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Poppy Playtime is likely going to be one of the best indie horror games released this year with its scares that work.

Poppy Playtime is a horror game combining adventure puzzle in first person developed by MOD Games Studio. The game's plot revolves around an abandoned factory called Playtime Co - which produces "the nation's favorite toys".

You will play as a former employee at the factory, tasked with investigating the disappearances of employees in the factory. Enter the factory with your scissors and face dangerous toys that can attack and chase you by surprise at any moment.

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The game has attracted a lot of attention from players around the world. Poppy Playtime brings to life the horrors of toys in the stories surrounding the Playtime Co factory.

It uses the popular mascot horror direction used in many other horror games. Although familiar, it still brings a sense of tension, suspense and even heart-pounding moments for players.

Poppy Playtime's Plot

Playtime Co. is an abandoned factory famous for creating toys that are loved by children all over the country. You will play as a former employee of the factory and investigate this facility when you suddenly receive a letter

that the employees who disappeared from 10 years ago are still in the factory. The main clue to finding these missing employees is to search for the "flower".



Poppy Playtime leaves mysterious questions throughout the game. You'll have to find those explanations in the VHS passages scattered throughout the factory. Each VHS tape will contain the answers to the mysteries of this factory.

As for the toys in the facility, it's like Toys 'R' Us, the famous American retail brand of toys, clothing, video games and children's products. One of the first toys that you come across first is Huggy Wuggy.



This is a giant statue with blue outer feathers, wide eyes, and red lips in a smile. The image of Huggy Wuggy as a symbol for the company is featured in the posters on the wall around the facility. This is also the character that you will have to run away from during your mission.

Gameplay of Poppy Playtime

Grabpack

Accompanying you is a tool, which can be called a toy. That's the Grabpack, which is a machine with two stretchable sticky hands that also act as a conductor to power the puzzles you have to solve ahead of you.

At the same time, Grabpack can also take small items and go to far places to reach. It's a unique feature and a new way for players to interact with the game. Beyond simply exploring in the usual way. Once you have found a first hand, you should find a second hand to complete the tasks in the game more easily.



One of the best uses of Grabpack is when you go to the Make A Friend area. You should connect the passage pieces together and connect the two hands on the two power buttons to power this area. Once you've powered up the system, you can move the toys and open the door to meet Huggy Wuggy.

Most of your time in the factory is getting the toy factory back up and running. It's almost like picking up the puzzle pieces and putting them together into a complete piece to unlock the sequel to the game.

VHS . tapes

Collecting and tracking passages with VHS is also essential for clues to missions. One of the best examples of this is the second VHS video showing how to use Grabpack.

Other VHS tapes provide detailed information about the plot and quests. It would be nice to have more VHS tapes to hint us at the plot, it would be easier to understand than the text content.



Some horror games use vents to hide or find further clues to their quest. But in Poppy Playtime the vent is used for movement, though not often. You need to power them up for them to work and get you from place to place. Its first use is to take you from the staff area to Make A Friend.

Graphics and sound

Contrary to what we often see in abandoned areas, the images in the game are commented to be lifelike and colorful. The factory area in the game never lights up and remains in low light. Long corridors and some smaller areas such as vents increase the feeling of claustrophobia.

As you explore around the factory facility, you may find posters plastered around the game featuring Huggy Wuggy and other unseen mascots to promote the facility and excite children. Most of them are also decorated around the wall and have a more simplified and cute art style. Another interesting thing is that the colors used in it are primary colors.



And coming to the model design, most of the models in the game are designed to look as if they are made of plastic and blocks. You can find Huggy Wuggy with quite impressive visuals, the colors, ambient lighting and the design of the monster name complement each other.

False sense of security



Much of your journey is an atmosphere of tension, suspense and fear combined with the sounds you will get when interacting with the environment in the game. The sounds in the game have piano notes that add to the horror.

The sounds range from playful to gentle, then suddenly turning into horror. Very suitable for the context of a children's toy factory with hidden horror in it. Most of the time in the game is spent in silence, you will get more information from what you see and hear and get a sense of progress in the game with the audio cues.



Unlike most horror games that use music and background noise in a rush, Poppy Playtime instead fools players with soft music along with a somewhat cute scene at first.

But it also makes the player less stressed because it helps you relax rather than fall into a state of fear. A good example is the music in the VHS Grabpack tape or in the Make A Friend area. That music gives a sense of security and makes the player feel somewhat more secure.

Conclude

Horror mascot is currently a hot trend in the horror game genre, but this game has a certain advantage by using its own special point. Instead of using jumpscares to create fear, Poppy Playtime creates tension to scare players.



In addition, it creates the illusion of a sense of security for the player, but in reality, there are still many dangers lurking around, making players always in a sense of insecurity. Since this is the first part of the game, the game has a relatively short duration. Possibly this year, Poppy Playtime could end up being one of the best indie horror games released this year with effective scares.

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