

# How to unlock endings in Poppy Playtime Chapter 2

Poppy Playtime Chapter 2 is the sequel to the horror game exploring the abandoned toy factory - Poppy Playtime Chapter 1 hit.

Participating in the game Poppy Playtime Chapter 2, gamers must find their way out of the factory by overcoming puzzles, collecting train codes and hiding on the train. So the train is the main objective of the game.

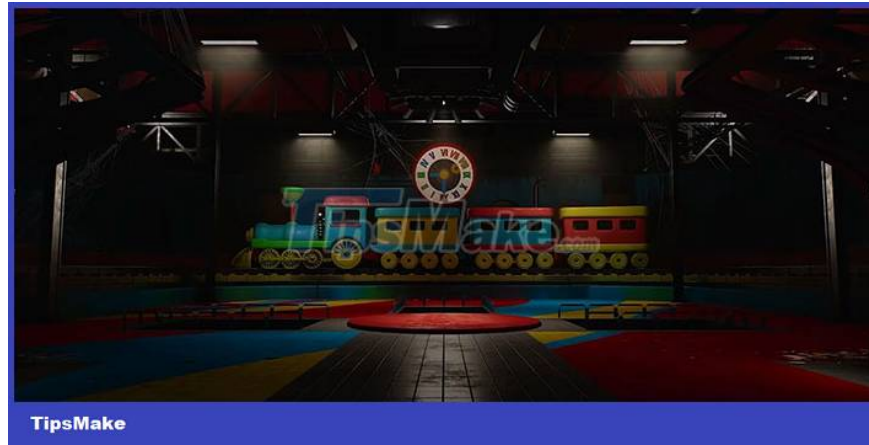
Poppy Playtime is famous for its jumpscare and bizarre character creation, not only that, but it also offers hidden endings that many people miss. In this article, let's learn how to unlock the hidden ending in Poppy Playtime Chapter 2.

## Poppy Playtime Chapter 2's Usual Ending

In the regular ending, the player must take all 4 train codes and their order. These codes are provided by Poppy. Gamers must complete puzzles and defeat bosses to get these codes.



Once all the puzzles are solved and the bosses are defeated, Poppy will provide the train code and the order. After that, people can board the train, enter the train code, the code to start the train and leave the Playtime Co toy factory.



But when the player is on the train and about to exit the tunnel, Poppy will change her mind and change route. This increases the speed of the train and the player has to press the emergency brake to stop but the train overturns and the game is over.

That's the normal ending that the player gets when he completes the entire game and collects each train code from Poppy.

## Poppy Playtime Chapter 2's Secret Ending

By playing the game again with a different strategy, a difference was discovered and that was the order of the codes on board. If you play from the beginning, go to the train station area instead of the statues and Whack-A-Wuggy, you can board the train. But people need all the codes and the order of the codes to start the train.

Train code, the symbols are the same and the order is the same, but to choose the order of the symbols after placing them on the train is different. The normal ending code is 2314 but if played this way the code is invalid and the train won't start.



Instead, the correct order for this play is 4312. At this point the train will start without everyone exiting Whack-A-Wuggy and Mommy Long Legs.

The end of this chase will be the same no matter which way everyone takes it. All of Poppy's lines about not letting us leave and flipping the ship are the same, even though the player hasn't received the ship code from Poppy and hasn't defeated the main boss - Mommy Long Legs.



Only thing that has changed is, if the player already knows the train code in the regular ending, it won't work. Players have to guess and try countless different combinations or complete the whole game and get a code from Poppy.

This can be considered a speedrun way because half of the game has been skipped and it only takes about 25 minutes to complete the entire Poppy Playtime Chapter 2. Therefore, this method is only for those who have completed the game by The usual way not to miss the game's unique content.

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