

## **Bully (SE and Classic) - All Errands Information and Checklist:**

- Errand information was copied from here: <http://bully.wikia.com/wiki/Errand>
- An errand map (numbered using the errand sequence below) can be found on the last page and can be found [here](#).
- Errands have been listed in the order that they become available, within each area of the map. (It isn't ordered on the wiki).
- If you fail an errand or are unable to activate it before it glitches on you; you can retry it after attending class, sleeping or completing any other game event such as finishing a mission.
- '{Night Only}' errand means that the errands are only available between 7pm and 1am.
- '{Day Only}' errand means that the errands are only available between 8am and 6:59pm.
- '{Outside Class Time}' means that the errand is available outside class-time (between 8am to 8:59am, 11:30am to 12:59pm, and 3:30pm to 6:59pm).
- If an errand doesn't have anything in the curly brackets, then the errand is available between 8am and 10:59pm.
- If errands don't 'spawn' when they are suppose to:
  1. Make sure you are not 'facing' the direction to which the errand will spawn. The NPC characters only spawn when you are **not** looking in the direction from which they appear from:
    - If you are unsure which direction they appear; run forwards and backwards on the spot, repeatedly.
  2. Save and reload from the closest safehouse from which the errand marker should appear.
    - Rinse and repeat until the errand appears.
    - The reason for doing this is because: when the game reloads a savegame; it refreshes the NPC characters in the gameworld.
      - An errand does not 'spawn' unless it loads the applicable NPC character that offers it.
      - (Sometimes NPC characters don't appear because the game has a limit on how many NPC characters it can load at any given time or the NPC character could be unavailable - i.e. been bullied).
    - Be sure to save after completing any errands that have difficulty appearing (so you don't have to repeat it again).

### **Errand Checklist to Print Out:**

- This is useful because the game doesn't keep track of what errands you complete - only the amount that you succeed/fail.
- I have noted when each errand becomes available, during the story, within square brackets.
  - The number inside the square brackets represents for which chapter the errand first becomes available.

#### **Bullworth Academy Errands:**

- Escort Algie {All School Hours} [1<sup>SA</sup>]: Near Algie's locker in the second floor school hallway
- Take Me Home {Night Only} [1<sup>DB</sup>]: School parking lot
- Pull Fire Alarm {Outside Class Time} [1<sup>DB</sup>]: First or second floor near the stairs
- Locker Picking Challenge {Outside Class Time} [1<sup>DB</sup>]: Near the stairs on the first floor
- Secret Admirer (Boy) {Outside Class Time} [1<sup>DB</sup>]: Second floor, between the office and art room
- Secret Admirer 2 (Girl) {Outside Class Time} [1<sup>DB</sup>]: Ground floor of the school, near the English room
- Egg the Boys' Dorm {Night Only} [1<sup>TE</sup>]: Outside girls' dorm
- Egg the Girls' Dorm {Night Only} [1<sup>TE</sup>]: Outside boys' dorm
- Bog Roll (Vance) {All School Hours} [2]: Boys' restrooms, first floor of the school
- Locker Stuff Challenge {Outside Class Time} [2]: Near second floor hallway by principal's office
- Canning Challenge {Outside Class Time} [2]: Behind the main school building
- Firecracker Toilet {All School Hours} [3]: Outside first floor boys' restroom in the school
- Bog Roll 2 (Max) {All School Hours} [3]: Boys' restrooms, first floor of the school

#### **Bullworth Town Errands:**

- Easy Drugs [2]: Near Easy Drugs
- Lost Dog (Male) [2]: Near Mental Dental building
- Lost Dog 2 (Female) [2]: Near old movie theatre
- Recover Stolen Bike {Night Only} [2]: Shiny Bike Shop
- Smoke Free [2]: Gas station
- Prank Downtown {Day Only} [2]: Alley south of the police station
- Lost Jacket {Day Only} [3]: Between movie theatre and police station
- Strange Hobo [3]: Near Easy Drugs and the comic shop
- Detective Jimmy [4]: In front of City Hall

#### **Carnival Errand:**

- Carnie Photo [3]: Near souvenir tent

#### **Old Bullworth Vale Errands:**

- Jumping Man [2]: Vale beach on the big pier
- Crab Traps [2]: Seafood restaurant
- Fast Food [2]: Burger Joint
- Lost Teddy Bear {Day Only} [2]: At the beach, near the gazebo
- Shipwrecked [2]: Big pier on the beach
- Swim It [2]: Lighthouse dock
- Mailman - The Underdog [3]: Between the shortcut house and the top of the residential house
- The Great Escape {Night Only} [3]: Retirement Home
- Tag Bullworth Vale Area [3<sup>TT</sup>]: Bullworth Vale Gardens Park
- The Widow [Require 6 flowers] {Day Only} [4]: Retirement Home

#### **Blue Skies Errands:**

- Cable Guy [5]: Near the Spencer Shipping Warehouse
- Crazy Farm [5]: Asylum front gates
- Lost Cargo [5]: Docks
- Rat Killer [5]: Blue Skies Docks
- Shipping and Receiving [5]: Near townies' hangout
- Egg Greasers {Day Only} [5<sup>SatP</sup>]: Near Spazz Industries
- Smash up a Car (Blue Skies) {Night Only} [5<sup>SatP</sup>]: Near Wonder Meats

#### **New Coventry Errands:**

- Egg Tenements {Night Only} [3]: The Projects
- Escort Service 2 {available after 1pm} [3]: Near alley by Slab O' Meat and Yum Yum Market
- The Cheat {available after 11:30am} [3]: Near the police station or The Final Cut barber
- Smash up a Car (New Coventry) {Night Only} [3]: Near the rail overpass and Yum Yum Market
- Photo Taggers {available after 1pm} [3<sup>T</sup>]: Near bike garage and tenements
- Homeless Help {available after 3:30pm} [3<sup>TT</sup>]: Near the greasers' hangout
- Tag Poor Area [3<sup>TT</sup>]: Near the New Coventry underpass
- Rats Out [4]: By the tenements
- Tenement Fires [4]: By the tenements
- Spazz Delivery {Day Only} [5]: Spazz Warehouse

#### **Superscript Footnote:**

- [1<sup>SA</sup>]: means that this errand is unlocked after the completion of the story mission "Save Algie" in Chapter 1.
- [1<sup>DB</sup>]: means that this errand is unlocked after the completion of the story mission "Defend Bucky" in Chapter 1.
- [1<sup>TE</sup>]: means that this errand is unlocked after the completion of the story mission "The Eggs" in Chapter 1.
- [3<sup>T</sup>]: means that this errand is unlocked after the completion of the story mission "Tagging" in Chapter 3.
- [3<sup>TT</sup>]: means that this errand is unlocked after the completion of the story mission "The Tenements" in Chapter 3.
- [5<sup>SatP</sup>]: means that this errand is unlocked after the completion of the story mission "Showdown at the Plant" in Chapter 5.

# Bullworth Academy Errands:

- There are 13 errands, that appear at Bullworth Academy, in total. They all 'unlock' at various stages in the story.

## #7. [Escort Algie](#) {Day Only}:

- **Character:** [Algernon Papadopoulos](#)
- **Details:** Algie needs an escort to the [library](#) after visiting his locker.
- **Location:** Near his locker, outside the [Art](#) class.
- **Chapter Available:** 1 after completing [Save Algie](#).

## #4. [Take Me Home/Details](#) {Night Only}:

- **Character:** [Christy Martin](#)
- **Details:** Christy wants Jimmy to escort her to the girls dorm and to protect her from the [Bullies](#).
- **Location:** School parking lot.
- **Chapter:** 1 after completing [Defend Bucky](#).

## #8. [Pull Fire Alarm](#) {Outside Class Time}:

- **Character:** [Sheldon Thompson](#)
- **Details:** Sheldon needs to get his friend out of class so he can help him with his homework, so he asks Jimmy to sound the fire alarm.
- **Location:** Near the stairs on the first or second floor of the main school building.
- **Chapter:** 1 after completing [Defend Bucky](#).

## #10. [Locker Picking Challenge](#) {Day Only}:

- **Character:** [Gloria Jackson](#)
- **Details:** Gloria wants Jimmy to break into three lockers.
- **Location:** Near the stairs on the first floor
- **Chapter:** 1 after completing [Defend Bucky](#).

## #11. [Secret Admirer](#) (Boy) {Outside Class Time}:

- **Character:** [Constantinos Brakus](#)
- **Details:** Constantinos wants Jimmy to break into Gloria's locker and put chocolates in it.
- **Location:** Second floor, between Art classroom and office.
- **Chapter:** 1 after completing [Defend Bucky](#).

## #12. [Secret Admirer 2](#) (Girl) {Outside Class Time}:

- **Character:** [Melody Adams](#)
- **Details:** Melody wants Jimmy to break into [Trevor](#)'s locker and put chocolates in it.
- **Location:** First floor near the [English](#) class.
- **Chapter:** 1 after completing [Defend Bucky](#).

## #5. [Egg the Boys' Dorm](#) {Night Only}:

- **Character:** [Karen Johnson](#)
- **Details:** Karen wants Jimmy to throw three eggs at the boys' dorm, in revenge for boys egging the girls' dorm.
- **Location:** Outside girls' dorm.
- **Chapter:** 2 after completing [The Eggs](#).

## #6. [Egg the Girls' Dorm](#) {Night Only}:

- **Character:** [Constantinos Brakus](#)
- **Details:** Constantinos wants Jimmy to throw three eggs at the girls' dorm.
- **Location:** Outside boys' dorm.
- **Chapter:** 2 after completing [The Eggs](#).

## #2. [Bog Roll](#) (Vance) {Day Only}:

- **Character:** [Vance Medici](#)
- **Details:** Vance needs a roll of toilet paper, so he asks Jimmy to fetch a roll from the janitor's closet.
- **Location:** Boys' Bathroom on the first floor.
- **Chapter:** 2 after completing [Help Gary](#).

#9. [Locker Stuff Challenge](#) {Outside Class Time}:

- **Character:** [Casey Harris](#)
- **Details:** Casey wants Jimmy to stuff two "losers" into lockers
- **Location:** Second floor hallway by principal's office.
- **Chapter:** 2 after Completing [Help Gary](#).

#13. [Canning Challenge\Taking Out the Trash](#) {Outside Class Time}:

- **Character:** [Pedro De La Hoya](#)
- **Details:** Pedro wants to see Jimmy stuff 3 students into trash cans.
- **Location:** Behind the main school building.
- **Chapter:** 2 after completing [Help Gary](#).

#1. [Firecracker Toilet\Blow the Toilet](#) {Day Only}:

- **Character:** [Sheldon Thompson](#)
- **Details:** Sheldon wants Jimmy to put a firecracker into the toilet because he is afraid of getting caught.
- **Location:** Outside the first floor Boys' bathroom.
- **Chapter:** 3 after completing [Boxing Challenge](#)

#3. [Bog Roll 2](#) (Max) {Day Only}:

- **Character:** [Max MacTavish](#)
- **Details:** Max needs a roll of toilet paper, so he asks Jimmy to fetch a roll from the janitor's closet.
- **Location:** Boys' Bathroom on the first floor
- **Chapter:** 3 after completing [Boxing Challenge](#)

#### [Old Bullworth Vale and Carnival Errands:](#)

- There are 10 errands, that appear at Old Bullworth Vale, in total and they are available from [Chapter 2](#) onwards.

## Old Bullworth Vale Errands:

#23. [Jumping Man\Balancing Act:](#)

- **Character:** [Pedro De La Hoya](#)
- **Details:** Pedro wants Jimmy to check out the island beyond the shipwreck.
- **Location:** Big pier on beach.
- **Chapter Available:** 2 onwards.

#26. [Crab Traps:](#)

- **Character:** [Mr. Martin](#)
- **Details:** Mr. Martin needs Jimmy to collect crabs for his restaurant.
- **Location:** Seafood Restaurant
- **Chapter Available:** 2 onwards.

#27. [Fast Food:](#)

- **Character:** [Mr. Huntingdon](#)
- **Details:** Mr Huntingdon asks Jimmy to deliver fast food for him.
- **Location:** Burger Joint
- **Chapter Available:** 2 onwards.

#30. [Lost Teddy Bear](#) {Day Only}:

- **Character:** [Karen Johnson](#)
- **Details:** Karen asks for Jimmy's help to get her teddy bear back, which was stolen by [Wade Martin](#).
- **Location:** Beach, near the gazebo.
- **Chapter Available:** 2 onwards.

#31. [Shipwrecked:](#)

- **Character:** [Pedro De La Hoya](#)
- **Details:** Pedro asks Jimmy to explore the sunken pirate ship in the cove.
- **Location:** Pier on the Beach.
- **Chapter Available:** 2 onwards.

#32. [Swim It\Swim Meet](#):

- **Character:** [Justin Vandervelde](#)
- **Details:** Justin challenges Jimmy to beat his swimming record.
- **Location:** Lighthouse Dock.
- **Chapter Available:** 2 onwards.

#28. [Mailman - The Underdog\Going Postal](#):

- **Character:** [Mr. Svenson](#)
- **Details:** Mr. Svenson wants Jimmy to collect a package for him a front yard of a house.
- **Location:** Just outside Bullworth Vale Gardens Park.
- **Chapter Available:** 3 onwards.

#29. [The Great Escape](#) {Night Only}:

- **Character:** [Mrs. Lisburn](#)
- **Details:** Mrs Lisburn wants to escape from the retirement home and asks for Jimmy's help.
- **Location:** Retirement Home.
- **Chapter Available:** 3 onwards.

#24. [Tag Bullworth Vale Area](#):

- **Character:** [Casey Harris](#)
- **Details:** Casey wants Jimmy to tag three [Preppies](#) tags in the area.
- **Location:** Bullworth Vale Gardens Park
- **Chapter Available:** 3 onwards (after [The Tenements](#)).

#33. [The Widow](#) {Day Only}:

- **Character:** [Mrs. Lisburn](#)
- **Details:** Mrs. Lisburn wants Jimmy to pick six flowers to put on her late husband's grave.
- **Location:** Retirement Home.
- **Chapter Available:** 4 onwards.

## [Bullworth Town Errands:](#)

- There are 9 errands, that appear at Bullworth Town, in total and they are available from [Chapter 2](#) onwards.

#15. [Easy\Free Drugs](#):

- **Character:** [Handy](#)
- **Details:** Handy wants Jimmy to find some medication for him.
- **Location:** Pharmacy.
- **Chapter Available:** 2 onwards.

#16. [Lost Dog](#) (Male):

- **Character:** [Dr. Bambillo](#)
- **Details:** Dr. Bambillo wants Jimmy to find his lost dog.
- **Location:** Near Mental Dental building.
- **Chapter Available:** 2 onwards.

#17. [Lost Dog 2](#) (Female):

- **Character:** [Bethany Jones](#)
- **Details:** Bethany wants Jimmy to find her lost dog.
- **Location:** Near old movie theatre.
- **Chapter Available:** 2 onwards.

#19. [Recover Stolen Bike](#) {Night Only}:

- **Character:** [Tobias Mason](#)
- **Details:** Tobias wants Jimmy to recover a bike stolen by [Omar Romero](#).
- **Location:** Bike Shop.
- **Chapter Available:** 2 onwards.

#20. [Smoke Free\Thank you for not Smoking](#):

- **Character:** [Officer Ivanovich](#)
- **Details:** Officer Ivanovich does not like the fact that two [Greasers](#) are on the roof of the Oil Spill gas station, smoking cigarettes. He wants to Jimmy to clear them off while he gets some coffee.
- **Location:** Gas Station
- **Chapter Available:** 2 onwards.

#21. [Prank Downtown\Water Balloons](#) {Day Only}:

- **Character:** [Otto Tyler](#). (**Notes:** Once this errand is completed Jimmy can make water balloons at any sink or water fountain).
- **Details:** Otto wants Jimmy to play a prank on three adults by hitting them with water balloons
- **Location:** Alley south of Police station.
- **Chapter Available:** 2 onwards.

#18. [Lost Jacket](#) {Day Only}:

- **Character:** [Algernon Papadopoulos](#)
- **Details:** Algie is upset because his jacket was stolen and wants Jimmy to find it for him.
- **Location:** Between Police Station and Movie Theatre
- **Chapter Available:** 3 onwards.

#22. [Strange\Weird Hobo](#):

- **Character:** [Handy](#)
- **Details:** Handy asks Jimmy for some change (\$10). In exchange he gives Jimmy a black cowboy hat.
- **Location:** Near Easy drugs and the [Dragon's Wing Comics](#) store.
- **Chapter Available:** 3 onwards.

#14: [Detective Jimmy](#):

- **Character:** [Officer Monson](#)
- **Details:** Officer Monson wants Jimmy to take pictures of Officer Williams accepting bribes.
- **Location:** In front of City Hall.
- **Chapter Available:** 4 onwards.

## Carnival Errand:

- There is only one errand, that appear at the Carnival, in total and it is available from chapter 3.

#25. [Carnie Photo\Coming Attractions](#):

- **Character:** [Mr. Sullivan](#)
- **Details:** Mr. Sullivan wants Jimmy to photograph four different attractions.
- **Location:** Near Souvenir tent.
- **Chapter Available:** 3 onwards.

## New Coventry Errands:

- There are 10 errands, that appear in New Coventry, in total and they are available from [Chapter 3](#) onwards.

#34. [Egg the Tenements](#) {Night Only}:

- **Character:** [Justin Vandervelde](#)
- **Details:** Justin asks Jimmy to throw three eggs at the Tenements.
- **Location:** The Projects.
- **Chapter Available:** 3 onwards.

#35. [Escort Service 2](#) {available after 1pm}:

- **Character:** [Christy Martin](#)
- **Details:** Christy wants Jimmy to take her to the In & Out Motel.
- **Location:** Near alley by Slab O'Meat.
- **Chapter Available:** 3 onwards.

#37. [The Cheat\Infidelity](#) {available after 11:30am}:

- **Character:** [Mr. Buckingham](#)
- **Details:** Mr. Buckingham wants Jimmy to take photos of his girlfriend cheating on him.
- **Location:** Near Police station in New Coventry.
- **Chapter Available:** 3 onwards.

#43. [Smash up a Car \(New Coventry\)\Vehicular Vandalism](#) {Night Only}:

- **Character:** [Vance Medici](#)
- **Details:** Vance wants Jimmy to smash up a car.
- **Location:** Near Railway overpass and Yum Yum Market.
- **Chapter Available:** 3 onwards.

#41. [Photo Taggers\Tag Proof](#) {available after 1pm}:

- **Character:** [Officer Ivanovich](#)
- **Details:** Officer Ivanovich wants Jimmy to take a picture of a [Greaser](#) tagging a wall.
- **Location:** Near bike garage and tenements.
- **Chapter Available:** 3 onwards (after [Tagging](#)).

#36. [Homeless Help\Help the Elderly](#) {available after 3:30pm}:

- **Character:** [Miss Abby](#)
- **Details:** Miss Abby needs Jimmy to escort her to the Tenements.
- **Location:** Near Greasers hangout.
- **Chapter Available:** 3 onwards. (after [The Tenements](#))

#38. [Tag Poor Area\New Coventry Tags](#) {available after 1pm}:

- **Character:** [Otto Tyler](#)
- **Details:** Otto wants Jimmy to spray 3 Greaser tags around New Coventry.
- **Location:** New Coventry underpass.
- **Chapter Available:** 3 onwards. (after [The Tenements](#)).

#39. [Rats Out\Rat Infestation](#):

- **Character:** [Officer Morrison](#)
- **Details:** Officer Morrison wants Jimmy to kill the rats in the Tenements.
- **Location:** Near the Tenements.
- **Chapter Available:** 4 onwards.

#42. [Tenement Fires](#):

- **Character:** [Officer Morrison](#)
- **Details:** Officer Morrison wants Jimmy to help put out the fires in the Tenements.
- **Location:** Near the Tenements.
- **Chapter Available:** 4 onwards.

#40. [Spazz Delivery](#) {Day Only}:

- **Character:** [Salvatore](#)
- **Details:** Salvatore wants Jimmy to deliver a package to another worker at the Power Plant.
- **Location:** Spazz Warehouse.
- **Chapter Available:** 5 onwards.

# Blue Skies Industrial Park Errands:

- There are 7 errands, that appear at Blue Skies, in total and they are available from [Chapter 5](#) onwards.

## #44. [Cable Guy](#):

- **Character:** [Mr. Castillo](#)
- **Details:** Mr. Castillo needs Jimmy to destroy four satellite dishes on the sides of houses.
- **Location:** Near the [Spencer Shipping Warehouse](#).
- **Chapter Available:** 5 onwards.

## #46. [Crazy Farm\Loons on the Loose](#):

- **Character:** [Gregory](#)
- **Details:** Gregory wants Jimmy to capture two escaped patients, [Clint \(aka Henry\)](#) and Otto.
- **Location:** [Asylum](#) front gates.
- **Chapter Available:** 5 onwards.

## #47. [Lost Cargo](#):

- **Character:** [McInnis](#)
- **Details:** McInnis wants Jimmy to salvage his lost cargo.
- **Location:** Docks.
- **Chapter Available:** 5 onwards.

## #48. [Rat Killer\Rat Poison](#):

- **Character:** [Mr. Buckingham](#)
- **Details:** Mr Buckingham is a dock worker, who wants Jimmy to kill four [rats](#) at the docks.
- **Location:** Blue Skies Docks.
- **Chapter Available:** 5 onwards.

## #49. [Shipping and Receiving](#):

- **Character:** [Mr. Castillo](#)
- **Details:** Mr. Castillo needs Jimmy to deliver a package to a guy near the [Police](#) Station.
- **Location:** Near [Townies](#) hangout.
- **Chapter Available:** 5 onwards.

## #45. [Egg Greasers\Greasy Eggs](#) {Day Only}:

- **Character:** Otto
- **Details:** Otto wants Jimmy to egg some of the [Greasers](#).
- **Location:** Near Spazz Industries.
- **Chapter Available:** 5 onwards (after [Showdown at the Plant](#)).

## #50. [Smash up a Car \(Blue Skies\)\Vehicular Vandalism 2](#) {Night Only}:

- **Character:** [Otto Tyler](#)
- **Details:** Otto wants Jimmy to smash up a car.
- **Location:** Near Wonder Meats.
- **Chapter Available:** 5 onwards (after [Showdown at the Plant](#)).

# Errand Location Map:

- The errands have been numbered according to how they have been sequenced in the GTA series playlist.
- Note: there is no errand at the library - that is an oversight of the person who made the map (I just added numbers).
- I have rotated it clockwise because I can't make this single page be in landscape mode (it's to be printed out really).

**Bully (Scholarship Edition and Classic)**  
**Errand Location Map**

\* Errands are numbered according to how they appear on the following playlist: (Thanks to GTA Series)  
<https://www.youtube.com/playlist?list=PL7EG948CA5A75FA08>

There are no errands in the library

Original Map was taken from here:  
[http://bully.wikia.com/wiki/Forums:Errands\\_Map](http://bully.wikia.com/wiki/Forums:Errands_Map)  
 Errand information was copied from here:  
<http://bully.wikia.com/wiki/Errand>

#	Errand Name	Availability	Completion
1	1. Collect the first book from the library	Always	Collect the first book from the library
2	2. Collect the second book from the library	Always	Collect the second book from the library
3	3. Collect the third book from the library	Always	Collect the third book from the library
4	4. Collect the fourth book from the library	Always	Collect the fourth book from the library
5	5. Collect the fifth book from the library	Always	Collect the fifth book from the library
6	6. Collect the sixth book from the library	Always	Collect the sixth book from the library
7	7. Collect the seventh book from the library	Always	Collect the seventh book from the library
8	8. Collect the eighth book from the library	Always	Collect the eighth book from the library
9	9. Collect the ninth book from the library	Always	Collect the ninth book from the library
10	10. Collect the tenth book from the library	Always	Collect the tenth book from the library
11	11. Collect the eleventh book from the library	Always	Collect the eleventh book from the library
12	12. Collect the twelfth book from the library	Always	Collect the twelfth book from the library
13	13. Collect the thirteenth book from the library	Always	Collect the thirteenth book from the library
14	14. Collect the fourteenth book from the library	Always	Collect the fourteenth book from the library
15	15. Collect the fifteenth book from the library	Always	Collect the fifteenth book from the library
16	16. Collect the sixteenth book from the library	Always	Collect the sixteenth book from the library
17	17. Collect the seventeenth book from the library	Always	Collect the seventeenth book from the library
18	18. Collect the eighteenth book from the library	Always	Collect the eighteenth book from the library
19	19. Collect the nineteenth book from the library	Always	Collect the nineteenth book from the library
20	20. Collect the twentieth book from the library	Always	Collect the twentieth book from the library
21	21. Collect the twenty-first book from the library	Always	Collect the twenty-first book from the library
22	22. Collect the twenty-second book from the library	Always	Collect the twenty-second book from the library
23	23. Collect the twenty-third book from the library	Always	Collect the twenty-third book from the library
24	24. Collect the twenty-fourth book from the library	Always	Collect the twenty-fourth book from the library
25	25. Collect the twenty-fifth book from the library	Always	Collect the twenty-fifth book from the library
26	26. Collect the twenty-sixth book from the library	Always	Collect the twenty-sixth book from the library
27	27. Collect the twenty-seventh book from the library	Always	Collect the twenty-seventh book from the library
28	28. Collect the twenty-eighth book from the library	Always	Collect the twenty-eighth book from the library
29	29. Collect the twenty-ninth book from the library	Always	Collect the twenty-ninth book from the library
30	30. Collect the thirtieth book from the library	Always	Collect the thirtieth book from the library
31	31. Collect the thirty-first book from the library	Always	Collect the thirty-first book from the library
32	32. Collect the thirty-second book from the library	Always	Collect the thirty-second book from the library
33	33. Collect the thirty-third book from the library	Always	Collect the thirty-third book from the library
34	34. Collect the thirty-fourth book from the library	Always	Collect the thirty-fourth book from the library
35	35. Collect the thirty-fifth book from the library	Always	Collect the thirty-fifth book from the library
36	36. Collect the thirty-sixth book from the library	Always	Collect the thirty-sixth book from the library
37	37. Collect the thirty-seventh book from the library	Always	Collect the thirty-seventh book from the library
38	38. Collect the thirty-eighth book from the library	Always	Collect the thirty-eighth book from the library
39	39. Collect the thirty-ninth book from the library	Always	Collect the thirty-ninth book from the library
40	40. Collect the fortieth book from the library	Always	Collect the fortieth book from the library
41	41. Collect the forty-first book from the library	Always	Collect the forty-first book from the library
42	42. Collect the forty-second book from the library	Always	Collect the forty-second book from the library
43	43. Collect the forty-third book from the library	Always	Collect the forty-third book from the library
44	44. Collect the forty-fourth book from the library	Always	Collect the forty-fourth book from the library
45	45. Collect the forty-fifth book from the library	Always	Collect the forty-fifth book from the library
46	46. Collect the forty-sixth book from the library	Always	Collect the forty-sixth book from the library
47	47. Collect the forty-seventh book from the library	Always	Collect the forty-seventh book from the library
48	48. Collect the forty-eighth book from the library	Always	Collect the forty-eighth book from the library
49	49. Collect the forty-ninth book from the library	Always	Collect the forty-ninth book from the library
50	50. Collect the fiftieth book from the library	Always	Collect the fiftieth book from the library
51	51. Collect the fifty-first book from the library	Always	Collect the fifty-first book from the library
52	52. Collect the fifty-second book from the library	Always	Collect the fifty-second book from the library
53	53. Collect the fifty-third book from the library	Always	Collect the fifty-third book from the library
54	54. Collect the fifty-fourth book from the library	Always	Collect the fifty-fourth book from the library
55	55. Collect the fifty-fifth book from the library	Always	Collect the fifty-fifth book from the library
56	56. Collect the fifty-sixth book from the library	Always	Collect the fifty-sixth book from the library
57	57. Collect the fifty-seventh book from the library	Always	Collect the fifty-seventh book from the library
58	58. Collect the fifty-eighth book from the library	Always	Collect the fifty-eighth book from the library
59	59. Collect the fifty-ninth book from the library	Always	Collect the fifty-ninth book from the library
60	60. Collect the sixtieth book from the library	Always	Collect the sixtieth book from the library
61	61. Collect the sixty-first book from the library	Always	Collect the sixty-first book from the library
62	62. Collect the sixty-second book from the library	Always	Collect the sixty-second book from the library
63	63. Collect the sixty-third book from the library	Always	Collect the sixty-third book from the library
64	64. Collect the sixty-fourth book from the library	Always	Collect the sixty-fourth book from the library



## Table Information:

#*	<u>Errand Name</u>	<u>Availability</u>	<u>Chapter #</u>	<u>Location Found</u>
1	Firecracker Toilet	Day Only	3	Near the Boys' Bathroom on the first floor.
2	Bog Roll (Vance)	Day Only	2	Boys' Bathroom on the first floor.
3	Bog Roll 2 (Max)	Day Only	3	Boys' Bathroom on the first floor.
4	Take Me Home	Night Only	1 <sup>DB</sup>	School parking lot.
5	Egg the Boys' Dorm	Night Only	2 <sup>TE</sup>	Outside girls' dorm.
6	Egg the Girls' Dorm	Night Only	2 <sup>TE</sup>	Outside boys' dorm.
7	Escort Algie	Day Only	1 <sup>SA</sup>	Near his locker, outside the Art class.
8	Pull Fire Alarm	Outside Class	1 <sup>DB</sup>	Near the stairs on the first or second floor of the main school building.
9	Locker Stuff Challenge	Outside Class	2	Second floor hallway by principal's office.
10	Locker Picking Challenge	Day Only	1 <sup>DB</sup>	Near the stairs on the first floor
11	Secret Admirer (Boy)	Outside Class	1 <sup>DB</sup>	Second floor, between Art classroom and office.
12	Secret Admirer 2 (Girl)	Outside Class	1 <sup>DB</sup>	First floor near the English class.
13	Canning Challenge	Outside Class	2	Behind the main school building.
14	Detective Jimmy	All Day	4	In front of City Hall (Bullworth Town).
15	Easy Drugs	All Day	2	Near Easy Drugs Pharmacy (Bullworth Town).
16	Lost Dog (Male)	All Day	2	Near Mental Dental building (Bullworth Town).
17	Lost Dog 2 (Female)	All Day	2	Near old movie theatre (Bullworth Town).
18	Lost Jacket	Day Only	3	Between Police Station and Movie Theatre (Bullworth Town).
19	Recover Stolen Bike	Night Only	2	Outside bike shop (Bullworth Town).
20	Smoke Free	All Day	2	Outside Gas Station (Bullworth Town).
21	Prank Downtown	Day Only	2	Alley south of Police station (Bullworth Town).
22	Strange Hobo	All Day	3	Near Easy drugs and the Dragon's Wing Comics store (Bullworth Town).
23	Jumping Man	All Day	2	Old Bullworth Vale beach on the big pier.
24	Tag Bullworth Vale Area	All Day	3 <sup>TT</sup>	Old Bullworth Vale Gardens Park.
25	Carnie Photo	All Day	3	Near Souvenir tent (Carnival).
26	Crab Traps	All Day	2	Outside seafood restaurant (Old Bullworth Vale).
27	Fast Food	All Day	2	Outside burger joint (Old Bullworth Vale).
28	Mailman - The Underdog	Day Only	3	Near the entrance of the Old Bullworth Vale Gardens Park.
29	The Great Escape	Night Only	3	Retirement Home (Old Bullworth Vale).
30	Lost Teddy Bear	Day Only	2	On the beach, near the gazebo (Old Bullworth Vale).

31	Shipwrecked	All Day	2	Old Bullworth Vale beach on the big pier.
32	Swim It	All Day	2	Old Bullworth Vale lighthouse dock.
33	The Widow	Day Only	4	Retirement Home (Old Bullworth Vale).
34	Egg the Tenements	Night Only	3	Located near the projects (New Coventry).
35	Escort Service 2	1-10:59pm	3	Near alley by Slab O'Meat (New Coventry).
36	Homeless Help	3:30-10:59pm	3 <sup>TT</sup>	Near Greasers hangout at New Coventry.
37	The Cheat	11:30-10:59pm	3 <sup>TT</sup>	Near Police station in New Coventry.
38	Tag Poor Area	1-10:59pm	3	New Coventry underpass.
39	Rats Out	All Day	4	Near the Tenements (New Coventry).
40	Spazz Delivery	Day Only	5	Outside Spazz Warehouse (New Coventry).
41	Photo Taggers	1-10:59pm	3 <sup>T</sup>	Near bike garage and tenements (New Coventry).
42	Tenement Fires	All Day	4	Near the Tenements (New Coventry).
43	Smash up a Car (New Coventry)	Night Only	3	Near Railway overpass and Yum Yum Market (New Coventry).
44	Cable Guy	All Day	5	Near the Spencer Shipping Warehouse (Blue Skies).
45	Egg Greasers	Day Only	5 <sup>SatP</sup>	Near Spazz Industries (Blue Skies).
46	Crazy Farm	All Day	5	Asylum front gates (Blue Skies).
47	Lost Cargo	All Day	5	Blue Skies Docks.
48	Rat Killer	All Day	5	Blue Skies Docks.
49	Shipping and Receiving	All Day	5	Near Townies hangout (Blue Skies).
50	Smash up a Car (Blue Skies)	Night Only	5 <sup>SatP</sup>	Near Wonder Meats (Blue Skies).

\* The errands have been ordered according to how they appear on the following playlist by GTA Series:  
<https://www.youtube.com/playlist?list=PL7E694BCA5A75FA08>

Outside Class Time means that the errand is available outside class-time (between 8am to 8:59am, 11:30am to 12:59pm, and 3:30pm to 6:59pm).

Day Only means that the errand is only available between 8am and 6:59pm.

Night Only means that the errand is only available between 7pm and 1am.

All Day means that the errand is available between 8am and 10:59pm.

1<sup>SA</sup> means that this errand becomes available after completing the mission "Save Algie" in Chapter 1.

1<sup>DB</sup> means that this errand becomes available after completing the mission "Defend Bucky" in Chapter 1.

2<sup>TE</sup> means that this errand becomes available after completing the mission "The Eggs" in Chapter 2.

3<sup>T</sup> means that this errand becomes available after completing the mission "Tagging" in Chapter 3.

3<sup>TT</sup> means that this errand becomes available after completing the mission "The Tenements" in Chapter 3.

5<sup>SatP</sup> means that this errand becomes available after completing the mission "Showdown at the Plant" in Chapter 5.