

BULLY 2

CLIQUES & GANGS OF LOUNGEWORTH

Blueprint – Faction Overview

Setting: The loud town of Loungeworth and its rival academy Aquaberry

OVERVIEW

Loungeworth Academy and the surrounding town are dominated by competing student cliques and external factions. Each group has a distinct culture, combat style, social power, and role across the story chapters. Player relationships with these groups drive reputation, side content, consequences, and major story beats. Antagonist status shifts by chapter.

THE FACTIONS

01. THE BULLIES

Affiliation: Loungeworth Academy

Vibe: Classic schoolyard aggressors

Combat Specialty: Normal flailing combat / aggressive street brawling

Story Role: Primary antagonists of Chapter 1

Notes: Straightforward physical threat early on. They rely on numbers and intimidation rather than skill.

02. THE NERDS

Affiliation: Loungeworth Academy

Vibe: The punching bags of the school who become dangerous when provoked

Combat Specialty: Hacking, software, weapon gadgets, and inventions. Physically vulnerable in the real world; extremely dangerous in the cyber world. Savage merciless school pranks.

Story Role: Antagonists of Chapter 2

Consequences of Messing With Them:

- Hack crypto wallets
- Generate AI photos to frame the player for crimes
- Hack social media profiles
- Hack school servers and sabotage grades
- Escalating pranks that grow worse the more they are targeted
- NPCs can also be targeted by the Nerds

Design Note: Best to stay on their good side. Bullying them creates lasting digital and academic fallout for Jimmy Jr. and Shayna.

03. THE PREPPIES

Affiliation: Aquaberry Academy (elite private school for the wealthy)

Vibe: Rich, spoiled, inbred students protected by Daddy's money and Navy SEAL-level bodyguard prefects

Combat Specialty: Skilled boxing techniques

Story Role: Partial antagonists of Chapter 3 / Full antagonists of Chapter 5

Notes: High social and institutional power. Protected by professional-level security.

04. THE JOCKS

Affiliation: Loungeworth Academy

Vibe: Roid-raging athletes with mommy & daddy issues

Combat Specialty: Wrestling takedowns and brutal body strikes

Story Role: Partial antagonists of Chapter 2 / Full antagonists of Chapter 4

Behavior & Pranks:

- Typical jock hazing and humiliation
- Potential to wake up tied to the football field in underwear
- Can have friends hold the player (or a Nerd NPC) down while forcing a jockstrap down their throat

Design Note: Stay on their good side or face public physical humiliation.

05. THE GREASERS

Affiliation: Loungeworth Academy

Vibe: Obsessed with 1950s–1970s fashion and culture

Combat Specialty: Kung Fu / Tae Kwon Do inspired by 50s, 60s, and 70s karate and kickboxing movies

Story Role: Antagonists of Chapter 3

06. THE Y2KS

Affiliation: Loungeworth Academy

Vibe: Obsessed with late-90s / early-2000s conspiracy theories

Combat Specialty: Basic 2000s-style MMA

Story Role: Supporting / secondary faction (no primary chapter listed)

07. THE GOTHs

Affiliation: Loungeworth Academy

Vibe: Loungeworth students obsessed with witchcraft & astrology; some are Wiccans. They perform hexes and black magic. Some can fight brutally.

Combat Specialty: Mix of brutal dance-fighting. They use a “Dane loves” style — quick footwork, heat kicks, and counter punches.

Story Role: Vengeful antagonists of Chapter 6 — vandalizing, hexing, and causing anarchy in the shadows while framing Jimmy Jr. and the townies for the acts of disservice.

Notes: Can fight seriously when needed. Part of the broader alternative/underground scene with the Vamp Kids.

08. THE ALTERNATIVES / AESTHETICS

Affiliation: Loungeworth Academy

Vibe: Students of Loungeworth obsessed with late-90s / 2000s fashion. They hold onto 2000s flip phones and slider phones purely for the aesthetic, and wear 90s/2000s period clothing.

Combat Specialty: Some fight decently well; others use a flailing combo mechanic.

Story Role: Allies in Chapter 7 — the player aids them against harassment from the Prefects and hall monitors.

09. THE VAMP KIDS

Affiliation: Loungeworth Academy

Vibe: Obsessed with vampire fashion and lore. Drink cranberry juice / fruit punch while claiming it is “human blood”

Combat Specialty: Goofy but vicious grapples focused on immature biting (neck/arm) and clawing attacks

Story Role: Appear alongside the Goths in Chapter 6

10. THE DROPOUTS / YNS

Affiliation: Former students of both Loungeworth and Aquaberry

Vibe: Hold deep grudges against staff and students connected to either academy

Combat Specialty: Mixture of Kickboxing / MMA / BJJ / Tae Kwon Do / Karate. Individual dropouts may share styles or have unique variations. Some retain hacking skills (former nerds who got caught changing grades or cyber-harassing staff)

Story Role: Antagonists of Chapter 8

11. THE PREFECTS

Affiliation: Authority figures of Loungeworth Academy

Vibe: Official enforcers

Combat Specialty: Krav Maga and Silat using metal extendable batons

Story Role: Antagonists of Chapters 9 & 10

Key Mechanics:

- Combat is largely futile with bare hands — they instantly counter punches with brutal Krav Maga takedowns
- Only real counter is weapon use
- If they see a weapon drawn, they can dodge projectiles and swiftly disarm the player with a Krav Maga takedown

Design Note: Highest pure combat threat among school-affiliated groups. Designed as late-game authority antagonists.

QUICK REFERENCE – CHAPTER ANTAGONIST MAP

CHAPTER	PRIMARY / NOTABLE ANTAGONISTS
1	The Bullies
2	The Nerds (main) + partial Jocks
3	The Greasers + partial Preppies
4	The Jocks
5	The Preppies
6	The Goths (vengeful antagonists) + Vamp Kids
7	Aid the Alternatives / Aesthetics (vs Prefects & hall monitors)
8	The Dropouts / YNS
9–10	The Prefects

Player relationships with these groups drive reputation, side content, consequences, and major story beats. Antagonist status shifts by chapter — choose your alliances carefully.

LOUNGEWORTH ACADEMY · AQUABERRY ACADEMY