

Bright Screens 2 - 4

Screen 2 - Grasshoppers

The second screen of Bright Man features Grasshoppers. They can jump at two speeds - fast needing 2 jumps before they turn around, or slow requiring 3 jumps.

On the slow pattern for the second grasshopper, you can make an early jump to the ladder platform, but it is extremely tight.

Screen 3 - Gumball Machine

Option 1 - mash down the machine. The kill can be faster but it is hard to do this faster than the other options. This is the fastest option.

Option 2 - Slide damage boost. Slide into the machine and immediately slide further through to get high enough on the ladder to not get hit a second time.

Option 3 - Back boost. Stand in front of the machine facing right, and after being shot, jump and climb the ladder before being hit again.

Screen 4 - Hanging Enemies

This screen is fairly self explanatory from videos. The enemies take 2 hits. It can be tight to jump and destroy them from a "Step" down.

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