

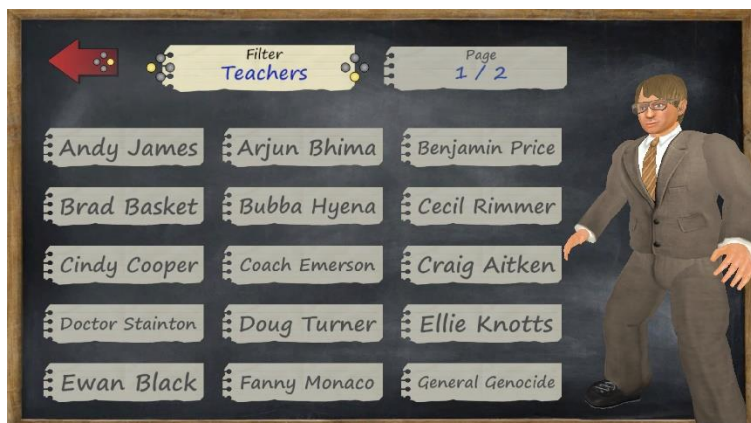


Relive your *School Days* in 3D, where *Old School* graphics bring back timeless fun!






Controllers

Any controller could be connected to a PC, so it's important to help the game distinguish between Xbox and Playstation button maps. This screen appears automatically when you boot up with a controller for the first time, and your preferences will be saved, but you can always seek it out manually in the "Controls" options (or by simply pressing the C key at the titles). **For best results, please ensure any controllers are connected BEFORE launching the program.** Also note that Windows 10 is assumed, so drivers older than Xbox One may not be recognized. You can use the "Calibration" option to map the buttons for any controller that isn't automatically recognized.



Menus

Any device with touch-screen or a mouse can instantly access any option, pressing either side to change its value where possible. When using a controller, it is the directions that highlight an option and the  or  buttons change its value, with  used to go back in most situations (although this command may be reversed on Switch!). On screens with multiple tabs or categories, use the L or R shoulder buttons to browse through those. At the character selection screen, the left or right triggers can be used to browse pages while the shoulder buttons change categories. Any controller can become the “host” at any moment with their input. Upon using a controller on PC menus, the mouse cursor will be hidden until you click to reclaim it. **The control method you use to proceed will continue to be used in the game itself, so only click through on PC if it is your intention to use keys!**



Editing

On screens with a colour palette, navigating to the left (or clicking it directly) will change the RGB values of the last material you interacted with. To make multiple changes more quickly, you can “Copy” and “Paste” the same colour by pressing those commands (or the left/right shoulder triggers respectively). To inspect your changes,

you can swipe the model directly or use the right stick to rotate them. Each character has 3 separate outfits – so make sure you are editing the intended one by selecting it first from the “Costumes” home page. You can always return to a tab’s home page by selecting the tab again (or pressing the back button). If one costume should resemble another, you can clone the existing one by holding over the corresponding arrow (or either shoulder trigger). **Please note that you may have to earn the right to edit your star character by proving that you can graduate legitimately first!**

Universes

The game’s hundreds of characters are liable to get jumbled up over time, in which case you can head to the “Universe” options to restore the defaults or a backed up universe of your own. **It is better to get in the habit of doing this in between saved games to prevent any unintended consequences, as the active star character will not be affected by any changes around them.** Note that you must press these options TWICE to avoid doing so by accident! Don’t worry about losing any characters you have unlocked, as this will be preserved separately along with any other achievements.

Save Data

If you’d like to back-up your data across different installations (or even different devices!), the “Save.bytes” file may be accessible on sufficiently open platforms:

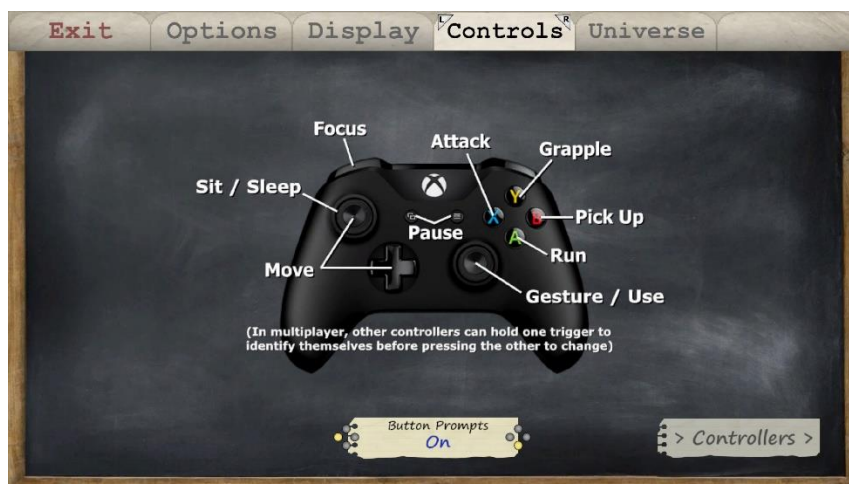
PC: [User]\AppData\LocalLow\MDickie\Old School\Save.bytes

Android: InternalStorage/Android/data/com.MDickie.OldSchool /files/Save.bytes

Switch: Old School / Data Management / Transfer Your Save Data

Resolutions

The game is designed to start fullscreen and high resolution by default, but you can switch to windowed mode at any moment by pressing CTRL + W (as well as the standard ALT + ENTER). **Please note that resizing the window in real-time may have undesirable results, so consider exiting the current screen at the nearest opportunity (or restart the game entirely).** After resizing the window, going fullscreen again will use that resolution – which may improve performance.



Controls

The game will explain many commands as you progress, but the basic controls are as follows for most controllers:

LEFT STICK = Movement (double tap to dash)

LEFT STICK BUTTON = Sit / Sleep

•◉◉ = Attack (on its own to aim low, with a direction to aim high).

◉◉ = Grapple / Release

◉◉• = Run (without a direction to charge ahead, double-tap to jump)

◉◉• = Pick-Up / Drop (with a direction to throw)

RIGHT STICK = Gesture (interact with props or scenery)

RIGHT STICK BUTTON = Swap hands

SHOULDER BUTTONS = Switch focus (once with a direction to find nearest, repeatedly to browse all, hold to disengage)

SHOULDER TRIGGERS = Hold one to identify yourself in multiplayer and press the other to control a different character

START / SELECT = Pause

D-PAD = Adjust camera

Keyboard

If no controllers are connected, the keyboard is available as a last resort:

CURSORS = Movement (double tap to dash)

A = Attack (on its own to aim low, with a direction to aim high).

S = Grapple / Release

Z = Run (without a direction to charge ahead, double-tap to jump)

X = Pick-Up / Drop (with a direction to throw)

SPACE = Gesture (interact with props or scenery)

SHIFT / CTRL = Switch focus (once with a direction to find nearest, repeatedly to browse all, hold to disengage)

TAB = Sleep / Control different character (where possible)

P = Pause

ESC = Quit / Skip

CTRL + W = Toggle windowed mode

MOUSE = Adjust camera

Combinations

- Press **ATTACK + RUN** together to launch a powerful attack.
- Retreat from an opponent to increase your chances of blocking.
- Hold **RUN** while carrying furniture to avoid turning with it.
- Hold **RUN + PICK-UP** together to combine objects.
- Hold **TAUNT + PICK-UP** to deliberately set fire to a small object.

Grappling

- Press **GRAPPLE** again without a direction to release a hold (with a direction to whip them off).
- Press the **ATTACK, RUN** or **PICK-UP** commands with any direction (or none) to execute the corresponding move from the wrestler's move set.
- Use the **FOCUS** command in a grapple to change your position (such as turning from front to back or vice versa).
- Use the **TAUNT** command to apply a hold wherever possible.
- Continue to use directions to move or turn wherever possible.
- Hold the **ATTACK** command upon impact to transition into another hold wherever possible.
- Further transitions occur based on the "Skill" levels or size difference of those involved, and the direction each is struggling in. In some situations, each person may be able to continue throwing strikes with the **ATTACK** command.

- Holding the GRAPPLE command during an incoming attack makes it more likely that it will be parried or countered.
- Hold GRAPPLE while on the ground to increase the chances of instantly rising up into a move!

Adrenaline

The thinner yellow meter under a character's health indicates their mental health. When this is filled by positive experiences they may enjoy an "adrenaline rush" – where they temporarily become 10% stronger in every respect, and any move they trigger will either be a special move or a stronger version of an existing move (such as a hold or attack). Inversely, *if your spirit is exhausted your character will have a nervous breakdown where you literally "lose control" of them!*



Multiplayer

Other controllers can join the action at any moment by pressing the **START** button to opt in! They will then be randomly assigned a character on the scene, which they can identify by holding one shoulder trigger before pressing the other to change. If they are an ally they will follow the star to the next location, whereas rivals will spawn at a distance. The assigned characters will remain until they disconnect or you exit to the titles.

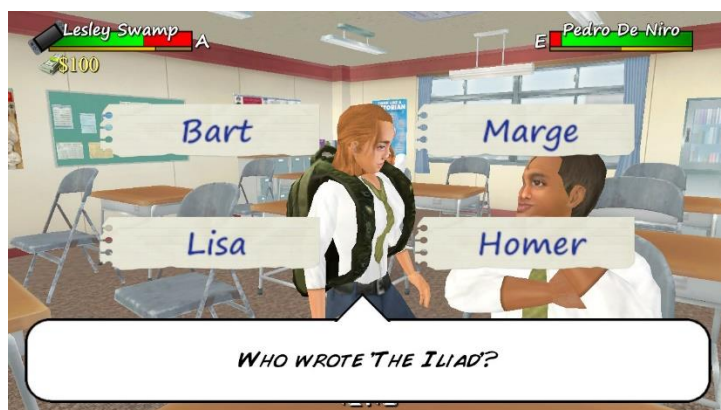
Camera

As this is the first time the concept has ever be imagined in 3D, you may need to fine tune the camera to your liking. You can access these options at any time via the in-game pause menu. You can also adjust the camera in real-time by clicking in the centre of the screen with a mouse, or pinching/swiping the centre of touch screens! By default, it tries to include any human players and the other characters they are focused on. You can disengage by repeatedly walking away from them. Multiplayers who feel overlooked can identify themselves by holding either shoulder trigger.

September 2002					
	Monday	Tuesday	Wednesday	Thursday	Friday
9	Registration	Registration	Registration	Registration	Registration
10	Music	History	Science	Gym	Science
11	History	Geography	Geography	Math	English
12	Lunch	Lunch	Lunch	Lunch	Lunch
13	Music	Math	English	Yard	English
14	Swimming	Geography	English	History	Geography
15					

Timetable

This game takes place in seamless real-time, challenging you to take responsibility for every minute of every day – from the moment you wake up in your own bed to the moment you wish you were back in it! Your school schedule can be accessed at any time via the in-game pause menu, where you can check where you need to be at each period of the day. Your destination will also be highlighted green on the map, and shown above the in-game clock. You are considered late if you do not show up within the first 30 minutes of a class. *Periods you attended on time are highlighted green, whereas periods you were late for are orange and periods you missed are red.* It is irrelevant to anyone except yourself whether you attend lunch on time or not, but you will be criticized for missing the others. For the purposes of a quick game, the suggested time frame is that 1 week of play equals 1 month in the game world – with holidays that skip December, April and August. You can adjust these in the options if you'd rather play through each year in real-time.



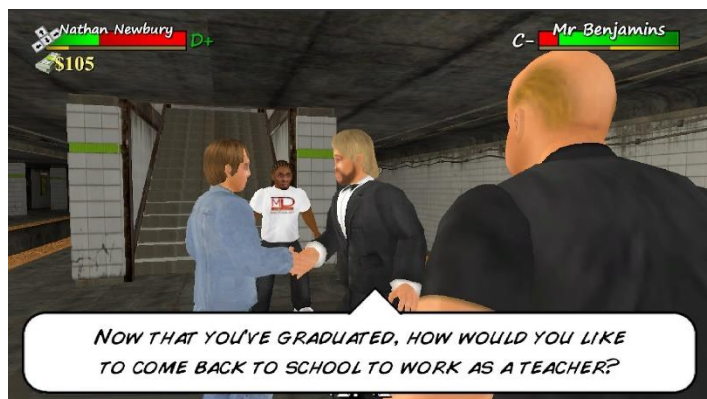
Studying

Success in each subject requires you to attend classes in time to hear all 4 possible answers from the teacher, or complete other tasks in practical subjects. *Note that you*

literally have to be conscious to remember what you heard, so no sleeping! Even if you know the answer in real life, you'll struggle to deliver it without the subject knowledge. When tested at the end of a topic, you can choose an answer by either clicking it directly or holding in that direction while pressing any button. Every successful answer improves your grade whereas every wrong answer decreases it. If the answers aren't already obvious, they can be uncovered by reading books from that particular subject in the game – as well as in real life if you do your homework!

Graduation

It is important to work towards your target grade if you want to graduate to the next year of school. Failing to do so will either force you to repeat the year or expel you from the school system entirely! Either way, you will notice that everybody else around you grows a year older by the following September and life goes on with or without you. People can enter or leave the school system at any moment, so there are plenty of fresh faces to get to know. Graduating will also present you with your “Yearbook” at the nearest opportunity, which is a special page where you can see where you rank in every category – including the hi scores of previous players in the “Alumni” section! You can also access this database at any moment in the options. There is also a “Trophy Cabinet” that keeps a record of your accomplishments at each stage.



Teaching

Upon graduating as an 18-year old 12th Grade student, you may be offered the chance to return to school as a teacher – where you're challenged to impart knowledge as successfully as you learnt it! In this role, it is YOU who must make eye contact with each student and use the TAUNT command to work through your lesson plan. You must then tell your students the correct answer when the time comes to improve your collective grade in that subject. In practical subjects, it is also you who must

demonstrate each task. To this end, it is also your job to create a calm atmosphere where you can make progress instead of managing behaviour. After working as a teacher once, you earn the right to start again as a teacher whenever you want.



Punishments

The school has stricter standards than the outside world about what is or isn't acceptable. Being witnessed behaving badly will attract complaints that derail the lesson, and could escalate to being reported if you persist. At this point, alarms will alert every member of staff to hunt you down and seek justice in the Principal's office! Depending on whether the Principal shares their concerns or not, you may be punished in various ways – which could culminate in being expelled from the school entirely. Even if you get off, you will find it has wasted up to 1 hour of your time. As a teacher, you can also be the one who initiates these inquests if you simply grab an offender and hold the TAUNT command to reprimand them!

Attributes

In addition to your grades in each subject, you also have a physical & personality profile that grades the following attributes:

- **Popularity** is significant to your relationships with other people and influences how likely you are to get your own way with them. It can be improved by doing the right thing by your peers, even if that may be the wrong in the eyes of grown ups! It tends to track opposite to academic success as only success in practical subjects can improve it.
- **Strength** determines how much your attacks hurt and how easily you can perform power moves. A certain level of strength may also be required to lift heavy objects. It can be trained in the gym by lifting weights.
- **Skill** determines how quickly and easily you can accomplish tasks such as crafting or countering moves in combat. It is improved by trying tricky things such as scoring baskets or playing instruments.
- **Agility** influences how fast you move, how quickly you climb, and how far you can

jump. It also determines your ability to execute or counter acrobatic moves without stumbling. It can be improved by climbing walls, gymnastics on the mats, or running laps around the gym.

- **Stamina** determines how quickly your health goes down throughout the day and how much is recovered by sleeping. It can be trained by running laps in the gym or swimming in the pool.

- **Attitude** reflects your overall reputation after doing the right thing or not.

Accomplishing tasks on time will improve your attitude, whereas letting people down will damage it.

Health

Your physical attributes are only as good as your health and could be up to 25% weaker when tired. Your health is gradually drained throughout the day – especially if you choose to run everywhere instead of walking! Energy can be restored in small chunks by eating & drinking throughout the day, but mostly by getting a good night's sleep on a comfortable bed. Sleeping is also a good way of passing the time if you want to fast forward through slow periods such as the evening. You can try to sleep at any time by pressing the left stick as a button, the TAB key, or tapping the health meter. As in real life, it is difficult to sleep if you are full of energy – so spending it in order to sleep should be part of your routine. Many activities and forms of exercise literally spend your health and turn it into improved attributes. Other vices such as alcohol in the bar can also turn your good health into good spirits, so you see many insomniacs in there trying to get through the night! Upon losing your health entirely, you will collapse onto the floor and fight to regain consciousness. If you are not lucky enough to do so, you may wake up injured in a hospital – otherwise your game could end entirely.

City

A whole city exists beyond the school gates, where you are required to make your own way home in time for a good night's sleep. There are a variety of places to call home – so it's important to pay attention to your address whenever other characters mention it! You can try to access most doors by simply walking against them. Other venues may charge a small fee to let you in – such as the various forms of transport that allow you to quickly access other locations. Until you are familiar with the city, look out for signs that indicate where a path leads. You can also check your in-game map at any moment or in between scenes. You may even discover secret shortcuts that aren't on any map! The city is still under construction and will be growing all the time...

Finances

As a student, you may not have much money – so what little you have must be spent wisely. Any products you consume or take out of a business will automatically deduct their cost. Fortunately, food prices are subsidised in school for an affordable lunch – but you may find they are twice as expensive in the outside world (or from vending machines!). Your parents will give you an allowance to cover this each day if you take the time to meet up with them. You can earn additional money by running errands for other people, trading objects, or simply finding it lying around! Teachers are also paid a decent salary for each class they attend on time. It is important to make it to registration in time to receive your pay each morning.

Relationships

Any character under the age of 18 should start with a mother and father who can always be found at the home to offer emotional and financial support. You may also have siblings who share these parents! These relationships should be mostly positive unless you do something to jeopardize it. Harming people or disobeying them will turn them into enemies, whereas assisting them allows the relationship to blossom. Every time you please a member of the opposite sex (and of a similar age), this relationship has a chance to become romantic – with hugs & kisses that bring happiness to every interaction (so long as you're not witnessed by somebody else who might be jealous!). Allies are key to surviving fights, as they will rush to your aid if they can see clearly enough. For this reason, it is equally important to know if somebody is well-connected before you start a fight with them. Gangs are still in the early stages of being implemented, but it will eventually grow into an extra layer of politics...

Further Reading

I regret that there is more to this game than I could ever explain here, so I hope you enjoy figuring some things out for yourself! Or you can keep an eye on social media for more hints and discussion:

Steam: <https://steamcommunity.com/app/2529120/discussions/>

YouTube: www.youtube.com/MDickieDotcom

Twitter: www.twitter.com/MDickieDotcom

Facebook: www.facebook.com/MDickieFans

Version History

v1.1.6

- Lots of new storylines about gang politics.
- The frequency of dialogue/arrests is now optional.
- Medical kits and syringes help you restore health/spirit more quickly.
- New headwear includes a firefighter helmet, wizard/witch hat, and alternative crown/tiara.
- High pony tails are correctly hidden under the new headwear.
- Announcements are not made during the intro, and any such announcements also wait a little longer after previous dialogue has finished.
- Seated grabs don't snatch from other people.
- Improved logic distributes vehicles around the map more evenly.
- Prevented illogical move transitions during an arrest.
- Non-existent moves cannot be "fashionable".
- Wanted criminals are more likely to resist arrest upon being grabbed.
- Improved logic when copying costumes between genders.
- Sitting during a lesson doesn't count as "relaxing", so you still suffer more health drain throughout the day.
- Tied up students can't be accused of "missing" a lesson on purpose.

v1.1.5

- New "Trailer Park" residential area east of the junction offers an alternative address to stay! This is automatically assigned to an existing saved game upon updating.
- The existing house interior now has more posters and a sink in the bathroom to wash away scars.
- Lots of new costumes from the prison version (Hard Time III).
- New family of moves at the front includes various "Alabama" slams and "Dead Head".
- New family of moves at the rear includes various "Wheelbarrow" slams.
- New flying front move includes "Block Buster".
- New "Head Snap" move at the ground.

- Wider variety of handshakes that you can choose in the "Gestures" section to make gang greetings even more unique (although your choice may not always override the choice of the other person).
- New taunts include "Goosebumps" and the "Milk America Great Again" dance!
- New "Transparent 4" hairstyle works as a toupee (which can be applied automatically if you press "Restore Default" on the Wally Stacks character).
- Improved consistency in the colouring of transparent hair length and fringes.
- Mike Bail's prison costume is rendered differently after losing the dedicated material.
- Parents are called "Mum" or "Dad" by their children.
- Irrelevant dialogue is less likely to be delivered in a violent situation.
- Louder thud when landing from a height.
- You don't automatically sleep on a bed if you're angry/hyperactive or pressing any other command.
- Hammerlocks don't transition into a Tiger Suplex if the victim is supposed to be under arrest.
- Restoring default or back-up characters no longer spawns civilians inside the school.
- Different dialogue for describing "getting rid of" people who aren't dead.
- Improved collision detection on stomps or ground grapples from taller people.
- Important announcements (such as arrest warrants) can be heard anywhere in the city.
- Arcade screens are no longer flipped.
- The controller button you use to unpause is disregarded in the game itself (i.e. picking up on Switch!).
- Removed unnecessary shoulder button prompts from timetable mission notes.
- The opacity of virtual buttons is optional as well as the size.
- Handful of new questions.

v1.1.4

- New body materials include zipped up leather jackets (in black or white) and black ties baked onto white shirts.
- Some locations now have security cameras and pay phones.
- New missions include moving or smashing furniture and gaining/losing weight, and other new missions now complete correctly.
- Teachers are more likely to ask you to tidy up furniture or put out fires.

- Smashing windows is correctly prosecuted as an offence.
- Hypocritical arrests are no longer criticized repeatedly.
- Teachers no longer lose the objects they were carrying after a trial.
- You aren't asked to move furniture that already exists in the destination (i.e. from one classroom to another).
- You aren't asked to "craft something" out of a backpack (which isn't yet possible).
- You can no longer spam the sleep command to fast-forward through time if you have too much energy to sleep.
- The camera looms closer and at an angle when you're seated at a dining table or working at a desk/easel.
- Computers can be used to pull up files on other characters depending on the "Skill" of the hacker!
- The library bookcase actually stacks objects on its shelves.
- Keys allow you to access forbidden doors out of hours!
- Going into the Yearbook unconscious now fades in from black.
- Intimidation turns the victim into an enemy wherever possible, and cannot be used on the same person more than once a day.
- You can't sleep while having an adrenaline rush or a nervous breakdown.
- Mobile users are prompted to tap a character twice to select them in case they have no common sense.
- On a controller, the character selection screen has shoulder button prompts for the filters & pages.

v1.1.3

- Built in the latest version of Unity to target the latest version of each OS (**which may cause older Android devices to render incorrectly**).
- Apple subscriptions can now be shared among family members.
- Tamer projectile weapons introduce shooting mechanics - such as a water gun, spray paint, the hairdryer, a fire extinguisher that now actually extinguishes fires, and a slingshot that can be loaded with rocks (or any other object held in the other hand!).
- You can jump by double-tapping the Run button (hold for extra height relative to your agility!).
- By holding the pick-up command, furniture can be lifted & thrown overhead by characters who are strong enough!
- You can move in the kneeling state if you deliberately access it via the sleep command (left stick button). You can even continue to do certain actions such as picking up, dropping & crafting.
- People are less likely to be witnessed when crouching down and/or in dark lighting.
- You only greet allies you have chosen to look at instead of being constantly distracted against your will.
- Lots of new missions include staking out people or locations, extinguishing fires and tidying up broken furniture.
- New approaches include asking for money or offering it. You can also now ask where a specific person is.
- A new punishment includes being tied to a teacher!
- Handcuffs allow you to bind the hands of anyone you grab while holding them!
- Anybody can use Taunt in a grapple to trigger an intimidating version of the dialogue system that is more likely to succeed at the expense of the relationship.
- Opponents can be snatched out of cars!
- New responses to assault compares the weapons involved.
- New headwear includes a flat cap and a beret.
- Lots of new food types, with more noticeable effects on your weight.
- Improved AI prevents angry people interrupting attacks against the same opponent.
- Changing your character's face when setting up a new game is no longer treated as plastic surgery.
- Universal changes to your face are not charged in triplicate.
- Forbidden to exit while dying or being grabbed.

- The hairdryer can be used to access costume editing anywhere so long as you have sufficient funds.
- Riding a skateboard is better for your mental health.
- Sweeping is more tiring but easier to earn from when there is no mess to literally clean up.
- Kicking a ball is more tiring but improves your physical attributes.
- Character selection previews are no longer affected by the star's in-game ailments (such as needing the toilet!).
- Important characters are less likely to be missing from a scene at lower populations.
- Tutorials are less likely to be repeated in another lifetime.
- You can still be detained in the middle of a nervous breakdown.
- People are less likely to respect the fact that you are sleeping and will wake you up to talk.
- Kissing in view of a teacher is more likely to be criticized.
- The protest mission is more likely when either person is holding a sign.
- Either thumbstick button can be used to reset an option instead of both of them.
- Improved Yearbook logic replaces existing entries of the same character instead of duplicates.
- Upon starting a new game, your old character automatically enters the Yearbook as an alumni.
- Holding an opponent's arms back counts as detaining them (instead of transitioning into a Tiger Suplex, etc).
- Students are less likely to complain when a teacher confiscates something from them.
- A gang boss always stands behind in the editor.
- Romance takes longer to develop (especially for a female lead).
- Finished paintings are less likely to be replaced unless you persist.
- Prevented rare issue that may have caused seated pick-ups to smash fragile objects, incorrectly target bagged objects, and then crash.
- Surviving death now advances time by at least an hour and damages your stats.
- Relationships and scars are reset properly when a new character is generated.
- Scars remain visible in office meetings.
- Washing in a sink cleans all limbs instead of just the hands.
- The Workshop now has interactive windows, and smashing windows is punishable as a form of vandalism.

- Adrenaline rushes boost your health.
- Stat/grade changes are displayed longer under the health meter.
- Alarm volume is now optional under the "Audio" tab.

v1.1.2

- This game no longer makes any distinction between the different "flying" attacks required by a wrestling ring, so all "Attacks" can now fit onto one page in the editor. This also frees up 1,200 integers of unnecessary save data!
- Any options can be instantly reset by pressing the DELETE or BACKSPACE keys, clicking the middle mouse button, or pressing both controller stick buttons at the same time. There is not yet any equivalent of this on mobiles.
- New headwear includes a motorcycle helmet (courtesy of "Raulfer"), hairbands with bows, and variations such as wearing headphones around the neck or shades up over the forehead.
- New leg flesh at #16-17 includes tattoos!
- New "glove" includes painted finger nails of any colour at #11.
- New shades of chequered leg material at #38-39.
- Improved logic when copying costumes between genders (but you can still override these assumptions yourself in the editor).
- New front moves include "Vertebreaker".
- New back moves include "Crucifix Drop" and "Pump Handle Slam".
- New props include luggage, wooden pallets, rocks, bricks.
- Sinks can once again be used to wash away scars.
- Fixed an issue that caused trading blows to exit to an over-shoulder move instead of a targeted punch.
- You can attack low at furniture if it's the only thing nearby that you could be aiming for with no focus.
- Quicker disengagement when holding the focus command, and only pressing the command quickly browses all instead of nearest.
- In multiplayer, the star can use the shoulder triggers to identify themselves (even though they cannot then change who they control).
- Slightly improved snatching includes anything at elbow's reach (so there's no such thing as being "too close" to an object).
- Fixed some rare inconsistencies in the fashion system.

- Fixed an issue that may have caused explosions to appear at the wrong height.
- Teachers no longer criticize the contents of a backpack.
- Accessing the wardrobe at the far sides of a scene no longer glitches through the walls upon returning.
- Extra characters may flank each person in an office meeting - such as witnesses or victims.
- New video screens include an exclusive preview of the new Hard Time III logo, which is now available to wishlist on Steam!

v1.1.1

- Pressing the sleep command (left stick button or health meter) once kneels down, whereas holding it proceeds to sit and then sleep.
- Toilet tissue can now be used to relieve yourself on the move, and males can also urinate into bottles!
- New props include a hairdryer that can be used to access hair editing in the barber shop.
- New camera option (for Private students) allows you to drain the colour from the screen to look like CCTV footage!
- Lots more headwear, and fixed an issue that prevented extra detail being shown on the existing headwear.
- New "Samoan Strike" and "Targeted Punch" moves, and overlapping strikes can result in trading blows!
- Strikes can be ducked instead of parried.
- New arm & chest tattoo combinations, and getting a tattoo too young risks alienating your parents!
- Fancy shirt at body pattern #69.
- New face texture at #76.
- Improved logic when copying costumes between genders.
- Touching the screen of a Steam Deck no longer shows the cursor.
- Outdoor fires aren't treated as emergencies.
- Falls can land on sufficiently large scenery.
- Objects can still be handed over between people stood on different terrain.
- Height differences on terrain affect movement more precisely.
- Balanced movement speed & animations at the higher end.

- Running strikes slow down closer to the target instead of flying past.
- New questions.
- Scenery can be rocked by explosions and windows can be smashed!
- Scenery such as the statues & tombstones in the cemetery can be broken into pieces after prolonged abuse.
- Smaller rocks can be picked up as weapons.

v1.1.0

- It is now possible to perform more actions while sitting down - such as picking up, dropping, and even crafting or swapping hands! This makes it easier to take a seat at the cafeteria and grab what's in front of you.
- Getting out of a seat with a direction is less sensitive and requires you to hold it for a split second.
- Lots of new headwear, which is loaded in a different way to show more detail with more precise colour changing.
- Graduates are now given a graduation cap!
- Headwear changes are more expensive than other clothing.
- Wristband & Elbow Pad layers can be browsed backwards to double up on either.
- Empty layers are reset to white the next time you access the editor.
- Fixed an issue that prevented "solid" hairstyles with "transparent" textures being rendered properly.
- You have to pay for any ingredients you use for crafting from a store, but you then get to keep the finished product.
- Using the D-Pad for the camera or movement is now optional on PC.
- Adjusting the camera with the D-Pad no longer prohibits movement with the stick.
- Camera swipes no longer conflict with virtual buttons.
- Dedicated "Manual" camera setting never moves unless you want it to.
- Cigarette smoke no longer glows in the dark.
- Windows can be smashed with flying objects!
- More logical parking spaces for the new cars.
- Dedicated new "Audio" tab, where the crowd volume is now optional (but may be reset to 0% upon updating!).

v1.0.9

- The camera angle can be temporarily adjusted with the D-Pad on a controller or by clicking in the centre of the screen with a mouse/touch! Pinching now only temporarily adjusts the zoom instead of permanently.
- The "Hard Camera" is now known as "Square" and chooses the closest of 4 possible sides to square up with, making it more viable in any location. The "Isometric" camera also now chooses the closest of 4 possible corners instead of 2.
- A new "CCTV" camera always clings to nearest corner for more of a Resident Evil style experience.
- "Include Targets" only drifts halfway towards them, keeping the star in view more often. The available distance is also now relative to how large the location is, allowing wider views outside, etc.
- Using the 1st person camera in multiplayer mode stays focused on the star.
- In class, the camera returns to the star more quickly after listening to somebody else speak.
- Attacking without focus remains unfocused.
- Wider stage space in the theatre.
- The smaller lockers in the swimming pool have the correct collision detection.
- Improved collision detection on irregular shaped objects like cars and steps.
- Restored correct explosion texture.
- Alternate backpack sound.
- Prevented any inconsistencies caused by CPUs sitting on vehicles.
- Fixed rare inconsistencies in the fashion system.

v1.0.7

- Fashions change each week, which influence your popularity & relationships if you keep up with them! They can be revealed in magazines or on billboards throughout the city.
- Cigarettes can be smoked with the Taunt command, which allows you to sacrifice your health to lift your spirits.
- Forbidden objects can be criticized at any time instead of just during class.
- Some classrooms may have a whiteboard instead of a blackboard, and this is randomized with each new timetable.

- New vehicles include a sedan & sports car, which are faster than the existing SUV!
- Improved colour generation for vehicles, which also now applies to vans.
- All vehicles are now destructible - including the van!
- Restored correct contours for walking on the van's bonnet.
- Prevented an issue that may have caused "best in class" reports to crash.
- Fixed some animation inconsistencies at 60fps.
- Unavailable locations can no longer be selected as a "Habitat" in the editor.
- Turning down medical treatment isn't a virtue if you were the one that asked for it.
- Stepping down from scenery to an incline such as steps no longer dips below the ground.
- Fixed an issue that got the camera stuck on the corner of the school yard subway.

v1.06

- Dedicated new stores for groceries, hardware, sports, and technology - where relevant items can be found stacked on the shelves instead of randomly littered on the floor. You must pay for anything you consume or take out.
- Dedicated clothes store, where you can enter a fitting room to pay to change your outfit.
- New costumes include a wider variety of open shirts, either via Patterns 64/65 or via flesh.
- The "under" pattern is no longer buried under solid flesh and instead works as a 2nd layer.
- Grey shirt material renders better when its colour is changed.
- Different magazine cover.
- New hybrid moves include: "Suplex Slam", "Suplex Tombstone", "Press Backbreaker", "Press Shoulder Slam", "Press 5", "Power Tornado", "Samoan Press Slam", "Press Samoan Drop".
- More new questions for each subject.
- Answering questions correctly makes you more popular instead of less popular.
- Object missions no longer crash in locations where there are no objects!
- Floods are rarer and disappear more quickly when they do occur.
- Approaches show the popularity grade of the people involved to help you gauge how likely success will be.

- You can request medical help from anybody with "Doctor" in their name or any adult in the hospital.
- Health goes down a little slower and is restored by sleep a little faster.
- The arcade and bus backgrounds render properly in the editor.
- Pocketing money risks being confronted by the person it belonged to!
- It only costs \$1 to ride the bus since you have less control over the destination.
- Fires can cause lessons to be cancelled and rooms to be evacuated!
- Teachers criticize students for moving furniture.
- Bumping into fellow students skipping class can bond you together.
- Running away from teachers for too long can attract criticism.
- Multiple choice selections are highlighted more clearly with a controller.
- Other controllers can once again change their character by holding one trigger and pressing the other.

v1.0.5

- New "Arcade" location connected to the cinema, which allows you to spend money on various machines to lift your spirits!
- The cinema now shows different scenes, and sitting down places the camera behind you.
- Gesturing towards somebody now initiates a multiple choice conversation, where you press either side of the dialogue to change it. Your ability to get your own way is largely based on your Popularity, but it's demoralizing to be rejected!
- Any gesture can be chosen as a unique greeting (i.e. gang signs which are shared by all members).
- Friends can now wave from a seated position.
- Taunting for no reason has less effect on your spirit unless you're fighting.
- Picking somebody up off the ground is considered a friendly act if you're not fighting with them.
- Joining a gang can be prosecuted as a crime.
- Friends and gang members hang out with each other more often.
- Family relationships are reinstated properly after making peace with them.
- The star's relationships (such as parents) remain intact after pressing "Restore Default" during an active game.
- Verbal warnings after attacking allies or gang members.

- Students may be unco-operative with teachers they are angry with!
- "Transparent" hair no longer renders incorrectly versus glass/mirrors.
- During floods, you can still swim through doors.
- You cannot toggle weekends on or off during a weekend.
- Craft lessons in the workshop are less busy.
- Stamina has slightly less effect on how quickly your health meter goes down.
- Kissing & hugging slightly boosts your energy as well as your spirit.
- Pressing "Revert Changes" no longer confuses your character's next location.
- More female civilians for a wider variety of parents.
- Paying customers on mobile can start as a teacher or civilian.
- Mobile ads are more likely to be incorporated into the lesson or appear as dreams (instead of the map screen).
- New "Nightmare" move from the front.
- "Powerbomb Powerslam" makes its triumphant return from the original Wrestling Revolution!

v1.0.4

- The hospital has stretchers as well as regular beds.
- Reverse headband at Mask #40.
- Names that don't use the English alphabet are included properly instead of getting lost.
- Prevented an issue that may have caused new characters to enter every scene with full health.
- You can no longer click an opponent's health meter to control them.
- Options are displayed horizontally instead of vertically.
- Teachers aren't criticized for writing on the board.
- Accidentally hitting people is tolerated during the throwing tutorial!
- Fellow teachers are no longer friendly if you've been reported.
- Prevented any issues caused by smashing an object as it is put into or taken out of a backpack.
- Grapple attempts have no effect on either person's adrenaline until something happens.

v1.0.3

- A bus can now be accessed outside the school gates to quickly travel to other locations!
- New "Crafts" lesson which takes place in the "Workshop" room (all timetables will be updated accordingly).
- Easels allow you to paint different layers on them by taunting nearby!
- The stairs now lead up to a "Library" full of computers.
- Reading information out of a computer is now relevant to the class you are in and no longer crashes in other locations (i.e. the house).
- The gym now has a 2nd basketball hoop on the other side.
- After being praised for bringing a trophy to a sports class, you are no longer criticized for failing a non-existent challenge.
- The theatre now has a clock.
- Light from flickering flames is applied properly in all environments, and no longer lingers as a strong yellow colour.
- Graffiti that has been removed is described differently.
- Being praised during registration boosts your Attitude and mental health.
- Popularity & Attitude changes are relative to what it was before, so it's harder to make gains at the high end and harder to lose at the low end.
- Refusing to buy or sell objects isn't always a negative interaction.
- Improved population management in class/faculty sizes, where people can be "retired" from overflowing rosters before regenerating as a new character wherever required. Any such changes are announced.
- Teachers can still get paid after missing registration, and the correct sum is now mentioned in this conversation.
- Attempting to detain the Principal does not end well!
- Detention isn't quite as long.
- More feminine sitting poses.

v1.0.2

- The last week of the year now correctly schedules graduation to take place in the theatre, and graduating "in absentia" is even more foolproof.
- It is forbidden to change the "weeks per month" timescale in July to avoid graduation issues.
- Hitting your target grade exactly now counts as a pass instead of a fail.

- The star character is not used to pad out new classes without consent!
- Surviving death is more likely for students but less likely for civilians. When it does end your game, you now exit to the "Alumni" yearbook.
- "Murder" is only ever described as "Attempted Murder" because victims can only ever be hospitalized in this game. The correct victim is mentioned on trial, but no longer appears in the room.
- Trials eat up slightly less time.
- Only succeeding in practical subjects increases your popularity, whereas academic success damages your popularity.
- Being kicked out of a gang after a failed mission no longer crashes.
- Exiting the "Report Card" screen with the -/+ buttons removes it properly.
- Crowd sounds are quieter when fewer people are in a room.
- Using a wheelchair is less tiring.