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Please visit Kickstarter.com and log in to read. Hey everyone, I hope you're all doing well! I've got some big news today, but first... Reminder: Surveys are *only* for Kickstarter backers! If you pre-ordered the game through BackerKit, you will not receive a survey and don't need to do anything! Also: About 24% of Kickstarter backers have not filled out their survey yet. If you haven't filled it out yet, please try to do so soon! I will not be able to fulfill your rewards properly if your survey is not completed! With the game's release nearing, it's important that all Kickstarter backers have filled out their surveys. I can't send out download codes to people who haven't selected a platform yet, I can't put your name in the credits if you haven't given me a name yet, etc. If you've been waiting to fill it out, now's the time! I'm not going to be locking answers down quite yet, but I'll have to do it soon. If you can't find the email with the survey link anywhere, please message me on Kickstarter and request help! And again, if you pre-ordered the game through BackerKit, and didn't pledge through Kickstarter during the original campaign period in 2018, you won't receive a survey as you filled out all necessary info when making your purchase. If you're unsure though, just message me! anyways, now for what you're all here for... Baldi's Basics Plus enters early access on June 12, 2020! The game also now has pages on Steam and Game Jolt as well as Itch.io! Steam: Itch.io: Game Jolt: Alongside the release date, I've also released a new trailer: There may be a few new things you can find in it... Some time later this month, I'll post a status update going into more detail on some of the stuff you can see in the trailer as well as some things that aren't shown. One final, less positive note, I unfortunately won't be able to get the new field trip finished for the Kickstarter Exclusive Demo. I'm really sorry to any of you who were looking forward to that update. The field trip will, of course, eventually be added to Baldi's Basics Plus, but due to time constraints I realized I won't be able to get it finished in time to be able to add it to the demo (And of course, once BB+ is out, there will be no need to update the demo). Every time I go to make a field trip I forget just how much longer they can take to complete compared to pretty much all other elements in the game, as they require more unique code, textures, models, audio, etc. than anything else. With the release date nearing I've just had higher priority stuff to work on. I hope you all understand. With all that said, stay safe, fill out your surveys, and get ready for Baldi's Basics Plus! Thanks everyone! Hey everyone! Just a quick update to let you all know that I have just released the new public demo for Baldi's Basics two year anniversary! You can check it out here. I'm also happy to announce the name of the full version of Baldi's Basics - Baldi's Basics Plus! It's a pretty simple name, but I decided on it so as to clearly separate the new game from the original one. I now have a page up for it on my website and Itch.io, which you can find here. The Steam page should come some time within the next month or so. I wasn't aware when I posted the last update, but Steam requires a trailer to be added to all game pages. Instead of rushing to slap something together, I decided to put the Steam page on hold until I get a good teaser trailer together. I have a GameJolt page nearly ready as well, although it appears I might not be able to publish it until I have a build ready. If this is the case, I won't be able to publish the GameJolt page until the day of release unfortunately. I'll look into it more and add a link to it on my website if I can publish it early. That's about it! I've noticed I have quite a few unanswered messages, on here, Twitter, and email, so now that I have this demo out I'll take some time to catch up on all that. I hope you enjoy the new demo, and here's to a fantastic year for Baldi's Basics! Thanks everyone! This post is for backers only. Please visit Kickstarter.com and log in to read. Hey everyone, I hope you're all doing well! I've got a lot of stuff planned for this month, but before I talk about that, let me mention some important stuff about the BackerKit surveys. Some Backers Still Need to Complete Their Survey! Currently, only 73% of backers have completed their BackerKit survey. If you have not received an email for your survey, please message me about it through Kickstarter and I'll help you out. If you've just been putting it off, I recommend doing it soon. I'm not quite ready to lock answers down yet, but the last thing I want is for some of you to forget about the survey until it's too late! Remember that if you do not fill out your survey before I start sending out rewards, I may not be able to send you your rewards. Also remember that with BackerKit you can change your shipping address as many times as necessary, and your survey answers until I lock them, so be sure to keep those up-to-date! You can do this with your survey link, so be sure to hold onto that email. When the physical rewards are ready to ship, I'll post an update reminding everyone again to make sure their address is currently accurate. Anyways, now on to the exciting stuff! Kickstarter Exclusive Demo Update End of next week, I will release the Kickstarter Exclusive Demo update! As I've said before the update will include two new characters and a new field trip, as well as some minor improvements and new features like the full map, screen settings in the options menu, and the YCTP's replacement! Here's some footage of the full map I tweeted a few days ago. It already looks a lot nicer than that now as I've since added some nice graphics to it. And of course, bug fixes! I was informed by my cousin about a bug that exists in the last update that prevents NPCs from passing through roto-halls and only allows them to pass through lockdown doors one-way. That's probably the biggest bug that's been fixed for this next update. So until then... Exploit it I guess. :P I'm not going to spoil any of the new content, but I hope you'll look forward to it! I'll post a backer exclusive update when I release it. Store Page I am going to be launching the game's store page this month! If all goes well this should be on Steam, Itch.io, and Game Jolt. Once these are launched you'll be able to wishlist/follow the game on your favorite digital storefront... Assuming Steam, Itch.io or GameJolt is your one of your favorites. :P (Of course, most of you who are reading this are probably already getting a copy through the Kickstarter anyways!). I'm also hoping to have a teaser trailer ready, though that might be shortly after the store page launches, we'll see. While I'm on the topic though, please be sure to subscribe to the Basically Games YouTube channel if you want to see the teaser trailer, or whatever else I upload, as soon as possible. When these pages launch, I will likely close up the Backerkit Pre-order store, so if you want to snag a big box edition, be sure to do so before they are no longer available! I'm only planning on doing one run of those. The digital goodies will eventually become available for purchase again though, so don't worry about missing out on those! Public Demo 2 For Baldi's Basics' two-year anniversary (That's March 31!) I'll release the second public demo! This demo will feature a yet to be revealed game mode that I think will be a lot of fun. I don't have much to say beyond that, but I hope you're all looking forward to it! It should provide some pretty crazy experiences! After all this, I'll just be preparing the game for its early access release. I still don't want to announce any estimate of when it will launch, but trust me, once it's ready, that's when I'll launch it. Until then I'll continue to keep everyone updated on what's happening. Thank you all for your support!

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