateboard is the best option until you find a replacement. Grab
the bike from outside the main gate and head into town. Go down the main street and you'll see Yum Yum market to the left and the Happy Mullet to the right. Go in both and take the highlighted items, listen to what the shop owners say when you take the meat if you want. Now on your bike and get around to the next block on the right to go in Worn
Used Clothing to pick up the knickers. Now head over to a Bus stop (marked by a big B on your map) to get back to school. Then it's just a case of giving the items back to the charming cook. If you did all that in a reasonable time you shouldn't have any problems.
of scotch from around the school, but not the one he took out of his desk just after you left. The first one is found in the cafeteria, behind the counter and in the fridge type section at the end. The second one is in the trophy cabinet, you can listen to Hattrick talking to head but be careful he doesn't spot you because he'll know if you're carrying a
point) The Eggs Respect: Money: In the boxing ring of Old Bullworth Vale the Preppies are taking part in boxing. The general rules are so, Wiimote throws a left hook, C button blocks (always hold this down), the A button dodges and the B button combined with a swing will perform a charged punch. Each round lasts 40
seconds and if one of you isn't knocked out you'll go to the next round with some health restored. You may notice two rings of light, one blue, one red in the gym, the red one is the mission the blue a mini-game. While completing the mini-game does have it merits, you gain extra power behind your punches, you'll have a lot of boxing ahead of you and
it can be tiring. Here's a couple of hints keep up your guard at all times, don't be afraid to dodge or back away from your opponent and make good use of the charge attack but beware that it'll leave you open for attack but it's very handy for taking down large chunks of health and their guards. I found playing defensibly to be effective, dodging
attacks and then going in for a combo then backing out when they put up there guard. Be warned there are three people you have to fight in this mission. Sadly you don't win the $1,000,000 house but you do get the beach house/lighthouse which is very nice, a place to rest, change, play video-games and save all in town.
wants to see, but a couple of people are in front of her and naturally she shouldn't wait because she's rich and pretty and inbred so she asks you to clear the line without using violence (for some reason, doesn't seem to hurt for the other 99.9% of the game) so you've got to lure them away from the line. 1.
Steal Gord's bike, it's just to the left of the theatre so get on and go around the corner, they'll give up quickly, so just go back to the line. 2. Talk to Eunice and give her some chocolates, if you don't have any right now and that's a high probability you'll have to buy one from the shop that's marked. Now after you've given her the chocolates lead her
around the corner into the ally and give her a kiss. 3. Now for the last one, approach Trent and Kirby, note they're holding hands, they'll run away when they see you. It's because these two fellows are suspected to be gay and don't want people to find out. In fact you can kiss them if you give them gifts like a normal girl, so maybe Jimmy is gay too.
Seems her cousin/date is late and a woman of her stature is not to be kept waiting, at least in her opinion. As you're around she decides that you're taking her on a date to teach her date a lesson, something you don't mind at all. As the name of the mission implies the date takes place at the carnival so get over there and don't be late. The carnival is
only open til 1am (only, ha) so you'll have to finish your date before then. Pay to get in the carnival, $1.00, and meet up with Pinky. She'll want a souvenir and you have to win the games to get tickets so you can get them, there are a couple of games for you to play but the easiest would have to be test your strength game, just shake the Wiimote really
hard and you'll hit the bell easily and win 3 tickets a piece, do it four times and you have more than enough. You can also take Pinky on the rides if you want to see a static model of her sitting next to you. After you've bought her the Teddy which costs 10 tickets your date will be over.
Bullworth Vale for around $20.00) enter the prep's gym and head over to Yum Yum Market and pick up some, then head over to Tad's house, which is marked on the map (but how Jimmy knew which house it was I beyond
me). Well after you've given him the eggs it turns out he no longer wants to be friends and Gary appears to stir it up between you too. When you gain control Gary has gone and you're being attacked. Wipe the floor with the two weaklings and get after the guy who has the key to the gates, he went left, you can attack the guy who is throwing eggs at
tired out so he wasn't able to get the laundry done so he wants you to get it for him. Oddly enough all the laundry done so he wants you to collect and 2 matrons guarding
the dorm, you must collect those without being caught. Head downstairs and the first one is right across from them, you'll probably have to hide in the closet to avoid being seen and wait for the matron to turn around. Next head across the hallway and into the next room to pick up the knickers behind the bed. Keep an eye on the matron and when she
leaves go into the bathroom and pick up the next. The next one is the room opposite and the last one is the 
inside, subtle isn't quite the word. You're going to have to get out post haste, run down the stairs avoiding the matrons (don't go out the attic window, it's a three story drop which you won't survive) and out the dorm around to front gate of campus and give Mr Burton his prize so you can get yours.
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swings. On each level there should be two preppies ready to fight, if you have any firecrackers throw them to make short work of them both or just deal with them in the normal way. After you've worked your way to the bottom floor and everybody is lying on the ground moaning you just have to walk out the door.

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taking out the next does out a ridge above you. Now take out the next description projectile weapons so you don't get his between down to have a part of the selection of the plant of the
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is a disappointment that they didn't add another sport in or something, swimming laps in the swimming pool perhaps, but I digress I assume you know how to play dodge ball by now if not check out gym class or the dodgeball mini game sections for help. Beat them best two out of three to complete the mission. I must be the mission of the path where you reached the observatory, the passage to the eavigum. It was not been and included in the saytum, brees that faciliary has booked himself into the local insane asylum on the sole which the saytum, brees that faciliary has booked himself into the local insane asylum and a industrial park). Meet Ms Philips on the road outside dirt track is now open as its the passage to the eavigum. It was not to seek into the saytum, brees that faciliary has not been and into the part of the gates of the saytum, there is no the part of the gates of the saytum, pressing down on the part of the dark of the part of the saytum, pressing down on the part of the saytum pressing down on the part of th
wary of the orderlies, once you've got clear way into the room enter it. Afterward's you'll automatically get out of the asylum and receive a paltry sum for breaking somebody out of an insane asylum and receive a paltry sum for breaking somebody out of an insane asylum and receive a paltry sum for breaking somebody out of an insane asylum and receive a paltry sum for breaking somebody out of an insane asylum and receive a paltry sum for breaking somebody out of an insane asylum and receive a paltry sum for breaking a some body out of the some room and take a picture of her sharing her before any some some some some some some some some
Unlocks: Defender of the Castle Respect: Jock -10 Nerd +5 Money: \$25.00 Inside the library Algie is trying to be "hip", no wonder he gets beaten. Seems the nerds have taken over the funhouse in the the carnival and the focts one climb up on the table and interact with the down a peg. far quest" are being attacked by jock so help them as you are timed and enter the marked funhouse. Once inside go through the hole. The two nerds you have to protect on this "quest" are being attacked by jock so help them on the spinning passage way and crouch through the hole. The two nerds you have to protect on this "quest" are being attacked by jock so help them on the spinning passage way and crouch through the hole. The two nerds you have to protect on this "quest" are being attacked by jock so help them on the spinning down the the protect on this "quest" are being attacked by jock so help them on the spinning passage way and crouch through the hole. The two nerds you have to protect on this "quest" are being attacked by jock so help them on the spinning passage way and crouch through the hole. The two nerds you have to protect on this "quest" are being attacked by jock so help them on the spinning passage way and crouch through the hole. The two nerds you have to protect on this "quest" are being attacked by jock so help them on the spinning passage way and crouch through the hole. The two nerds you have to protect on this "quest" are being attacked by jock so help them on the jocks and are chasing down the first being the passage way and to the will be not being attacked by jour and help for them to drop and them on the jocks in the nerds, it's not big enough to charge the passage way and grout he help for them to drop and them on the far side passage way and not help for them to drop and them on the far side passage way and grout help for them to drop and them on the far side passage was an all maze, simply check it for them to drop and them on
Reassured Nice Outfit Respect: Jock -10 Nerd +20 Money: \$25.00 In the observatory Earnest is panicking, the jocks are coming to have to hold off the jocks so Earnest can fix it. Head out to the first barricade, defend it from the jocks in full football uniform they're going to charge it and damage it, hold off as many as you can and when it falls help back to the next defence. Also watch out for being attacked from behind, I found nerds just firing bottle rockets into my back because they couldn't get a clear shot. Once you're back to the observatory hand the spun cannon, now it's just a simple case of holding down the fire button and taking out the waves of jocks that come at you. It's important to note that thankfully you control the spun cannon with the analogue stick and not the Wiimote's sensor. I counted five pairs of football clad jocks but that might change depending on your ability to hold them off on the first barricade. ===================================
the back of the main building being gawked at by bullies, despite their protests they know who's boss and won't stop you covering it up. The second one is over by the side of the library, again some nerds are looking at it but they won't stop you either. Head into Bullworth Town and then to the Yum Yum market to pick up some more spray paint, after that head over to the abandoned cinema and cover up the poster, the adults that are watching won't consider it vandalism, good thing you came along because that's jailbait. You'll now see a seen where Thad will put up another poster, one where she's on the toilet, I don't remember taking that one. Now this is where it can get tricky Thad will be going around town cleaning up posters you've already covered if you're not fast enough. Head over to town hall to clean up the top poster and head down to the shopping area for what should be the last marked poster. This will be eyed over by some Jocks, these will attack you if you attempt to cover over the poster so get in a pre-emptive strike and after they're down cover the poster. Thad will have probably cleaned up after poster by now so head over to the last poster he's cleaned up and hopefully you'll see him fleeing the scene, beat him so he doesn't do it again, then it's just a matter of cleaning the remaining posters. Once that's done head back to the Boy's Dorm to get some, appreciation from Mandy. ====================================
guy for the job. Head over to the football field and beat up the mascot to fill up his annoyance meter. He'll run around the field trying to avoid you while jocks will attempt to hit you, it can be annoying (for both parties) but you should do it without too much hassle. Alternately you could just climb up the tree and relive the mission Slingshot and just peg away at the mascot with projectiles. After you've filled the annoyance meter Jimmy will take off towards the gym, the mascot with jocks at the rear will chase after you. Once you enter the gym the nerds will take out the jocks leaving only the mascot. You'll now have a fight with the mascot, that suit must have extra padding or something because he's strong. Once you've knocked his health down to yellow he'll hit you and somehow stun you, shake the Wiimote hard and dodge his bull charge and after he's hit the wall lay into him. Repeat this as many times as it takes until his health is down to red. Now just beat him the next step of the way until you can perform a humiliation move on him to end the fight with style. There is a soda can in the corner if you need some more health during the fight. ====================================
simple, if not a little long and tedious. Once you've successfully completed the dance you'll allowed to leave. Before you can get to the field you'll meet a group of jocks or cheerleaders they'll ask you to do the dance, while you can run away/beat them up to prevent doing the dance its just a lot easier but the problem is the dance is so long you get bored of it after the second time. Nerd Agent 1: Behind the first set of bleachers you're given a rigged football loaded with firecrackers. Your task is to replace the actual game ball with it. You'll probably have to do a dance to get to the bag in front of the jock's clubhouse without a problem. Once done you'll see a cut-scene. Nerd Agent 2: Behind the next set of bleachers you'll be given some glue. You've got four spots to place the glue on the bench you'll get another cut-scene. Nerd Agent 3: On the path to Harrington house you'll be given the idea to pee in the jocks water cooler. Enter the Gym through the swimming pool room to avoid doing the dance to the cheerleaders and then go down to the changing room area, perform the dance to get rid of the jocks and then "enhance" the favour of their water cooler. Once you leave the gym you'll receive another cut-scene. Nerd Agent 4: On the path to the Auto shop you'll receive the quest, scatter marbles over the football field (surely that wouldn't work on glass?). Throw them near the three yellow markers on the field and watch the ensuing cut-scene. Nerd Agent 5: Found directly in front of the fountain
after you've done the four other tasks. The scoreboard has been altered all you need to do is get to the switch to activate it. Race straight across the field (avoiding Mr Burton) and get to the cheerleaders, perform the dance to them and any jocks that have taken an interest before hacking the scoreboard to the right. Well the big day has arrived, you showdown with Ted the jocks captain. Ted will be defended by three other jocks who have developed super fighting powers that prevent you from getting close, meanwhile Ted will be throwing firecracker loaded American footballs at you. Dodge them by moving to the sides when you see them coming and quickly pick them up, next aim at a defender and throw it to knock them out, the front defender is a badass and will take two direct hits to knock out. Once you've knocked out the first defence Ted will go back and Bo (I think that's his name) will get up and go back with him before another two defenders join them. Beat up the jocks that come attack you and repeat the throwing pattern again. Once again Ted will move back and Bo will join him before another couple of defenders come along. Jocks will start attacking two at a time now but it's still the same ballgame, just keep dodging the footballs and throwing them back at the defenders. After you've finished the last defence off Ted will make a run for it and the jocks will attempt to tackle you, to complete the mission you have to tackle Ted, chase after him and when he stops target him with C and then press Z to tackle to take him out with no fight. ====================================
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surprise, surprise. There appears to be people still trapped in the burning building and as everybody else seems to be standing around doing nothing and you need to earn some more respect Jimmy dives in. Grab the fire extinguisher by the stairs and put out the fires around the entrance, lift up the object that has fallen on one of the jocks after extinguishing the fires near him. Put of the rest of the fires, especially the one in the far corner to save Mandy. Lift up the scaffolding to save Yuri next and listen to first the "thanks" he gives you and then the begging when a fire spontaneously combusts in front of him, grab the fire extinguisher again and put it out. Mandy says the arsonist may be in the changing rooms, check it out before getting knocked off your feet by a townie. ====================================
sneak around the side of it and climb the tree. Hopefully you've already done this when you had to save Mr. Galloway. Sneak into the main entrance when the orderly's back is turned, you'll probably need to crouch behind the hedge and wait for him to do so. Once inside keep close to the wall where the orderly is standing and wait for him to go into the side room, go through the door and avoid the patrolling orderlies, they'll be having a conversation on the far say of the room, wait for them to finish and follow the orderly that went through the door. He'll end up sitting on the sofa looking at a blank TV just sneak past him and he'll never notice. Now onto the annoying orderly. Open the door and inch forward and position the camera so you can see the orderly's head, notice how he'll be craning it around like a complete moron you have to move against the wall underneath the mesh when he's facing the other way, you've only got a short space of time to do it so move when he's half way into swing (facing forward) before facing to our left. Now repeat the same process to get out of the room, he holds his head longer looking right than looking left so you have enough time to open the door and get through, I know it can be tough but it's the only way. Once past head over to the highlighted cell where Johnny is without being spotted. He tells you to get an orderly uniform from the laundry room and then enter the control room to open the doors. Enter the employee's only door and watch out for the next orderly, there is a wall going along the middle of that room (though it doesn't show up on the map) so you do have cover provided he isn't looking towards the door. Once you've got the orderly uniform you can stop worrying about being caught. Head over to the control room and offer to give him a break. Head on in and open the doors, chaos ensues. Follow Johnny out of the cell block when automatic gates come down blocking off all routes. Apart from cell block of the room, he holds his head longer looking it and the room off
back door. ===================================
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cannon and slingshot to destroy more stuff on the other racking to save time. Zoe will end up with around \$3000 worth of damage so you should have more than that to beat her, I had around \$4000 and there is plenty of stuff she misses on the ground floor, in the office and on top of the racking. ===================================
and wants some backup, they come to the conclusion of Russell and as I'm sure you've noticed the only clique that has always liked you since Chapter two are the bullies. Head over to Russell's house in Old Bullworth Vale, once there Russell will come out with a stolen Police Bike! Follow Russell on the moped (or another form of transport, say a Go-kart) to the Spazz Industries, don't fall to far behind or go too far ahead, it amounts to the same thing in this mission as does taking anything long short-cuts away from Russell. Once there Russell charges the gates and in an explosion blows open the gate triggering ==================================
of her all the way around, beating up the two townies throwing bricks at you, until you reach the switch (you can also destroy the crates here to search for items if you need to stock up). Once flipped jump over that damaged part of the fence (being careful not to land on Zoe as she's running past) and follow Zoe. She'll distract a large gang of the townies while you have to keep going along the winding path to meet up with Omar, Edgar's right hand man. Once at the top there is a small cache of ammo under a lower passageway, if you need to stock up crouch and go get it otherwise head over to Omar. I recommend using the spud cannon on him and his mates so you don't waste any energy bu you can normally find soda cans in the crates if you need it. After you've beaten Omar take his key and go through the highlighted door. Go down the passageway and use the keypad (how Jimmy knows the code I don't know) and you'll see Edgar going down in a lift, erm, elevator. Sadly you can't just wait for the next one, drop down to the right and keep going dropping on top of those large canisters. Then when you reach the broken walkway crawl under the pipe across the chasm. Keep going to the next ladder and again tightrope walk the pipe across the chasm. Keep going to the next ladder the get to the bottom. Edgar will rip a large metal pipe off the wall (and believe me it hurts to be hit by that thing) so Jimmy picks up an old metal panel to defend himself. Hold the C button to block unless you don't want to have teeth. The panel won't last more than three hits so you're going to have to pull more off the wall. When Edgar swings the pipe he'll be out of breath for a while that's your time to attack but remember you
won't be blocking at the time, sometimes it's best to wait until he's taken out your shield and then let him have it before running away to get another panel. Once he's down to yellow health he'll run off again, grab the pipe he dropped and get after him. Once on the lowest level he'll rip off another pipe and you'll be prompted to do that same but if you picked up the pipe he dropped like I told you to you don't need to. There are two tactics for this battle, aggressive, swing the Nunchuk to make Jimmy swing the pipe and defensive, just stand there looking at him holding C and occasionally Jimmy and Edgar will lock "blades" and you must shake your Wiimote to win causing Jimmy to attack Edgar, it's pretty cool. Either way once it's done all hell will be set lose. ====================================
like Bullworth already). Johnny isn't going to go down lightly, while Russell takes on the two Greasers you have to deal with Johnny, he's a lot easier than the last time you fought him so just pummel him until he can't stand then quickly deal with the two greasers so Russell doesn't get too badly hurt. Get some soda's if you've lost health. Ted: Ted and two jocks are destroying the library, Russell will go after the two jocks while you have to deal with Ted, however before you lay into Ted make sure you remove the two jock's baseball bats so they don't kill Russell (he's tough but not invincible) then you can take on Ted before finishing off the two sidekicks. Derby: I must have seriously underestimated these guys as they're just sitting in Harrington House in robes being the same as normal, either nobody cares or nobody cares, mess with the preppies. It's the same as the other two leaders Russell will keep Derby's underlings busy while you fight Derby, if you want you can pull a cricket bat off the wall and beat him with it but it's just another normal fight. Once Derbys out of the picture save Russell and lets keep moving on. Earnest: He's predictably destroying the gym in full army gear. Being Nerd's these are defeated you'll have to meet Edgar inside the main school building, so go around to the main entrance (the only one that isn't locked). Once inside Edgar will go help the rest of the Student population, a prefect will appear and steal all your weapons but then Russell chases them off. Gary then sounds over the intercom and next thing you know, you're high about the school on scaffolding. Head over the plank carefully
so you don't fall off, Gary will be throwing bricks at you but there isn't much you can do about that, just make sure you pull yourself up once you fall off it when you're hit. After you get halfway Gary will climb up a ladder, you'll see him position a wheelbarrow full of bricks above you simply hold either left or right to avoid it when it falls and keep after him. Again you'll have to traverse a, shorter, plank of wood and then another plank of wood, each time with Gary throwing bricks at you. Follow up the ladder (dodging the next wheelbarrow) until you reach the top, don't go too fast as some of the bells will fall from the roof and hurt you so take it slow (so you can hear his dialog as well). Once you've snaked your way around the bells you'll finally get your mitts on Gary Smith. You'll both fall down onto some scaffolding Now it's just the simple case of beating Gary up, Gary is a really easy fight after all that, he's a bit of a wimp so you shouldn't have any problems in finishing him off without barely getting hit. You'll fall through the scaffolding three times and straight into the head office. You'll then convince the head to do a couple of things and finish the game. Congratulations you've solved pretty much all the schools problems and earned yourself a lot of money and a lot of respect. ====================================
Missions (I don't think The Big Prank is included). Complete All Classes. Fail Classes at least five times. Collect All Franks at least once. Win All Bicycle Races. Win All Boxing Matches. Win All Boxing Matches. Win All Go-kart Races (street as well). Win All Carnival Games at least once. Ride All Carnival Rides at least once. Buy All Souvenirs from the Carnival. Complete at least 20 Errands. Complete Errands: 1. Make Food Deliveries 2. Swim Around the Buoy and Back 3. Give Hobo some Change 4. Take a Photo of a Dirty Policeman Get High Score on ConSumo, Monkey Fling and Nuts Shot (don't believe the racing acrade games count). Smash all Pumpkins. Smash all Tombstones. Drink 500 sodas. Buy 100 sodas. Travel 100KM by Bicycle. Collect all Clothing. Pull 20 Fire Alarms. Play All Mini-games at least once. Beat up the Secret Pirate Spray a Tag for each Clique. Complete the Yearbook Gain All Room Trophies Complete all Mowing missions Complete the Paper Boy Route ====================================
pain. Aside from the clothes and bonuses for completing classes if you fail a class three times in a row you gain the dunce hat and if you complete all 10 classes at level five you'll gain a mortarboard or graduation hat. ====================================
Notes: Biology is a simple point and click affair where you choose your tool and click at the highlighted areas, the only thing that will cause a challenge in this subject is the time, try to be speed things up in later classes so you aren't caught out. Unlocks: Biology 1: Muscle Shirt. Biology 2: Hazmat Headgear. Biology 3: Bass Hat. Biology 4: Alien Outfit Biology 5: Human Skeleton Trophy and Pig Head Hat Biology 1. Today's assignment is a toad. Select the pins and pin it's four legs. With the scalpel. Along the bottom cut it with the scalpel. With the scalpel. With the scalpel cut a line down the center of it's body. Along the top cut it with the scalpel. Use the magnifying glass to highlight the heart. Use the magnifying glass to highlight the intestines. Cut around the intestines with a scalpel. Use the forceps to put the intestines in a dish. PASS Biology 2. Today's assignment is a rat. Select the pins and pin it's four legs. With the scalpel. With the scalpel. With the scalpel. Use the magnifying glass to highlight the heart. Use the magnifying glass to highlight the liver unt a dish. Use the magnifying glass to highlight the liver with a scalpel. Use the forceps to put the intestines in a dish. Use the magnifying glass to highlight the estes on the heart. Use the magnifying glass to highlight the estes on the liver with a scalpel. Use the magnifying glass to highlight the estes on highlight the estes on the liver with a scalpel. Use the magnifying glass to highlight the liver. Cut around the liver with a scalpel. Use the forceps to put the estes on the forceps to put the estes on highlight the liver. Cut around the liver with a scalpel. Use the forceps to put the estes on highlight the liver. Cut around the liver with a scalpel. Use the forceps to put the estes on highlight the liver. Cut around the liver with a scalpel. Use the forceps to put the estes on highlight the liver. Cut around the liver with a scalpel. Use the forceps to put the estes on highlight the liver. Cut around the liver with a scalpe

to put the liver in a dish. Use the magnifying glass to highlight the stomach. Cut around the stomach with a scalpel. Use the forceps to put the stomach in a dish. PASS Biology 4. Today's assignment is a pigeon. Select the pins and pin it's legs and wings. With the scalpel cut a line down the center of it's body. Along the top cut it with the scalpel. Along
the bottom cut it with the scalpel. With the forceps full back the two flaps of skin. Use the magnifying glass to highlight the liver. Cut around the liver with a scalpel. Use the forceps to
put the liver in a dish. Use the magnifying glass to highlight the gizzard. Cut a line in the gizzard with a scalpel. Use the forceps to put the stones in the gizzard in a dish. PASS Biology 5. Today's assignment is a baby pig. Select the pins and pin it's four legs. Use the magnifying glass to highlight the snout. Use the scalpel to cut around the snout.
Use the forceps to put the snout into a dish. Use the magnifying glass to highlight the scalpel to cut around the umbilical cord. Use the forceps to put the third a scalpel cord into a dish. With the scalpel cord into a dish. With the scalpel cord into a dish. With the scalpel cord into a dish. Use the magnifying glass to highlight the umbilical cord into a dish. With the scalpel cord into a dish. Use the magnifying glass to highlight the umbilical cord into a dish. With the scalpel cord into a dish. With the scalpel cord into a dish. Use the magnifying glass to highlight the umbilical cord into a dish. Use the scalpel cord into a dish. With the scalpel cord into a dish. Use the magnifying glass to highlight the umbilical cord into a dish. Use the scalpel cord into a dish. Use
forceps full back the two flaps of skin. Pin back the forceps to put the heart into a dish. Use the magnifying glass to highlight the heart. Use the magnifying glass to highlight the lungs. Use the forceps to put the heart into a dish. Use the magnifying glass to highlight the lungs. Use the scalpel to cut around the lungs. Use the forceps to put the lungs into a dish. Use the
magnifying glass to highlight the stomach. Cut around the stomach with a scalpel. Use the forceps to put the intestines with a scalpel. Use the forceps to put the intestines in a dish. PASS ==================================
Chemistry [CLCH] ====================================
Firecrackers from your Chem-lab set in your room. Chemistry 2: Unlocks Stink bombs from your Chem-lab set in your room. Chemistry 4: Full ammo is available from your Chem-lab set in your room. Chemistry 5: The Chem-lab set is no longer limited to one use per day. In
this section I'll list all the prompts in each class, not that it'll help you very much. Chemistry 1. Down Nunchuk. Twist Wiimote to the right.
Wiimote upwards. Twist Wiimote to the left. Shake Nunchuk. Press A + B. Twist Wiimote to the right.
the right. Twist Wiimote to the left. Twist Wiim
+ B. Shake Nunchuk up and down. Shake Nunchuk. Twist Wiimote to the left. T
PASS Chemistry 5. Down Nunchuk. Twist Wiimote to the right. Twist Wiimote to the left. Twist Wiimote t
Wiimote to the right. Twist Wiimote to the left. Twist Wiimote to the left. Press A + B. Twist Wiimote to the right. Twist Wiimote to the right. Twist Wiimote to the left. Shake Nunchuk left to right. Twist Wiimote to the left. Move Wiimote to the right. PASS
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words you can get but they'll get you passes Unlocks: English 1: The ability to apologise more effectively. English 2: The ability to give better shove insults. English 3: The ability to apologise to prefects for minor crimes. English 3: The ability to apologise to prefect for small crimes. English 3: The ability to apologise to prefect for minor crimes. English 3: The ability to apologise to prefect for minor crimes. English 3: The ability to apologise to prefect for minor crimes. English 3: The ability to apologise to prefect for minor crimes. English 3: The ability to apologise more effectively.
E W O L M L Possible Words: Three lettered Words: Mew Owl Woe Mow Low Elm Owe Mol Ole Four lettered Words: Well Meow Mewl Mol Lowe Mole Six Lettered Words: This Gist Gift Hits Fist Fish Fits Figs Sift Five Lettered Words:
Gifts Shift Sight Fight Six Lettered Words: Fights English 3. Letters Given I M E L S S Three lettered Words: isle leis lies elms mess less lime mile slim mise semi m
lettered Words: ran con arc car can any nay cry coy oar ray rya nor yon cay Four lettered Words: orca narc nary yarn cyan racy cony roan corn Five Lettered Words: acorn corny crony ray age age erg dag gad egg Four lettered Words:
gage dare dear read gear rage drag grad dreg aged egad gaed Five Lettered Words: agger gager grade raged Six Lettered Words: dagger raged ====================================
displays maps from around the world with marked countries, it's your task to select the flag for that country or state and place it in the correct location. Each wrong answer you give will decrease you time so you can't just randomly place the flags in the vain attempt that it's correct, or at least it's highly unlikely. I'll list the correct order of countries
from right to left from the top and even give you a link to a helpful map. Unlocks Geography 1: Eiffel Tower Hat. Geography 2: Racing Outfit and Rubber Band Locations. Geography 3: Panda Outfit and Grome Locations. Geography 1. Based in
Europe. Norway Sweden Finland Ireland UK Denmark Germany Poland France Switzerland Ukraine Portugal Spain Italy Greece Romania Geography 2: Based in the USA, you have to identify states. Montana South Dakota Minnesota Michigan New York Utah Kansas Kentucky North Carolina California Arizona Texas Louisiana Alabama Florida
Geography 3: Based in Asia Mongolia Afghanistan Tajikistan China South Korea Japan Pakistan India Nepal Myanmar Taiwan Thailand Vietnam Philippines Sir Lanka Geography 4: Based in Northern Africa and Middle East Tunisia Syria Iraq Iran Libya Egypt Jordan Saudi Arabia Qatar Niger Chad Sudan Yemen Oman Ethiopia Somalia Geography 5:
Based in Central and South America with the Caribbean thrown in for good measures. Jamaica St Kitts and Nevis Trinidad and Tobago Martinique El Salvatore Nicaragua Panama Colombia Venezuela Guyana French Guiana Ecuador Brazil Peru Bolivia ===================================
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5: Accuracy upgraded. Gym1. Press Z to grapple and then B and swing your nunchuk to head butt, do this one more time. Now swing the Wiimote to do a three hit combo, and do this again. Gym 2. Ahh Dodgeball, truly the sport of kings. But you're put on the Nerd's team for a reason so you're always
the underdogs. There are only two commands you'll need to know to play dodge ball (despite quite a lot of controls) and that's swing your Wiimote to throw the ball and press A when a ball is thrown at you to catch it, with that in mind you should finish all three off in no time. This time you're up against the Preppies. Gym 3. Grab fatty and then swing
both the Wiimote and the Nunchuk down to perform the takedown. Do this a couple of times and then when prompted swing both the Wiimote and the Nunchuk up while you're on top of fatty to pull him up. Now take him down again and perform the three
hit combo. After that just keep up the combo to take down fatty for good. Gym 4. Again it's dodgeball, this time you're up against the Greasers, no extra advise for this one as you should know what to do. Gym 5. Again with the dodgeball, this time it's the jocks, they should be harder than the rest but they're just as easy. After you complete they you'll
be able to play dodgeball whenever you want from the gym locker room.
to solve it. You click on the correct answer and note there is a strict time limit. Unlocks: Maths 1: Genius Hat. Maths 2: I Heart Math T-shirt. Maths 3: Shut your Pi-hole T-shirt. Maths 4: Hip 2 Be Square T-shirt. Maths 5: Nerd Outfit. Maths 4: Hip 2 Be Square T-shirt. Maths 5: Nerd Outfit. Maths 5: Ne
Jupiter Which is lowest? 203 8+3=11 $1/2=0.5$ Which is fastest? Rocket How many squares? 5 $0.5x34=17$ 15-6=9 Which is fastes
Mellon Which is fastest? Sloth How Many Triangles? 3 1500=30x50 18-13=5 What is shortest? Birdhouse Which is shortest? Birdhouse Which is shortest? Birdhouse Which is shortest? Birdhouse 55=1x55 13-8=5 How many circles? 6
Which is fastest? Plane $0.75=3/4$ $15=3x5$ Which is lowest? 677 Which is biggest? Dump truck. PASS Maths 3. 1×10^{-10} Which is smallest? Pizza Which is smallest? Snail $16+10=26$ $2+9=11$ $400=20x20$ What is smallest? Snail What is smallest? Dump truck. PASS Maths 3. 1×10^{-10} Which is lowest? $10-10+7=7$ Which is lowest? $10-10+7=7=7$ Which is lowest? $10-10+7=7=7=7=7=7=7=7=7=7=7=7=7=7=7=7=7=7=7=$
How many triangles? 7 $6/18=1/3$ 1g=0.001g 17-6=11 2+7+2=11 What is Smallest? Whale Which is fastest? Whale Which is fastest? Plane Which is fastest? Plane Which is fastest? Whale 190-160=30 How many triangles? 7 $49=57-8$ 0.625kg=625g How many circles? 8 $0=0x125$ What is biggest? Skyscraper $6+8+3=17$ Which is fastest? Plane Which is fastest? Plane Which is fastest? Plane Which is fastest? Whale $17-6=11$ 2+7+2=11 What is biggest? Skyscraper $17-6=11$ 3+8+2=23 PASS Matha is biggest? Skyscraper $17-6=11$ 3+8+2=23 PASS Matha is biggest? Skyscraper $17-6=111$ 3+8+2=23 PASS Matha is biggest? Skyscraper $17-6=111$ 3+8+2=23 PASS Ma
is fastest? Mosquito $1/4=0.25$ $13+8+2=23$ Which is fastest? Rocket What is shortest? Birdhouse $15-9=6$ How many triangles? 3 Which is shortest? Dog house $2=9-7$
689g=.698kg How many squares? $8+6-3=11$ Which is fastest? Plane How many triangles? 4 Which is fastest? Plane $1.25=5/4$
Tombstone What is biggest? Cathedral $1/8 = 0.125 = 0$
just on the maracas, so it's more Samba de Amigo if anything, except you've only got two moves. Either way there isn't much I can do to help un in this subject so additional tutoring won't be available. The class is pretty forgiving so you can miss quite a few notes and still get 100%. Unlocks: Music 1: Pink Keyboard Shirt. Music 2: Bullworth Band
Camp Shirt. Music 3: Music Note Pyjamas. Music 4: Band Leader Outfit Music 5: 80's Rocker Outfit Music 5: 80's Rocker Outfit Music 5: 80's Rocker Outfit ===================================
in the picture and be zoomed in enough to make out the details. Unlocks: Photography 1: Photo Album. You can now take and store photo's. Photography 2: Yearbook. Photography 3: Photo Album. You can now take and store photo's. Photography 3: Photo Album. You can now take and store photo's. Photography 3: Photo Album. You can now take and store photo's. Photography 3: Photo Album. You can now take and store photo's. Photography 3: Photo Album. You can now take and store photo's. Photography 3: Photo Album. You can now take and store photo's. Photography 3: Photo Album. You can now take and store photo's. Photography 3: Photo Album. You can now take and store photo's. Photography 3: Photo Album. You can now take and store photo's. Photography 3: Photo Album. You can now take and store photo's. Photography 3: Photo Album. You can now take and store photo's. Photography 3: Photo Album. You can now take and store photo's. Photography 3: Photo Album. You can now take and store photo's. Photography 3: Photo Album. You can now take and store photo's. Photography 3: Photo Album. You can now take and store photo's. Photography 3: Photo Album. You can now take and store photo's. Photography 3: Photo Album. You can now take and store photo's. Photography 3: Photo Album. You can now take and store photo's. Photography 3: Photography
the carnival games) Photography 1. You have to take pictures of the five school banners. They'll be marked on your map. 1: The first one is right above your head as you start, walk away and then turn back to take the picture of the banner. 2: The second one is on the arch leading to the girls dorm. 3: The third one is one the top of the library. 4:
Number four is just about the Auto-shop entrance. 5: The fifth and final flag is above Harrington House, you'll probably have to zoom in on the flag using the D-pad to get a good shot. After you've taken all five pictures get back to class to complete it. Photography 2. All you need to do is take pictures of three students, chances are there are at least
three students around at this very moment, simply select you camera, target a person and say something nice to them to get them to look at you, then just use the camera, do this three times and go back to class. Note these pictures will also count towards your yearbook you're about to unlock. Photography 3. Only available after the third chapter.
For this task you have to take pictures of either homeless people or dogs, yes I know that doesn't make sense. Head down to New Coventry as fast as you can (remember you are being timed) and cycle around looking for Hobo's, dogs are pretty rare (I think I found one on both my runs of this class) so focus on the Hobo's. Once done head back to
class to hand in your assignment, if time is short take the bus and skate to class. Photography 4. Your task for today is to take pictures of panoramic pictures of Bullworth landmarks. This can be a pretty tight mission time wise if you waste a lot of it so lets get a bike (or your fastest mode of transport) and get going. There are five different views to
take but don't worry each view has a highlighted point from where they want you to take the photo, here they are. 1. Main Schooling Building. This one is right in front of you in the crossroad, take out your camera (notice it's colour now and you've got a new camera?) and provided you get in the door and most of the picture is the building and not the
floor/sky you shouldn't have a problem, don't worry about it being cut off. 2. Lighthouse. On the beach just outside your beach house save point. Get the base of the building in frame and don't worry about he head of the Lighthouse. 3. The Carnival. In front of the carnival just take a picture of the sign with the rides in the background. 4. Bullworth
Dam. On the bridge overlooking the dam take a picture of it, you don't have to zoom in just make sure you've got the base of the dam as well as the top. 5.Old Bullworth Church. Did you know Bullworth at take a picture of the church's tower. After
you've taken all five pictures get back to class and hand in your photo's, good job Jimmy. Photography 5. Yes the final assignment after the long hiatus between chapter II and III this is a long time coming. Anyway today's assignment is simply to take photos of all six freak shows in the carnival so head down there and remember you do have a time
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control, you'll have three chances to hit the bull's-eye. Tickets: 3 Shooting Range It does what it says, you've got to shoot the targets to gain points and the more points you have the more points and the more points and the more points you have the more points you have

you can win a lot of tickets. Targets: Whiskey Bottle: 5 points Moving Cowboy: 10 points (15 points for the fast ones) Sherriff Badge: 50 points Girl: -10 poin what you're doing. When you start always try to overtake the rest and give everybody a wide birth, as when you're hit or hit another Go-kart you'll slow down, keep your finger on A on the straights and enter the corners on the near side, let up on the gas when you enter a tight corner and power out. Make use of the power slide by pressing A + C and the direction on U-turns. After complete and after you've complete all the races you'll unlock the helmet which you can wear while riding a scooter so you won't get in trouble and after you've completed all the races you'll be able to race around the streets. Each time you complete a race the next one will be unlocked on a slightly different track which will be more taxing, also the number of drivers will increase. You'll also gain a couple of tickets after each win. All for \$2 Race 1: 3 Drivers, Preppies, 3 Laps Race 4: 4 Drivers, Jocks, 4 laps Race 5: 5 Drivers, Greasers, 4 Laps (Unlocks Street Go-Kart Races) kids to race around. These races are dotted around the town and aren't accessed from a single place, you'll have to go to each race to join in. There are three races and each is marked by a trophy on your map. It's pretty much like the races in the carnival so you shouldn't have any problem, in fact it's quite a bit easier, you don't have to pay for it, the track in generally wider and there are some shortcuts hidden you can take. The only problem is the extra obstacles Race 2: Old Bullworth Vale retail, 2 Drivers, 3 laps, \$20.00 prize. Race 2: Old Bullworth Vale retail, 2 Drivers, 3 laps, \$20.00 prize. Race 2: Old Bullworth Vale retail, 2 Drivers, 3 laps, \$20.00 prize. Race 2: Old Bullworth Vale retail, 2 Drivers, 3 laps, \$20.00 prize. Race 3: Blue Skies Industrial Part, 2 Drivers, 3 laps, \$20.00 prize. Race 2: Old Bullworth Vale retail, 2 Drivers, 3 laps, \$20.00 prize. Race 3: Blue Skies Industrial Part, 2 Drivers, 3 laps, \$20.00 prize. Race 3: Blue Skies Industrial Part, 2 Drivers, 3 laps, \$20.00 prize. Race 3: Blue Skies Industrial Part, 2 Drivers, 3 laps, \$20.00 prize. Race 3: Blue Skies Industrial Part, 2 Drivers, 3 laps, \$20.00 prize. Race 3: Blue Skies Industrial Part, 3 laps, \$20.00 prize. Race 3: Blue Skies Industria know) Each area of town has it's own bike race set ranging for one to seven races in a group. While you may be tempted to complete all the races in a group at once you would be wise to remember you may be too tired to keep up the pace after each race. There are a few things to remember during bike races, you have to keep pressing the A Button rapidly if you want any chance keeping up with them let alone winning, you can punch by swinging on your Wiimote or Nunchuk when you're close to somebody but that'll muck up either your steering or you peddling so I don't recommend it, you can also throw items at people but again unless you're really behind I don't recommend it and lastly you've got to follow the set course set by the yellow markers, these also point the direction of the next marker so pay attention when there is more than one route to go down. Generally races are easy if not a little strenuous on the thumb. You can choose while bike you ride in the races (yes the moped counts too) by riding up to the signup sheet on your desired bake and then enter the race you should be on that bike. Otherwise you'll be stuck with the basic BMX. Old Bullworth Vale Races Found: by the Bike Shop Number of races: 7 Rewards for each race: Race 1: \$20.00, Bike Helmet and Jersey Race 2: \$25.00 Race 3: \$30.00 Race 4: \$35.00 Race 5: \$40.00 Race 6: \$45.00 Race 7: \$50.00 Bullworth Town Races Found: by the Bike Shop Number of races: 4 Rewards for each race: Race 1: \$20.00 Race 2: \$25.00 Race 2: \$30.00 Race 2: \$30.00 Race 4: \$35.00 (only available after the third chapter) Found: By the BMX Park Number of races: 2 Rewards for each race: Race 1: \$30.00 Race 2: \$30.00 Race 2: \$30.00 Race 3: \$30.00 Race 4: \$35.00 (only available after the third chapter) Found: By the BMX Park Number of races: 2 Rewards for each race: Race 1: \$30.00 Race 3: \$30.00 Race 3: \$30.00 Race 4: \$35.00 (only available after the third chapter) Found: By the BMX Park Number of races: 2 Rewards for each race: Race 1: \$30.00 Race 3: \$30.00 Race 4: \$35.00 (only available after the third chapter) Found: By the BMX Park Number of races: 2 Rewards for each race: Race 1: \$30.00 Race 3: \$30.00 Race 4: \$30.00 Race 4: \$30.00 Race 3: \$30.00 Race 4: \$30.00 Race sides. Not needed for 100% completion. Future Street Race 3D Found: In the Lighthouse It's Future Street Race 2165 in 3D all the tracks are the same as are the controls. Just I found it easier because I'm more use to a third person style game. Not needed for 100% completion ConSumo Found: Nerd hideout and Souvenir Tent. You must grab the healthy food while avoiding the unhealthy food. High score needed for 100% completion. Monkey Fling Found: Greaser hangout and Souvenir Tent. Fling you poo at the spiders as they fall down before they attack you and the banana's to stock up on poo. High score needed for 100% completion. Nut Shots Found: The Souvenir Tent. Shoot the bees,

Late at night around the Girls Dorm Task: Simple Walk Christy back to the Girls Dorm without her getting attacked. Money: \$10.00 Pull the Fire alarm Found: In the main school building Task: Break into three lockers with a red marker by them, watch out for the prefects and remember there is no timer on favours so you don't need to rush. Money: \$10.00 Plant Chocolate in Trevor's Locker Found: In the main school building. Task: Break into the highlighted locker and plant the chocolates. Don't let the prefects find you doing it. Money: \$10.00 Stuff Three Kids into Rubbish Bins Found: Around the main school building. Task: Grab three kids and shove them into the rubbish bins around the

campus. Be careful no prefects are around and grabbing little kids will really get the prefects mad but there is no time limit (apart from the 2am past out time) so feel free to runaway and hide if the heat is too high. Money: \$15.00 Escort Algie to the library Found: In the main school building Task: Lead Algie to the library, basically the reverse of the Save Algie mission. If you take Algie out of the back way you won't see any bullies and it's a simple walk to the library. Money: 15.00 Get TP from the Caretaker's Room Found: In the main school building, boy's toilet on the ground floor. Task: Enter the basement via the marked entrance and grab the toilet paper from the floor in the first area. Go back to the toilet and throw it in the cubical over the top. Money: \$10.00 Stuff Two People into Lockers Found: In the main school building. Task: Stuff two people into lockers had for me it seems that a lot of the lockers became locked when this errand is offered. Money: \$10.00 Egg the Girl's Dorm Found: Around the main school building. building Task: Throw three eggs at the Girl's Dorm. Money: \$10.00 Egg the Boy's Dorm Found: Around the main building Task: Throw three eggs at the Boy's Dorm. Money: \$10.00 Fire Cracker a Toilet Found: In the main school building Task: Go to a toilet and throw a fire cracker down it. Money: \$10.00 the fast food costume. Collect All the Crabs Found: By the Shoreline. Task: Swim around the harbour and back to the shore again within the time limit. Money: \$20.00 Swim Around the harbour and back to the shore again within the time limit. Money: \$20.00 (tiny swimsuit will be unlocked). Get Karin's Bear Found: By the Shoreline Task: Head to the beach under the pier where a bully is cuddling her bear, beat him up and take it back to her. Money: \$15.00 Explore the Shipwreck Found: On the pier Task: Swim around that large island and to the ship on the other side. While there I would recommend visiting the island to beat up the pirate (to unlock the pirate hat) and smashing the gnome (provided you've started "Small offensives") as well as visiting the other beaches and islands for collectables. Money: \$15.00 Take Pictures of Carnival Attractions Found: At the Carnival Task Take pictures of all four rides, simply take a photo of their signs, not the rides themselves, to get all four photos. Then return to the man and give him the photo's. Money: \$20.00 Spray Prep Tags Found: At the park. Task: Spray three anti prep tags around Old Bullworth vale. Money: \$20.00 Spray Prep Tags Found: At the park. Task: Spray three anti prep tags around Old Bullworth Town Errands [BTER] Near Dragon Wing Comics Task: Head over to the new blue cross on the map and then run back to the owner making sure you don't lose the dog, generally it'll follow you but occasionally you can lose it. Money: \$15.00 Knock Out the Greasers Found: Near the Gas Station Task: Climb up on the roof of the gas station, via the ladder around the back, and beat up the couple of Greasers on top, one has a 2x4 to beat him first until he drops it. Money: \$15.00 Find and Return the dog, generally it'll follow you but occasionally you can lose it. Money: \$15.00 Return the Bike Found: Near the Bike Shop Task: Retrieve the marked bike and return it to the shop owner. Some townie will be riding it but he'll be very slow, just pull him off but watch out for police. Money: \$15.00 (Black cowboy hat unlocked). Hit People with Water balloons Found: On top of Yum yum market Task: Fill up some water balloons at the tap on the roof and throw three of them at passers-by. Money: \$20.00, Water Balloons unlocked. Find Algie's jacket Found: Around town hall. Task: Find Algie's jacket Fo but get knocked out (say by falling off the three story building) and you accept the errand again you'll complete it immediately because you already have his jacket. Money: \$20.00 Take a Photo of a Dirty Policeman Found: Near the police station Task: Go over to the motel and take a picture of the cop with somebody else and then return to the Money: \$25.00 Spray Greaser Tags Found: Around New Coventry Bridge. Task: Spray three anti-Greaser tags around New Coventry Money: \$25.00 Escort Christy Back to the Motel. Found: Near Final Cut Task: Just bring Christy back to the Motel safe and sound. And don't ask whyshe's saying in a motel room. Money: \$30.00 Get a Photo of somebody tagging a wall. Then return to the cop with a photo. This mission can be tedious but stand near a wall which can be tagged and get's a lot of traffic and hopefully when a greaser comes by he'll tag the wall. Blue crosses may appear on your map but by the time you get their you probably will have missed the tagger. Money: \$25.00 Egg the Greasers Houses Found: Task: By the Blue Ball Pool Hall. Throw three eggs at the targeted house. Money: \$20.00 Kill the Rats in the Tenements Found: Outside the Ten broken out in the tenements. Money: \$25.00 Deliever to Spazz Industries Found: By Blue Ball Pool Hall. Task: Take the package to Spazz Industries in the Blue Skies Industry Park Errands [BSER]

within their dedication I wouldn't...oh wait that's my Oscar acceptance speech scratch that I would like to thank RockStar Games for one making a fantastic port to the Wii then I would like to thank my Scar acceptance speech scratch that I would like to thank my Scar acceptance speech scratch that I would like to thank my Scar acceptance speech scratch that I would like to thank my Scar acceptance speech scratch that I would like to thank my Scar acceptance speech scratch that I would like to thank my Scar acceptance speech scratch that I would like to thank my Scar acceptance speech scratch that I would like to thank my Scar acceptance speech scratch that I would like to thank my Scar acceptance speech scratch that I would like to thank my Scar acceptance speech scratch that I would like to thank my Scar acceptance speech scratch that I would like to thank my Scar acceptance speech scratch that I would like to thank my Scar acceptance speech scratch that I would like to thank my Scar acceptance speech scratch wy Many or I would like to thank my Scar acceptance speech scratch wy Many for June 1 was a video game? 2 to 25 can't understance with my Many Erich my Scar acceptance speech scratch wy Many Scar acceptance speech scratch wy Many Scar acceptance speech scratch wy Many Erich my Many Scar acceptance speech scratch wy Many Erich my Many Scar acceptance speech scratch wy Many Erich my Many Scar acceptance speech scratch wy Many Erich my Many Scar acceptance speech scratch wy Many Erich my Many Scar acceptance speech scratch wy Many Erich my Many Scar acceptance speech scratch wy Many Erich my Man