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you're human



Scissors Hallways (General)
Upon spotting the player (Schoolhouse/Super Schoolhouse)No (Plus/Classic Remastered)No (Classic/Birthday Bash)
Baldi's Basics Classic (V1.3)
Dr. Sbaitsio (text-to-speech)
Won 1st Prize at the Science Fair! Loves hugging people, rushing towards anyone it sees. Sadly, it turns super slowly.
– 1st Prize, when noticing the player 1PR
I see you!
waw 1st Prize is the Science Fair's robot character of the Schoolhouse or Super Schoolhouse.
Description[]
1st Prize is a poorly 3D-modeled CGI robot with a teal "gym cage" as a body that has oval wheels, round hands each sporting five stubby fingers, and a large crimson/red heart connected to his head by wires inside his torso. His spherical head has a rectangular mouth and a cut out section revealing large googly eyes with extremely long pointy pupils. He could possibly be a creation of Baldi. It is possible his wires may be of very poor quality, as the store description of the Safety Scissors says that the scissors can only cut jump-ropes, bubble gum, and cheap wires.
Personality[]
1st Prize is a robot who loves to hug people, showing that he is compassionate towards others. 1st Prize thinks that everyone is his friend and is very loving considering he always asks to marry the player. He does not like it when he loses them. He also seems to be unaware of potential hazards; an example is 1st Prize pushing the player straight into Baldi, similar to Gotta Sweep.
Artificial intelligence[]
Main gameplay[]
1st Prize coming towards the player.
1st Prize's regularly wanders the hallways of the Super-Schoolhouse aimlessly, searching for the player. When 1st Prize notices the player, he'll turn around very slowly to face them and then accelerate forward, pushing the player down the hallway until they hit a wall or some other obstacle. 1st Prize has a similar function to Gotta Sweep, as they both push the player around the building. However, 1st Prize is always active and specifically targets the player, while Gotta Sweep is only active part of the time and follows his own path. Unlike Gotta Sweep, 1st Prize cannot push NPCs, so he cannot push them into the player and will instead go right through them. A window broken by 1st Prize. When 1st Prize collides with the surface while he is accelerating at fast speed, a "Bang!" sound will play, and it will attract Baldi and Dr. Reflex to the location where this sound is played, having a noise value of 64. If 1st Prize rushes toward any windows and collides with one, the window will break, and any character can pass through the smashed window. The sound of windows breaking has a very high noise value of 120, meaning that the only sounds that can overwrite it are Mrs. Pomp's screaming, the Math Machine's buzzing noise for when a question is answered incorrectly, and the alarm of Johnny's Store in Endless Mode. Because of this, Baldi and Dr. Reflex will almost always head in the direction of the broken window, unless they are attracted by other sounds that have higher noise values or if they see the player. If Techno-Boots are active, 1st Prize just passes through the player, instead of pushing them. If the player uses Safety Scissors on 1st Prize to cut his wires, he will slow down and spin around for 30 seconds (15 seconds in Classic/Birthday Bash) before recovering. The time that 1st Prize spins out will be accumulated if the player uses another pair of Safety Scissors while 1st Prize is malfunctioning. It takes a total of 24 seconds for 1st Prize to make a full 360° turn, but while his wires are cut, he will spin faster than normal.
Field trips[]
1st Prize at the campsite.
1st Prize in the Campfire Frenzy minigame.
In the camping field trip, 1st Prize spawns in the campsite and the Campfire Frenzy minigame. In this minigame, the player is the one controlling 1st Prize and has to throw good fuel and avoid throwing the bad fuel into the fire. 1st Prize will also not push the player here.
Other appearances[]
1st Prize pushing the player in Baldi's Basics Classic.
In Baldi's Basics Classic, 1st Prize spawns in the dark hallway where the mailbox comic is found. While 1st Prize pushes the player, their stamina will not refill, even if they do not press any buttons. 1st Prize appearing with the original cast for a birthday surprise.
In Baldi's Basics Birthday Bash, 1st Prize does not appear to wear any birthday-related accessories unlike most of the original characters. This is the first time that he makes a loud thud when colliding with a wall, but unlike in Baldi's Basics Plus, this sound is also made when he collides with a wall at slow speed, and it does not attract Baldi. At the end of the game when the player reaches the last exit in the cafeteria, 1st Prize will show up with the other characters to shout out a birthday surprise for them. Like in Classic, the player's stamina will not be refilled while 1st Prize pushes them.
In Baldi's Basics Classic Remastered, 1st Prize has the same appearance in Baldi's Basics Classic/Birthday Bash, but he can now break a window and properly make a "Bang!" sound when colliding with a wall at high speed, both of which alerting Baldi. In Baldi's Basics Full Game Early Demo, 1st Prize can be found in the faculty room where the Grappling Hook is located. Although he can still be seen in multiple angles, he can never move as he remains in a deactivated state. He is also completely stationary, unable to be pushed by a BSODA spray, Tips & Tricks[]
Advantages[]
1st Prize can be used to push the player down hallways quickly, especially in long hallways, which is very helpful when trying to escape Baldi. 1st Prize can also disrupt Playtime's minigame by pushing the player while they are playing jump rope. 1st Prize can break the windows of the Principal's office, which allows an endless means of escaping when caught by Principal of the Thing.
WD-NoSquee can be used on 1st Prize to prevent him from making a loud noise attracting Baldi to his location when he collides with a wall at a high speed.
Neutral[]
While searching for Mrs. Pomp's classroom to be there in time, 1st Prize is neutral: he can push the player to her classroom but can also push them away from it. Techno-Boots can prevent 1st Prize from pushing the player away from Mrs. Pomp's classroom, but it should not be used if 1st Prize is about to push the player into her classroom. 1st Prize can only push the player. Other characters cannot be pushed by him. 1st Prize turns around very slowly, which can either be good or bad: Good if 1st Prize is about to push the player into Baldi, as they can escape before 1st Prize finishes turning to push them. Bad if 1st Prize is about to push the player away from Baldi, especially when he becomes too fast to outrun, as Baldi can catch the player before 1st Prize finishes turning to push them. Using Safety Scissors on 1st Prize will make him unable to push the player. But it also means he can't help them against Baldi.
Disadvantages[]
1st Prize can also be a hindrance, as he can smash the player up against a wall for a few moments, blocking their sight and ability to move. 1st Prize will make a loud noise when he smashes the player against the wall, even louder when he breaks a window, attracting Baldi and Dr. Reflex to that source of noise. The former can be prevented by using WD-NoSquee on 1st Prize. If Baldi is already behind the player while 1st Prize is facing towards them, 1st Prize will push the player into Baldi, resulting in the player losing a power tube or game over. However, this can be prevented if either the Safety Scissors, Techno-Boots, Dangerous Teleporter, or An Apple for Baldi are used. During Dr. Reflex's minigame, 1st Prize pushing the player will trigger Dr. Reflex's rage mode as it counts as skipping the minigame. Again, this can be prevented with Techno-Boots, Trivia[]
General[]
1st Prize is the only character that talks in text-to-speech. The text-to-speech voice for 1st Prize is from Dr. Sbaitsio but slowed down.[1] After accessing the voice parameters in Dr. Sbaitsio with_param and pressing the Enter key, the parameters for 1st Prize's voice are: General: 0930 and type say (quote). Birthday Bash: 0951. For the quote from the game itself, type say suuuuerrpreizee!. Dr. Sbaitsio is also used for the countdown voice during test procedure. Because of this, the countdown voice and 1st Prize's voice sound very similar. Although 1st Prize is a robot and is called an "it" in his description, mystman12 refers to him as a male in some of his posts and livestreams.
In Baldi's Valentine card, 1st Prize's heart is seen. 1st Prize is the only schoolhouse character to debut in Baldi's Basics Classic but not appear in the initial early-access release of Baldi's Basics Plus. 1st Prize pushing the player will make all NPCs' sounds nearby be heavily distorted due to the Doppler effect. In Baldi's Basics Plus (prior to V0.4) and Classic Remastered, it only applies to Arts and Crafters and Gotta Sweep. He is the only character from the main cast who was absent from most of the demos. While 1st Prize is in motion, his motoring sound will increase in pitch and it will stop until he hits a structure such as a wall or window, even if it does not play the banging-wall or window-crashing sounds. One of the Valentine's Day cards show 1st Prize having a large dent at the top of its heart. 1st Prize is actually hidden in the TestRoom scene but is disabled. 1st Prize is the first character whose name does not start with a letter. Instead, it starts with a number. When 1st Prize is accelerating towards the player, his motor sound's pitch gets higher. 1st Prize was the one of the first characters to be implemented in an update. Baldi's Basics Plus/Classic Remastered/Birthday Bash[]
When sped up, 1st Prize's sound when colliding with a wall sounds like hitting a table.
Baldi's Basics Plus[]
1st Prize is one of the four characters to have a complete 360° view (meaning he can be seen in multiple angles). The second character is The Test, but his head does not count. The third character is Dr. Reflex, although his reflex test sprites do not have multiple angles. The fourth character is the Student. If 1st Prize is moving towards the opposite direction of Cloudy Copter's wind, he will just flicker rapidly, unless he is trying to push the player. If the player hides behind 1st Prize in the 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. His motor running sound's caption color was white before the V0.3 update. 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. 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 unpausing the game quickly. 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 in a 360° view.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.
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 "Sweeepin' Time" classic T-shirt.Ditto, but premium version.
Hoodies
1st Prize in the "Sweeepin' 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
↑ "Doh! 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 PoT 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 []

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