

Continue



[illegible]

corner of a hallway, 1st Prize will say his voice lines while wandering. It is unknown how 1st Prize recovers from being cut by the Safety Scissors. Unlike in Baldi's Basics Classic and Birthday Bash, 1st Prize's rare voice lines are not that rare in Baldi's Basics Plus. If 1st Prize is chasing the player and gets hit by Beans' gum, then he will be slowed down until he breaks free, going really fast and crashing into the player, with both going right into the wall right ahead of him, unless the player gets away from 1st Prize while he is stuck. In the early access trailer, 1st Prize is seen for the first time in Baldi's Basics Plus. However, due to the new navigation system being non-physics based, getting his physics-based movement working correctly posed many challenges.[2] About a month later, mystman12 stated that he got 1st Prize working again in a good way and planned to add him back in V0.2.[3] but there was a glitch where 1st Prize did not spawn in that version. This was fixed in V0.2.1. He is one of the five characters who can speak to not be voiced by mystman12, the others being Beans, Chalkles, Mrs. Pomp, and Johnny. 1st Prize crashing into a closed elevator. 1st Prize can crash into closed elevators. In V0.2.1, Safety Scissors did not affect him,[4] Prior to V0.3, 1st Prize's personal caption color was usually crimson, but his motor running sound's caption color was white. Prior to V0.3.5, 1st Prize could not break windows while traveling at high speed. Prior to V0.3.5, 1st Prize could rarely spawn in elevators. Prior to V0.4, the color of the "Bang!" caption was white. Prior to V0.4, the Faculty Nametag did not affect certain characters, which included 1st Prize. Prior to V0.8, the caption when 1st Prize hitting a wall in fast speed was "Bang!". Baldi's Basics Classic/Birthday Bash[] From one end to the other, it takes 1st Prize exactly 8.12 seconds to go down the long hallway. The reason 1st Prize's wandering sounds are so rare is because of the fact 1st Prize only has a 1 in 9 chance (or an 11% chance) of saying an idle quote once he reaches his location without seeing the player, and the fact he moves very slowly while idle makes it even rarer. In 1st Prize's poster, the wall looks saturated. Baldi's Basics Classic[] 1st Prize is the only Schoolhouse character to not debut in V1.0 of the game. Baldi's Basics Birthday Bash[] 1st Prize's sprite seems to be strangely smaller than usual when appearing in the cafeteria for the birthday surprise. He keeps on facing the front as his sprite also rotates with the camera in said scene rather than moving in different angles. According to Basically, Games!'s reply via Baldi's Basics Classic V1.4.3 changelog post, 1st Prize's loud thud has not been added in Baldi's Basics Classic, due to it being buggy in Birthday Bash and not working properly as it plays anytime when touching walls,[5] This sound was later reimplemented in Baldi's Basics Plus V0.3.5. 1st Prize does not attract Baldi when making his bang sound. Glitches[] Baldi's Basics Plus[] 1st Prize can clip through furniture and the merry-go-round in the playground area. Sometimes, 1st Prize will clip through the walls when pushing the player. If 1st Prize finishes pushing the player to the end of a hallway and the player does not move after he pushes them, then 1st Prize will keep turning from side to side. If the player moves, uses the Safety Scissors, or gets teleported, 1st Prize will resume normal behavior. When 1st Prize pushes the player while being caught in gum, 1st Prize will go back and forth in quick succession before letting go. During the Gravity Chaos event, when 1st Prize is upside-down and viewed from the side, he appears to be moving backwards when in motion. If 1st Prize rams into a wall at high speed, causing a bang to occur, and 1st Prize says a quote at the same time, the quote caption will not appear. From V0.3.5 to V0.3.7, 1st Prize would make a slam noise when cutting his wires while moving at a high speed. Prior to V0.3.8, when Principal of the Thing gave the player detention or Arts and Crafters tried to teleport them while 1st Prize pushed the player, sometimes they would not teleport to the Principal's office or near the elevator, respectively. On rare occasions, the player would be teleported to the outside of the school. In V0.3.6 and V0.3.7, teleporting the player to the outside happened much more common than previous versions. However, they were often teleported too far away from the building and this usually caused soft lock because it took too much time to get back to the school. mystman12 tried to fix this glitch, but it caused another glitch that Principal of the Thing's head got stuck in the ceiling.[6] mystman12 has stated that he was considering adding this bug as an intentional feature.[7] However, this glitch was fixed eventually. This glitch was fixed in Baldi's Basics Classic Remastered first. From V0.4 to V0.4.2, while 1st Prize pushed the player, he did not face them. In V0.4.1 and V0.4.2, the player could escape from 1st Prize by pausing and unpauseing the game quickly. If the Party event is active and the player encounters 1st Prize, 1st Prize will completely refuse to turn to the said player and accelerate towards the Principal's office. If the player is out of sight, however, 1st Prize will revert back to his normal speed. Baldi's Basics Classic[] If 1st Prize is pushing the player while Arts and Crafters is charging towards them, Arts and Crafters will fail to teleport the player; he will instead go right through them. In mystman12's livestream of him playing the game, he noticed 1st Prize sometimes slid around while trying to turn a corner. He went on to note that the function is not intentional and it was planned to be fixed in Baldi's Basics Plus.[8] In V1.3, Principal of the Thing put the player in detention for being pushed by 1st Prize. Prior to V1.4, the player could avoid 1st Prize if they were touching the side of a locker. Audio[] Gallery[] Sprites 1st Prize's hand used as a mouse cursor in Baldi's Basics Plus and its demos.1st Prize's hand used as a mouse cursor on the computer and button on mobile in Classic/Birthday Bash. 3D View 1st Prize in a 360° view. Field trips 1st Prize in the Campfire Frenzy minigame. Other textures 1st Prize's poster in the Principal's office.Ditto, but prior to Baldi's Basics Plus V0.3.5.Ditto, but in Classic/Birthday Bash.1st Prize in the Birthday Bash ending screen.1st Prize in one of the banner images, used in the promotion for Baldi's Basics Plus.Baldi's Basics Classic 1st Prize from the V1.4 screenshot.1st Prize from the V1.3 screenshot. Baldi's Basics Classic Remastered 1st Prize's poster in the Principal's office. Others 1st Prize as seen in the teaser for the V1.3 update in Classic. "Notice there was an feature some blue stuff means there was a skybox from the environment to on the hallway make it expanded"1st Prize from the Development Build screenshot.1st Prize in the teaser for Baldi's Basics Plus V0.2.1st Prize on the Baldi's Basics Kickstarter website. (1st Prize is next to the "Why Kickstarter?" text).1st Prize, along with half of the cast, in the "Thank you!" image after the game's Kickstarter was funded.Accessories T-shirts 1st Prize in the "Sweepin' Time" classic T-shirt.Ditto, but premium version. Hoodies 1st Prize in the "Sweepin' Time" pullover hoodie. Toys Prototypes A placeholder image of 1st Prize's vinyl figure. Note that the eyes are completely different.1st Prize's collectible figure.1st Prize from the Amazon merchandise page image.The 1st Prize figure with the other character figures at Basically, Games!' office.A 1st Prize figure behind mystman12 wearing sunglasses.1st Prize as Christmas tree decoration.1st Prize in the teaser of the Campfire Frenzy minigame.1st Prize's hand in a green screen. References[] ↑ "1st Prize's voice is from this old program." - mystman12. June 5, 2018. Twitter/X ↑ "Since this game's navigation system is completely non-physics based, getting First Prize's relatively physics based movement style working poses a lot of challenges." - Baldi's Basics Plus Steam Community Hub ↑ "I plan on adding him back in the game for 0.2, yes! I think I've finally come up with a good way to make him work well. As long as I don't hit any major snags, he should be in the game by then." - Micah McGonigal. July 17, 2020. Gmail ↑ "D'oh! I'll get that added in the next patch." - mystman12. September 15, 2020. Twitter/X ↑ "Yeah, I considered adding it in, but I found it to be a bit too buggy in Birthday Bash and I'm not really sure how to get it to work right, so I decided not to add it to the original version." - Post by Basically Games in 1.4.3 Changelog comments* ↑ "Trying to fix the bug that causes you to end up out of bounds when being sent to detention while getting pushed by 1st Prize, but somehow managed to get Principal of the Thing's head stuck in the ceiling instead." - mystman12. July 26, 2022. Twitter/X ↑ "This is a bug, but I'm kind of tempted to make it a feature, haha. It would be cool if 1st Prize was hugging you so tightly that not even PotT could teleport you away!" - Baldi's Basics Plus Steam Community Hub ↑ "He's not supposed to turn like that. See, that's one of the problems the way that I have the characters' set up, there are controllers at the moment that I plan to fix in the full game, sometimes they can just slide around and do weird things like that, which is not at all intentional." - Livestream archive 1:13:59-1:14:28 [] Advertisement Escape Baldi's schoolhouse again in this new remastered version of Baldi's Basics Classic! Use stealth and strategy to collect all 7 notebooks and win! Featuring three games in one, gameplay improvements, a more authentic art style, accessibility improvements, and brand new ways to play!