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I'm not robot


reCAPTCHA

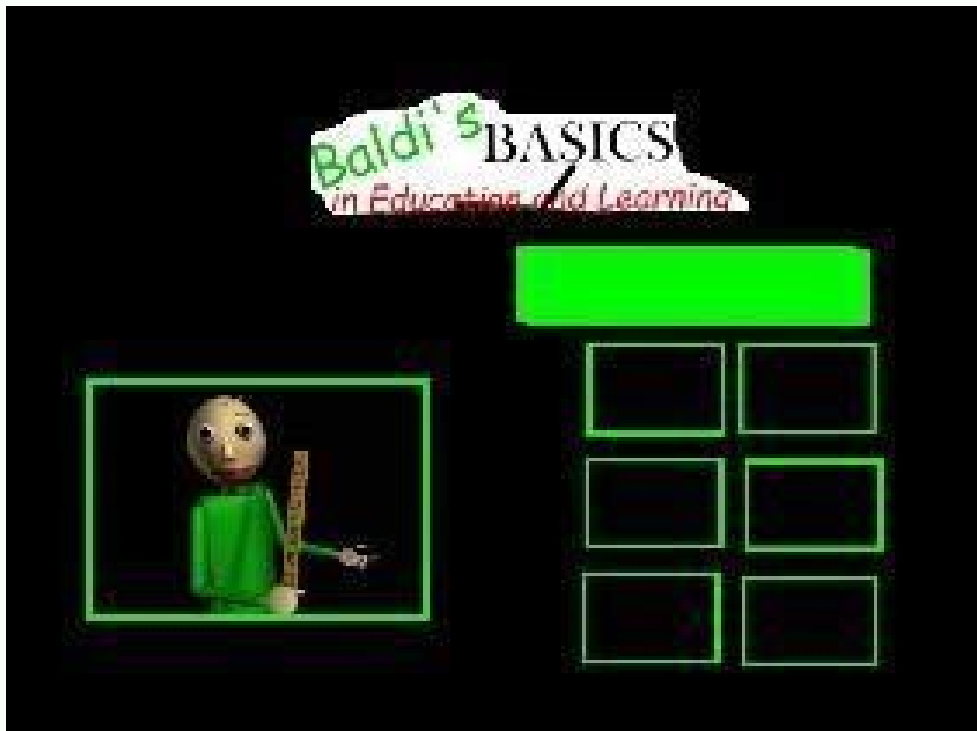
I am not robot!

Is there a right answer in baldi's basics

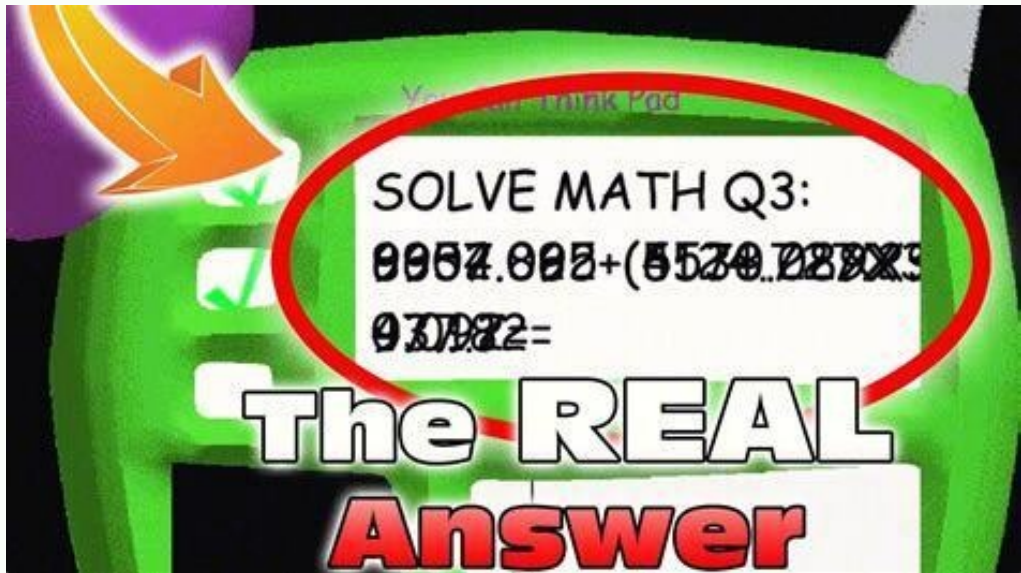
For other uses, see Baldi (disambiguation). Main Audio Gallery Baldi Baldimore*Professor Baldi*BAL*Bald* Subjects (Mainly math)Correct answersApples Wrong answersHis least favorite tape playing HallwaysCafeteriaPlaygroundOutdoor areaBaldi's Office Baldi's Basics Classic (V1.0) Great teacher due to his incredible hearing abilities! He can not only tell where any sound came from, but who made it too! MainAudioGallery Baldi is the titular main antagonist of the Baldi's Basics series. He is the head teacher of both the Schoolhouse and the Super Schoolhouse, giving the player math problems to solve on the You Can Think Pad, Baldi's Math Machine, or the camping field trip before they can collect notebooks or get items. As the game series is not what it first seems, a twist reveals a more sinister side to Baldi's personality when the player makes their first mistake.



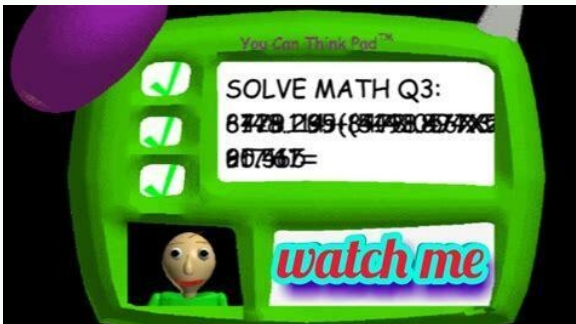
He has a light complexion, long, skinny fingers, red lips, and a copper strand of hair on his head. He wears a long-sleeved green shirt, blue jeans, and light brown shoes. His left elbow is blue in Baldi's Basics Plus, but gray in Baldi's Basics Classic, possibly due to a texturing mistake. Although he has no visible ears, his poster mentions that he has an excellent sense of hearing. Baldi's facial expression while chasing the player is neutral and not one of anger, though it is heavily compressed and distorted. This is most likely due to dithering, a technique used to reduce the number of colors in an image. Personality[] At first, Baldi acts friendly towards the player, encouraging them to continue by giving them a shiny Quarter. However, he gets frustrated upon the player getting a math problem wrong, showing a more menacing side to his personality. He slaps his ruler in his hand repeatedly as if it is some sort of compulsive habit, and slowly but surely chases the player, getting faster the angrier he gets. After collecting all the required notebooks, he gives the player a chance to escape the school, albeit in a limited time span, and laughs at their escape efforts. [citation needed] Artificial intelligence[] Main gameplay[] Baldi's Basics Plus[] Baldi greeting the player. At the beginning of the floor, Baldi happily greets and welcomes the player to his Super Schoolhouse in a friendly manner. Baldi's greeting lines depend on the floor: Baldi counting down from 10,Baldi peeking at the player.Baldi disappearing in Explorer Mode. After the player moves at least two tiles away from the starting elevator area, Baldi will cover his eyes and count down from 10, like in a game of hide and seek. ^{*kelewaqupi*} During the countdown, there is a rare chance that Baldi will cover his left eye and peek at the player.



As the game series is not what it first seems, a twist reveals a more sinister side to Baldi's personality when the player makes their first mistake. ^{*giboyusani*} Description[] Baldi is a poorly-modeled CGI character with a humanoid appearance. He has a light complexion, long, skinny fingers, red lips, and a copper strand of hair on his head. He wears a long-sleeved green shirt, blue jeans, and light brown shoes. ^{*lilune*} His left elbow is blue in Baldi's Basics Plus, but gray in Baldi's Basics Classic, possibly due to a texturing mistake. Although he has no visible ears, his poster mentions that he has an excellent sense of hearing. Baldi's facial expression while chasing the player is neutral and not one of anger, though it is heavily compressed and distorted. This is most likely due to dithering, a technique used to reduce the number of colors in an image. 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Baldi's greeting lines depend on the floor: Baldi counting down from 10,Baldi peeking at the player.Baldi disappearing in Explorer Mode. After the player moves at least two tiles away from the starting elevator area, Baldi will cover his eyes and count down from 10, like in a game of hide and seek. During the countdown, there is a rare chance that Baldi will cover his left eye and peek at the player. Once the countdown is over, he will hold a ruler in his hand and start chasing the player. Strangely, he will also get angry. However, in Explorer Mode, Baldi will just disappear and will not chase or harm the player. ^{*hecexu*} Baldi chasing the player while he slaps his ruler. ^{*xuxi*} Baldi is the main threat in both the classic Schoolhouse and Super Schoolhouse. He is the only character that can cause a game over, and his unique abilities make him a formidable opponent. Unlike other characters, Baldi moves in a unique way. He appears to sprint a short distance each time he slaps his ruler. This allows him to cover ground quickly and catch up to the player if they are not careful. Baldi also has an excellent sense of hearing. If the player makes a sound, Baldi will instantly head for the source of the sound. As quoted in his poster in the Principal's Office, he specifically knows who makes a sound or not. This means that it is important to be quiet when trying to avoid Baldi, by waiting for another character to open a door so you can enter. The Baldicator appears at the bottom right of the screen when Baldi hears a sound. This head indicates whether Baldi is coming to the location where the sound was made or is still trying to find the source of the sound with a higher noise value than the new one. Besides this, there are also a few characters who are capable of attracting Baldi: Arts and Crafters - When he teleports the player, Baldi will not only be teleported to but also head to the location where the player is teleported at. Unless Baldi has seen the player, and he does not see them after being teleported, which causes him to head back to where he last saw them. Principal of the Thing - When he teleports the player to detention, Baldi will head to the center of the Principal's office if nothing that causes a higher noise value than detention was made, like the Alarm Clock, or the tape player/pay phone is disrupting Baldi's hearing. 1st Prize - When he collides with a surface while he is accelerating towards the player at fast speed, the Bang! sound will play and it will attract Baldi to the location where this sound is played, with a high noise value, obstructing any other noise that was quieter than the noises the player has made. Chalkies - When the player spends over 15 seconds in a classroom where he spawned, Chalkies will lock the player in, and Baldi will head to the tile with Chalkies' chalkboard on it. Mrs. Pomp - When the player goes to exit a room after the timer runs out, Mrs. Pomp will drag the player to her class in a rage, and Baldi will head to the center of the classroom. This attraction also happens when the player enters her classroom either they get dragged around by her or enter her classroom by themselves. This will overwrite every sound, except when Baldi sees the player. There are multiple ways to throw off Baldi: Alarm Clock - After it rings, Baldi will head to the location where it is placed, unless he sees the player. Baldi's Math Machine and Mrs. Pomp may also overwrite the Alarm Clock's sound. WD-NoSquee - Makes doors and blue lockers silent, which disallows Baldi to hear the player opening them. Baldi's Least Favorite Tape - Creates buzz-like statics via the tape player.



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