

Bully Online

Release #4

updated January 10th, 2026

by Xx_Yubari_xX

Welcome

Welcome! In this guide I'll be clearing up some things about what "Bully Online" actually is, how to host your own instance, and how to connect to it as a player.

Disclaimer

Bully Online is organized, created, and released by *Fat Pigeon Development*. We're a small team of passionate modders, who are not in any way affiliated with or endorsed by Rockstar Games / Take-Two Interactive.



What is Bully Online?

“Bully Online” technically refers to the set of scripts (and other files) released alongside this PDF. Bully Online runs on “*derpy’s script server*” (DSS) and can be connected to using “*derpy’s script loader*” (DSL), usually with an external launcher.

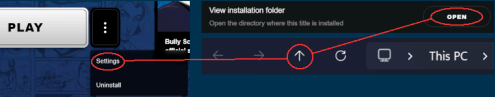
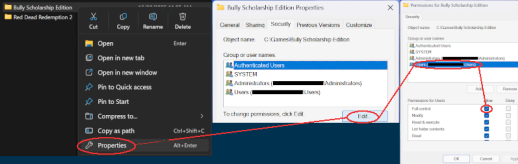

Bully Online does *not* refer to the online capabilities of DSL / DSS as a whole. Those tools are able to provide anyone with a way to create their own servers and experiences, but Bully Online specifically consists of the scripts curated by the *Fat Pigeon Development* released along this PDF.

Connecting to Bully Online

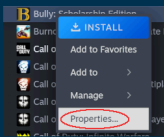
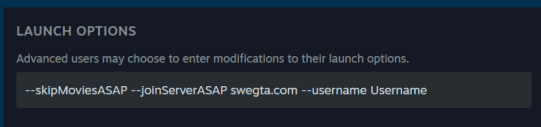
You can connect to Bully Online through command line options when launching the game with *derpy’s script loader* installed. This can be done with the CD version by launching the game’s executable directly, and with Steam and Rockstar Games Launcher versions by following this guide.

Bully Online: Connecting using the Rockstar Games Launcher or Steam Launch Options.

Rockstar Games Launcher

- 1.**  Open **Settings** for Bully, click **View installation folder**, then go to the parent folder using **the up arrow** to find your game folder.
- 2.**  **Right click** Bully Scholarship Edition, open **Properties**, go to **Security**, click **Edit**, select **Users**, then give **Full control**.
If you fail to do this correctly, you'll likely run into errors later.
- 3.**  Launch arguments
`--joinServerASAP swegta.com --user`
Go back to the **Settings** page, find **Launch arguments**, and use **`--joinServerASAP swegta.com --username Username`**.
Use the username you signed up with in place of "Username".
You can also use `--password Password` if desired.

Steam Launch Options

- 1.**  **Right click the game** in Steam, then open **Properties...**
- 2.**  LAUNCH OPTIONS
Advanced users may choose to enter modifications to their launch options.
`--skipMoviesASAP --joinServerASAP swegta.com --username Username`
Use these **launch options**, but **change Username** to the one you signed up with. You can also use **`--password Password`** if desired. If you don't use a password, you'll just have to type it in-game.
`--skipMoviesASAP` is optional, but is recommended to skip intro movies.

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Hosting your own instance

First off, you'll need an actual server to run Bully Online on. If you don't really know what you're looking for, the suggested option is to get a cheap VPS from a service like [vultr](#). The exact ins and outs of how to run a VPS are outside the scope of this guide, so you may need to refer to other tutorials to get started.

Once you're comfy using your dedicated server / VPS, create a new folder. We'll call this your “**server folder**” from here on out.

Download the latest version of [derpy's script server](#) from the miscellaneous section in DSL's Nexus Mods page, as this is what Bully Online runs on. There are instructions included for how to run it on Windows and Ubuntu, other platforms are not officially tested / supported. Put the executable for your platform in your server folder, along with the **html** folder if you plan to support account sign-up.

Next, take the “**scripts**” folder from the Bully Online release you downloaded and put it in your server folder. It should be right alongside the DSS executable you moved earlier if you're setting things up the recommended way.

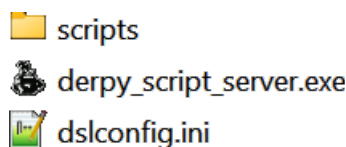
Run DSS to generate a **dslconfig.ini** file and edit it as needed. After that, there are only a few more things we need to do before running DSS again for real.

The default port for DSS (and hence Bully Online) is **17017**. You should allow TCP on this port in your server's firewall, and if relevant port forward it to your server. If you're using a VPS, you shouldn't need to port forward anything.

If you want to enable accounts for your Bully Online instance, you'll need a valid SSL certificate and a domain name attached to your server. These things are both outside the scope of this guide, but if you choose to do them you can enable them in your dslconfig.ini file before we continue. You should now also forward your signup port, and possibly edit the pages in DSS's **html** folder.

Now that your server is set up, you should be good to run DSS again. Bully Online should now start and you're good to play!

example structure for your server folder



Fat Pigeon Development

We are a small team of passionate modders who want nothing but to make the best online experience Bully modding has ever seen, and to continue working with the community to make bigger and better experiences going forward. Thank you for giving us the chance and enjoying our work. <3

Here's everyone that's contributed to the project.

Project Management, Creative Direction, Design

SWEGTA

Xx_Yubari_xX

Server Programming / Scripting

Xx_Yubari_xX

Assistant Developers / Designers

MSTVD

StiffChris

User Interface Artists

bopenol

Play Testers

cop_fighter

nixkiez

Bully Online Launcher

Pixel

Version History

Release #1 (December 15th, 2025)

The first public release. Many planned features are not yet completed, and some temp scripts still remain in place of properly implemented features.

Release #2 (December 18th, 2025)

Fixed the activity system and minigames. Most things that were broken in release 1 were fixed along with a few QOL changes.

Release #3 (December 28th, 2025)

Lots of improvements and fixes across the board, new chat features including proximity chat and the ability to block users.

Release #4

More fixes, updates, and improvements.