

BULLY 2

WANTED SYSTEM BLUEPRINT

School hours · After hours · Curfew · Recognition · Authority response

SYSTEM OVERVIEW

School Hours

- Prefects stay in class.
- Hall monitors patrol the halls.
- If Wanted Level is 3 or higher, prefects are called out of class to help take the player down.

After 4:30 PM

- Day-shift prefects take over patrol duties from the hall monitors.
- Campus and town coverage expands.

Curfew (11:00 PM)

- Night-shift prefects begin dorm checks and campus searches.
- Hourly bed checks are enforced.

Wanted Level 3 or Higher at Night

- Day-shift prefects wake up (still in pajamas) and join the night shift to hunt the player.
- Full lockdown is possible at Wanted Level 4.

WANTED LEVEL ACTS

WANTED LEVEL 1 — MINOR CRIMES

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| • Bullying | • Weapon fired |
| • Cliques | • Animal Cruelty (if tattled on) |
| • Trespassing | • Paparazzi |
| • Truancy | • Graffiti |
| • Violating Curfew | • Theft |
| • Vandalism (public property) | • Cyber bullying |
| • Harassment | • Vulgar Language |
| • Lockpicking (easy / 3s) | • Assault |
| • Impudence | • Racism |
| • Disobedience | • Sexism |

WANTED LEVEL 2 — MID-LEVEL CRIMES

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| • Vandalism (private property) | • Cyber threatening |
| • Petty Hacking (student emails / socials) | • Breaking & Entering — Lockers |
| • Lockpicking (harder / 5s) | • Gambling |
| • AI Slander | • Weapon Violence |
| • Verbal Slander | • Food Violence / Tampering with student's food |
| • Use of armed traps | • Grossing out students |

WANTED LEVEL 3 — HIGH-LEVEL CRIMES

- Malicious Hacking (authorities, prefects, kid-student emails/socials — Jimmy Jr. / Shayna note)
- Weapon Violence — Adults
- Harassment — Adults
- Vandalism — Authorities
- Graffiti (high-level)
- Trespassing on private property
- Spying — Girls
- Spying — Authorities
- Grossing out — Authorities
- Vehicular Assault
- Lockpicking — Vehicles
- Breaking & Entering — Vehicles
- Breaking & Entering — Private Property
- Burglary
- Robbery
- Pick Pocketing
- Petty-Theft

WANTED LEVEL 4 — MENACE LEVEL CRIMES

- Federal Hacking (school admin servers via Loungeworth & Aquaberry)
- Violence — Authorities
- Weapon Violence — Authorities
- Hacking — Authorities
- Bullying — Authorities
- Vehicular Assault — Authorities
- Vehicular Assault — Adults
- Reckless Endangerment with Intent (stairs / moving vehicles)
- Pick Pocketing — Authorities

RECOGNITION SYSTEM

Authorities and NPCs do not simply forget crimes. They remember them for the rest of the school day or the entire school week depending on severity.

Key Flags

FaceSeen = true → Wanted level activates solid and fully colored. Authorities search for the identified individual with clear facial detail.

FaceSeen = false → Wanted level activates with a faded / see-through shaded color.

OutfitSeen = true → Authorities search based on the clothing description of the person who committed the crime (even if face is covered).

WeaponSeen = true → Authorities are extra cautious and strategic. They also recognize the player by the weapon used.

SeenOnCam = true → Authorities head toward the recorded / livestreamed location.

BicycleSeen = true → Authorities know the description of the bicycle and will search the area if it is spotted parked (e.g. outside gym or carnival).

VehicleSeen = true → Same logic as bicycle for vehicles.

Important Persistence Rule — If both FaceSeen and OutfitSeen are true, the player is still identified even after putting on a mask. Witnesses who saw the face + outfit combination still know it is the same person.

WANTED BAR & AUTHORITY RESPONSE

Authorities do not magically know the exact location. They patrol the school/town looking for the player. If a crime is committed in front of an NPC, there is a chance the NPC reports the appearance/identity to authorities/prefects. When spotted, prefects use their Loungeworth Radio Phone to call in the player's location.

Prefect Combat Styles

- Male Prefects → Grapples and brutal takedowns.
- Female Prefects → Specialized Swift Krav Maga takedowns.
- Prefects are programmed to dodge Jimmy Jr. / Shayna strikes and most student weapons.
- Only Nerd-invented weapons reliably land.
- Prefects can dodge slingshot projectiles if aware.

School Computer Hacking

Using school computers for hacking is an instant Wanted Level 4. Prefects and staff rush the library because the student ID was logged. (This is what Alfie the Nerd warned about regarding private VPN & firewall.)

Adaptive Behavior

- Authorities track the player's preferred hideouts and frequent hangout spots.
- They learn the areas where the player causes the most trouble.
- They take notes on escape tactics and get smarter the more they are outsmarted.
- At Wanted Level 3+, one or two prefects may leave campus to search the town and bring the player back to the principal's office.
- The same system applies to police and local sheriffs when off campus (or when playing as Jimmy Hopkins Sr.).

Response by Level

LEVEL	SEARCH DURATION	RESPONDERS	TOOLS / METHODS
LV1	Rest of school day	Hall monitors	Description-based search
LV2	Rest of school day	Hall monitors (act smarter)	Coordinated search

LEVEL	SEARCH DURATION	RESPONDERS	TOOLS / METHODS
LV3	Rest of school week	Hall monitors + Prefects	Cameras, social media, flashlights
LV4	Rest of school week	Full force + lockdown	Bear mace, extendable batons, paddles

TRUANCY & CURFEW SYSTEM

Principal Gary Smith has eyes and ears all around Loungeworth and Bullworth. If Jimmy Jr. or Shayna are **truant** (missing class) or **past curfew** in known hangout areas, prefects are sent to those locations first.

These are the priority search locations prefects check when the player is truant or past curfew:

Park	Arcade	Graveyard	Boxing Gym
Library	Loungeworth Academy Gym	Loungeworth Lake	Loungeworth Mall

Truancy = missing class during school hours. Curfew violation = being out of the dorm after 11:00 PM. Prefects prioritize the hangouts above before expanding the search campus-wide or into town.

CURFEW DORM ROOM CHECK SYSTEM

There are two prefect groups: **Day Shift Prefects** and **Night Shift Prefects**.

At 11:00 PM, night-shift prefects begin searching both the boys' and girls' dorms to ensure everyone is in their assigned room.

If anyone is missing:

CAMPUS SEARCH A mandatory campus-wide search begins immediately.	EXTERNAL ALERT Prefects alert local authorities to bring missing student(s) back to Loungeworth.
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High-Level Night Crime (Wanted 3 or 4) — Day-shift prefects wake up and join the hunt while still in their pajamas.

Game Time Manager Notes (Suggested Defaults)

- RealSecondsPerDay = 360 (6-minute real-time day cycle)
- CurrentInGameTime starts at 08:00
- Hourly checkup timer at 23:00 triggers dorm sweeps

END OF BLUEPRINT

LOUNGEWORTH ACADEMY · AQUABERRY ACADEMY