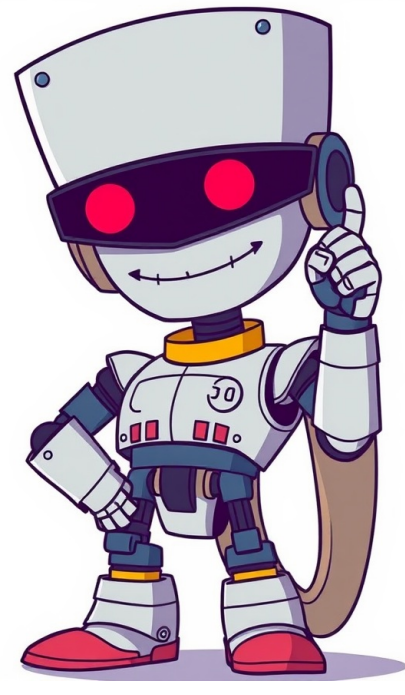


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Bald's video game "Baldi's" redirects here. For other uses, see Baldi. Baldi's 2018 video game Baldi's Basics in Education and Learning The original cover art depicting the game's title screen, and the main character, Baldi Developer Micah McGonical Publishers Basically, Games Engine Unity Platforms Windows macOS Linux Android iOS Release March 31, 2018 Windows, macOS, LinuxXWV: March 31, 2018Android, iOSWW: December 17, 2019Baldi's Basics Classic Remastered (Windows, macOS, Linux)WW: October 21, 2022 GenresHorrorpuzzleeducationalModeSingle-player Baldi's Basics in Education and Learning(1) is a 2018 puzzle horror game developed and published by Micah McGonical. Disguised as an educational game, it parodies 1990s educational games by deconstructing their elements into metafictional horror. The game is set in a schoolhouse, where the objective is to locate and collect notebooks, escape the school to take them to the player's friend who lost them, and avoid being caught by Baldi. The game features many game modes that change gameplay subtly or drastically. Inspired by Sonic's Schoolhouse (1996), Baldi's Basics was developed for the Meta Game Jam in 2018 and released on Itch.io. The game was positively received and proved to be highly successful. It was expanded upon in the form of successors such as Baldi's Basics Plus in 2020 and Baldi's Basics Classic Remastered in 2022. A screenshot of the beginning of the remastered edition. Baldi, the game's titular antagonist, stands in the distance. Baldi's Basics is a 3D puzzle horror game that satirizes 1990s educational games.[1] The player has to locate seven notebooks scattered around a school[2] they belong to the player character's friend, who cannot find them because he forgot his password to enter the school building. To do so, the player must solve puzzles, avoid Baldi, and eventually escape the school before Baldi catches up to them. Baldi is a small, round, bald man wearing a blue shirt and black pants. He has a single eye visible through a hole in his forehead, which he uses to stare at the player. Baldi hears every sound that the player makes,[1][6] and chases them with his wooden ruler. As he moves, he smacks the ruler, making a sound to alert the player of the approximate location of Baldi.[5][7] If the player gets caught by Baldi, they are jump scared, resulting in a game over.[5] The player may encounter other characters that can be used to their advantage or should be avoided, such as Principal, Bully, or Playtime. The Principal locks the player in detention for a short period of time, which increases with every visit, after breaking one of the school rules.[4] Bully takes one of the player's items upon interaction, and if they have none he will act as a human barrier, blocking a path.[4] Playtime forces the player to jump rope 5 times in a row.[6][7][8] Items are scattered around the facility, which the player can use to defend themselves. For instance, the player can use safety scissors to cut Playtime's rope, temporarily preventing her from stopping them.[6][8] As well, they must manage the stamina to run away from other threats and characters, including Baldi.[4] After collecting seven notebooks, the player has to find all four school exits to beat the game, without being caught by Baldi.[2][8] If they manage to beat the game with all math questions wrong, they'll be sent to Baldi's Room, where they meet Null, a corrupted character that warns the player to close and destroy the game.[9][10] The original game features both a story mode and an endless mode; in the latter, the player must keep collecting notebooks until Baldi catches them.[1][11] Other versions and releases of the game, such as Baldi's Basics Birthday Bash and Baldi's Basics Classic Remastered, include additional features such as randomly chosen items, new levels, and more complex puzzles.

The game was initially intended to be a simple puzzle game, but the developer, Micah McGonical, decided to add a horror element to it. He wanted to create a game that was both fun and scary, and he felt that a puzzle game fit the bill. He also wanted to create a game that was accessible to everyone, regardless of age or skill level. He achieved this by creating a game that was easy to learn and play, but also had a lot of depth and challenge. The game's success can be attributed to its unique blend of genres, its accessible design, and its engaging storyline. It has become a cult classic and has inspired a large number of fan-made games and mods. The game's popularity has led to several sequels and spin-offs, including Baldi's Basics Plus, Baldi's Basics Classic Remastered, and Baldi's Basics Birthday Bash. Each of these games builds upon the original, adding new features and challenges while maintaining the core gameplay and themes.

In interviews, McGonical cited the 1996 video game Sonic's Schoolhouse as his main inspiration. While he never played it, he chose it due to unsettling visuals of the game, with its poor and inconsistent blend of 3D and 2D elements.[10][14] Music for the game was produced using MIDI.[6] Due to time constraints, endless mode and the 1st Prize character, that pushes the player when contacted were added in following updates of the game.[15] Following the game's popularity online, and with McGonical now considering video game development a viable career path,[16] he launched a Kickstarter campaign on July 24, 2018, announcing a "full game", titled Baldi's Basics Plus, to be released by August 23, with a funding goal of US\$50,000.[16][17] This followed the release of a demo titled Baldi's Basics: Field Trip.[18][19] In which players must keep a campfire burning by gathering firewood before a timer runs out; failure triggers Baldi to chase the player, leading to a game over.[18][20] The campaign succeeded, surpassing over half of its initial goal with a total pledged amount of \$61,375, by August 3.[15] On April 1, 2019, for the one-year anniversary of the game, a birthday-themed version titled Baldi's Basics Birthday Bash was released. It added randomly chosen items as well as birthday decorations and costumes for the characters.[2] Later that year, the original game was ported to iOS and Android under the name Baldi's Basics Classic.[18][1] Originally planned for release in December 2019,[17] and later delayed to early 2020,[11] Baldi's Basics Plus was ultimately launched as an early access game on June 12, 2020, via Steam, Itch.io, and Game Jolt.[6] In April 2021, the game was reassessed, stating Baldi's Basics Classic Remastered was "the most interesting thing I've ever seen".[21] The game was praised for its accessibility, ease of learning, and replayability. However, some critics noted that the game's humor was dated and its graphics were low quality. Despite these criticisms, the game remains a popular choice among indie developers and gamers alike. Its success demonstrates the potential of niche, genre-blending games to achieve widespread appeal. The game's legacy continues to grow as it inspires new creators and provides a nostalgic experience for fans of 1990s educational software.

