

# Instructions to overcome the bosses in Poppy Playtime Chapter 2

Poppy Playtime Chapter 2 is the sequel to Poppy Playtime Chapter 1's hit horror game.

Join Poppy Playtime Chapter 2: Fly in the Web, players will continue to explore the abandoned toy factory, challenge with many puzzles to solve, unlock new areas, find pictures icons to collect and escape from the many creatures chasing you throughout the game.

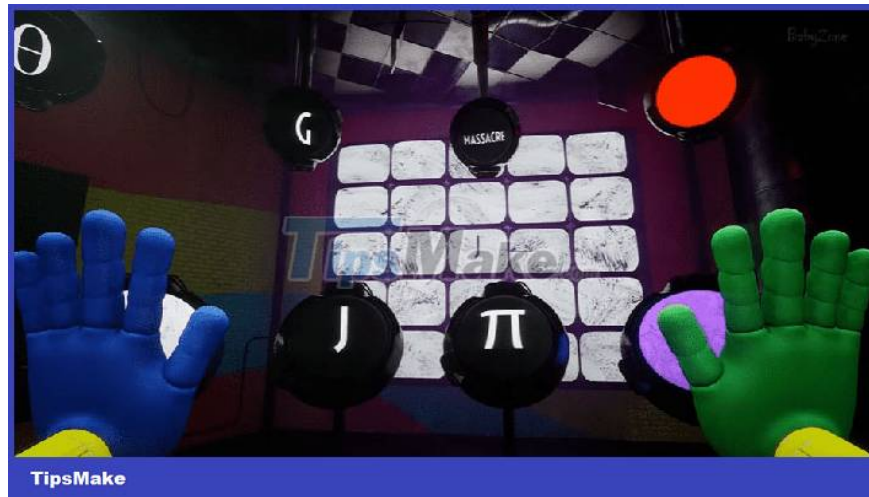
Before the end of this creepy game, the player must escape from 4 different bosses. In this article, let's explore the bosses and the challenges they bring to the table in Poppy Playtime Chapter 2: Fly in a Web.

## Bunzo The Bunny

The first boss everyone faces in Poppy Playtime Chapter 2 is Bunzo The Bunny, which will require an enhanced memory and cognitive test to see if the gamer's brain is working quickly and efficiently.



A colored sequence will be displayed and the player must recreate the sequence correctly using the buttons around him.



Bonzo will slowly descend towards the player, when completing a sequence of the correct color, Bonzo will return to the top. If entered incorrectly, Bonzo will lower towards the faster player, and when it reaches you, the test will end. This test becomes more difficult with longer samples following each other faster.



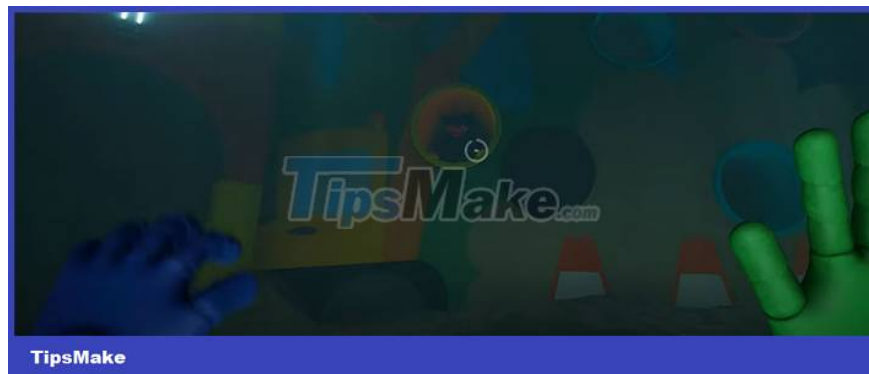
## Wack-A-Wuggy

The quiz from the boss Wack-A-Wuggy is designed to gauge the player's reaction level. A GrabPack toy arm will be provided for gamers to take this test.

Around the player will be 18 large holes everywhere in the room. The adorable Huggy Wuggy toy can emerge from any of these holes. If one appears, hit it with GrabPack and don't let it fly out.



There will be a lot of sounds coming from the holes to confuse everyone, not knowing where Huggy Wuggy will appear. So keep looking closely around the holes at all times.



Once all Huggy Wuggy escapes from the holes, the player will receive a letter leading to the next challenge and boss.



## PJ Caterpiller

The next boss is called PJ Caterpillar. Its challenge requires the player to pass the statue. This advanced obstacle course is designed to test gamers' endurance and physical strength.



The rules of the game are very simple, the lights will turn off and at that time everyone can move over the obstacle. However, when the light is on, you can look around but cannot move. In short, people can only move when the light is off and must be immobile when the light is on.



While moving, PJ Caterpillar will follow the player, and if it catches you, the test will end.



Exiting this path, the player will come to the underground tunnel to fight the final boss.



## Mommy Long Legs



When it comes to the final boss, Mommy Long Legs will challenge every player to hide and seek with it. When the boss is chasing you, remember to find the right way to escape it in time. This is really a tough challenge because Mommy Long Legs is only a few feet behind the player.



Gamers may have to go the right way and through many rooms, like a puzzle. Don't panic if you see some locked doors, because there are some secret buttons on the lever that will open the door for the player to keep moving forward.



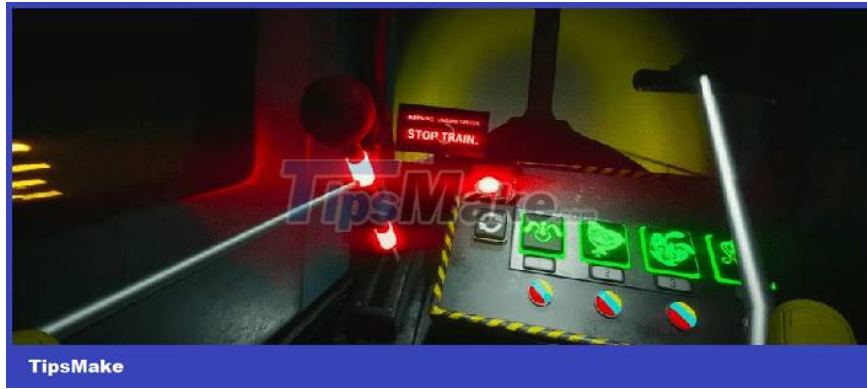
Before the end, everyone will have to find a letter from a doll that will provide access to the next challenge of Mommy Long Legs.



The letter will be part of the Train Code that the player will need to collect in order to activate the train and leave the area.



Once the train starts to run, for a moment, it will lose control and go very fast. Gamers will have to pull the brake to slow down. However, the train will crash in the middle of the tunnel and that's really how the game ends.



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