

# 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).

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