Drill Man

- Spike Turret Screen
- Falling Rock Screen

Spike Turret Screen

Like most screens in this stage, use Bright to proceed. However, on this screen specifically, you must use bright immediately to catch the turrets open (and vulnerable), AND before their fire shots.

If you can destroy the turrets and there are no bullets, advance up the platforms destroying them, and your only worry is drops eating your slide jumps.

Backup If There Are Bullets

If you caught the turrets open but there are bullets on the screen in the way of the jumps, get onto the first platform and then back boost off the bullet. Use the iframes to pass through the top cannon.

You could also use iframes to slide across the spikes to reach the ladder, but it is slower than advancing up the platforms (more ladder to climb).

Falling Rock Screen

This screen is crossed using one or two Brights. Keep in mind it is a LONG screen, so you will need to be constantly sliding.

It is likely you will have your Flash Stopper run out at some point as you are learning. This is a rare time it is good to predict where that is, and be ready to Flash again.

Skull Backups

If you run out of Bright on this screen, Skull barrier is an excellent alternative for dealing with the falling rocks.