

Poppy Playtime Chapter 3 ILs

[Speedrunning Guide](#)

[List of All Collectibles for 100%](#)

REMEMBER ALL RUNS MUST HAVE THE FPS COUNTER SHOWN

The setting is located in [Display -> Show FPS]

AND MUST HAVE THE [“Saving” text](#) BEING SHOWN. (It can be blocked partially)

INTRO:

- **Time starts** on the first camera or player movement after the intro cutscene.
- **Time ends** when you reach the checkpoint after the train station puzzle before the cable car ride.

[REFERENCE](#)

CABLE CAR RIDE:

- **Time starts** on the first camera or player movement after loading the IL.
- **Time ends** when you reach the checkpoint after the door before the Gas Production Zone.

[REFERENCE](#)

GAS PRODUCTION ZONE:

- **Time starts** on the first camera or player movement after loading the IL.
- **Time ends** when you reach the checkpoint before going down the stairs in First Dream.

[REFERENCE](#)

FIRST DREAM:

- **Time starts** on the first camera or player movement after loading the IL.
- **Time ends** after you get killed by Nightmare Huggy.

[REFERENCE](#)

HOME SWEET HOME:

- **Time starts** on the first camera or player movement after the cutscene after loading the IL.
- **Time ends** when you reach the checkpoint before the elevator after the double turret puzzle in HSH.

[REFERENCE](#)

KISSY POPPY:

- **Time starts** on the first camera or player movement after loading the IL.
- **Time ends** when you reach the first checkpoint in school.

[REFERENCE](#)

MISS DELIGHT CHASE:

- **Time starts** on the first camera or player movement after loading the IL.
- **Time ends** on the checkpoint before the bridge after the door of the Orange Hand.

[REFERENCE](#)

BRIDGE:

- **Time starts** on the first camera or player movement after loading the IL.
- **Time ends** on the checkpoint after the loading zone after the blue hand door at the end of caves.

[REFERENCE](#)

SMILING CRITTERS:

- **Time starts** on the first camera or player movement after loading the IL.
- **Time ends** on the first checkpoint in the Counselors' office.

[REFERENCE](#)

COUNSELORS OFFICE:

- **Time starts** on the first camera or player movement after loading the IL.
- **Time ends** when you open Dome's power door.

[REFERENCE](#)

CATNAP CHASE:

- **Time starts** on the first camera or player movement after loading the IL.
- **Time ends** when you reach the checkpoint in the catnap fight area.

[REFERENCE](#)

CATNAP FIGHT:

- **Time starts** on the first camera or player movement after loading the IL.
- **Time ends** on the first fully black frame when Poppy shouts "Kissy!".

[REFERENCE](#)