

PB-001

Sword Action Shooting Game
BIRDCAGE



PolygonBird 

BE 2342

Mankind has branched into space. Two opposing factions have emerged. On one side, SELENE in control of the moon and what remains of Earth. On the other, RADON, in control of the space colony CAGE.

CAGE is now under the control of the military group, RADON Daughters. Led by Mother ROENTGEN, the RADON Daughters have ordered GENOME Control to create a new breed of weapon. A weapon to end Earth's reign and birth a new universe. The WORLD-EGG.

Now CAGE is positioned above the Earth, ready to launch their final attack. Deep inside the CAGE, a pilot awakens in the cockpit of HALCYON, an experimental RADON gunship. Inside the newly hatched clone's mind, a voice echoes – "Destroy the WORLD-EGG"

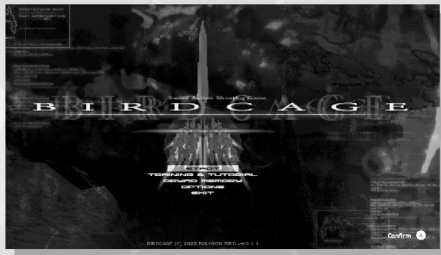
CONTROLS



D-Pad	Move Ship
Left Stick	Move Ship
Right Stick	Aim SWORD*
Face Button 3	Confirm / Advance Dialogue
Face Button 4	Cancel / Skip Dialogue
Left Shoulder	Activate HYPERBLADE Mode
Left Trigger	Summon SWORD* / Launch Missiles**
Right Shoulder	FOCUS SHOT
Right Trigger	WIDE SHOT
Start	Pause

*HALCYON only **CEYX only

From the BIRDCAGE title screen, selecting "Start" will bring you to the mode select screen where you can select 1 of 3 game modes.



Story Mode

Experience the story of BIRDCAGE as you battle the RADON Daughters across six action packed stages, complete with mid-bosses and stage-bosses.

Arcade Mode

Aim for the high score in this story-free mode.

Score Attack

Destroy them all in a race against the clock.

DIFFICULTY

From the mode select screen, you can also select a difficulty for each of the available game modes.

Easy Mode

Your shield will recharge over time in this mode for players who are new to shooting games.

Normal Mode

The intended BIRDCAGE experience, for players familiar with the shooting game genre.

Hard Mode

A challenge for shooting game veterans, with a higher score multiplier.



Intercepted RADON Comms

Intelligence suggests that while difficulty modes share mission structure, Pilots challenging Normal and Hard mode may uncover RADON's true plans.

From the BIRDCAGE title screen, selecting "Training & Tutorial" will bring you to the training mode screen, where the following actions are available:

Tutorial

This is where you can play through the game's tutorial. Please note, first time players will be prompted to play through the tutorial when selecting "Start" from the game's title screen.

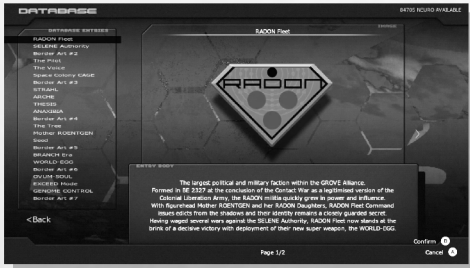


Stage Select

Here players can practice any of the game's unlocked stages, starting from a variety of checkpoints spaced throughout each stage.

DRYAD MEMORY

When selecting "DRYAD MEMORY" from the game's title screen, you'll be brought to a menu where you can view high scores and access the game's historical database, known as the DRYAD MEMORY.



Most actions in BIRDCAGE reward the player with in-game currency known as NEURO. NEURO can be spent within the DRYAD MEMORY to unlock story information about characters and the world of Space Colony CAGE.



Pilot's Tip: "Rumour has it you can even use NEURO to unlock new window borders for in-game play! I've also heard that a couple of dogs have been seen sniffing around the DRYAD terminal recently..."

In BIRDCAGE, scoring favours players who use the SWORD to play aggressively and press enemies as much as possible. Scoring mechanics are as follows:

Destruction

Shooting and destroying enemies awards score points. Destroying enemies with the SWORD drastically increases awarded score points.

Chaining

Destroying enemies in quick succession builds your chain meter. The chain meter in turn increases the amount of points awarded for destroying enemies and collecting small medals.

Small Medals

Small medals appear when enemies are destroyed.

Stage Medals

In each stage, there are 3 hidden stage medals to find and collect. Collect all of these to increase your score and attain the best possible stage rank!



Stage Rank & Overall Rank

At the end of each stage, bonus points are awarded and stage rank is calculated based on the following factors:

- Total % of enemies destroyed
- Stage medals collected
- Highest attained chain amount
- HP remaining
- Credits remaining
- Time remaining

Stage ranks awards are added together at the end of each playthrough, where players are awarded an overall rank and related high score.

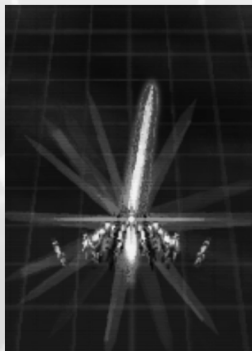
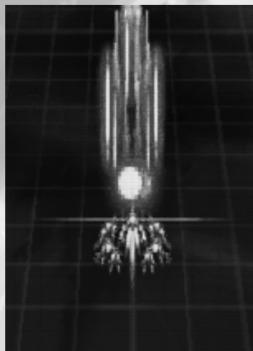
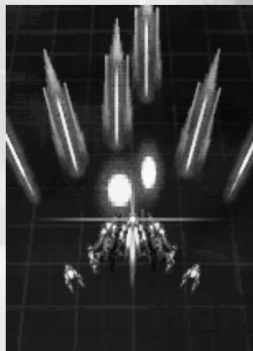


S > A > B > C > D

The Sword

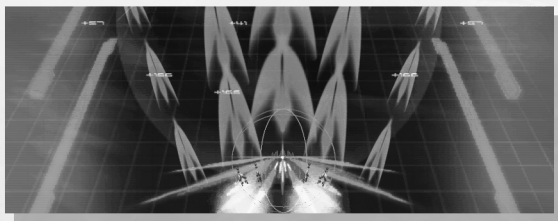
In BIRDCAGE, the player controls the experimental RADON gunship HALCYON. The HALCYON is equipped with a WIDE SHOT, FOCUS SHOT, and its main offensive and defensive weapon, the SWORD.

Using a twin-stick configuration, players can freely rotate it to attack enemies, absorb projectiles and even use the SWORD itself as a projectile.



HYPERBLADE Mode

Damaging enemies with the HALCYON's weapons will gradually charge its HYPERBLADE meter. When full, the HYPERBLADE meter can be consumed to activate HYPERBLADE Mode. This unleashes a huge laser barrage which causes massive damage, additionally making the HALCYON invulnerable for its duration.



ERGS Flight Appendix 22-C

The ERGS handbook states that use of the HALCYON's HYPERBLADE Mode will cause any destroyed enemy ships or bullets to turn into small medals. Knowing when to use HYPERBLADE Mode can dramatically effect a Pilot's score.

Even though players are rewarded for being aggressive, the HALCYON also boasts impressive defensive capabilities. Knowing when to attack and when to sit back will all help increase your overall score.

Bullet Eating

Slashing blue enemy bullets with the Sword will completely absorb them, keeping your ship from being damaged. Bullet eating also increases score!

Grazing

Flying your ship close to enemy bullets will activate graze. Grazing enemy bullets adds to your score and also charges your ship's Special meter. Special meter is required for summoning the SWORD.



LEAF Intelligence Briefing, Date Unknown

Despite the graze system's common use as a defensive measure, testing on our newest prototype has shown its potential for offense, via the newly adapted Graze Missile System.

Throttling

When changing from WIDE SHOT to FOCUS SHOT, the HALCYON and CEYX will move more slowly. This can be a useful tool for finer movement when a lot of enemies or enemy bullets are present on screen.

Rear Guard

Don't forget, the SWORD has a full 360 degrees of motion and can attack enemies in any direction. This is especially helpful during rear or side bombardment manoeuvres.

Heat Seeking

If you don't pick an intended launch direction for the SWORD, it will lock-on to the nearest enemy. This can be useful when your attention is divided between two targets.

Section Medals

If you're having a hard time finding some of the remaining stage medals, some are awarded for clearing all enemies in a particular section of a stage.



UNIT 001

SWORD Type

- Halcyon -

Pilot: ?????

Prototype
RADON Ship equipped with
the Halcyon SWORD.



2012.04
HALCYON UNIT 001

ERGS-0000 HALCYON

Prototype fighter developed by the ERGS Division of RADON Combat Works under the supervision of [REDACTED]. Equipped with a DRONE System Variable Shot for wide and focused laser spread, as well as the ERGS' most recent innovation: The SWORD.

Pilot unknown, currently assigned to WORLD-EGG safeguarding detail.



Pilot: Unknown

You don't... Remember... Not completely but there's something there, just out of reach. Light and dark and sleep and waking and then The Voice... And this ship, HALCYON.

It feels like home, like love, but you have to use its blade for something else. You must destroy the WORLD-EGG.





UNIT 002

HOMING Type
- Ceyx -

Pilot: Seed

Earthside fighter.
Pilot is a veteran
of the First Conflict.



23234

FALSTON UNIT 002

LEAF-0000 CEYX

Little is known of this SELENE Authority prototype fighter other than its passing resemblance to certain prototype materials seen within ERGS dossiers.

Leaked shipping manifests from the Pacific Iron Flotilla note the delivery of CEYX under the designation GD1998, which would date the airframe as being constructed in BE 2323, pre-Contact War. Whether old or new, CEYX remains a mystery and an unknown during this time of conflict.

Pilot: Seed

Raised in the Earth city of Eleusis, the young Seed led a simple life. Known for a love of rock music and gravbikes, Seed joined the Earth Protection Force with hopes of one day becoming a military test pilot.

After graduating top of his senior flight class, Seed was assigned to the SELENE Authority's elite LEAF division.





Pilot: ARCHE

A master of spaceborne espionage, ship to ship combat and a fearsome RADON hardliner, ARCHE exemplifies the unrelenting will of Mother ROENTGEN's unit.



Ship: NRCW-027 STRIX



Pilot: THESIS

Perhaps the most tenacious of all the RADON Daughters, THESIS shows a shrewd aptitude for combat despite a complete lack of regard for her own safety and survival.



Ship: NRCW-013 FENELLA

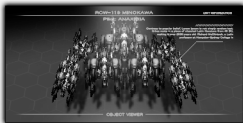


DAUGHTERS



Pilot: ANAXIBIA

After being recruited to the RADON Daughters, ANAXIBIA became High CASTER, overseeing all of RADON's CASTER forces and its GENOME Control division.



Ship: RCW-119 鴉 MINOKAWA



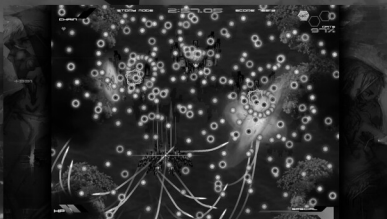
Pilot: Mother ROENTGEN

Since the RADON Daughter's takeover of CAGE, Mother ROENTGEN has risen to the position of Second Fleet Admiral and overseer of the WORLD-EGG program and related ERGS initiatives.



Ship: ERGS-DOP MÓRFITEACH

BIRD CAGE



BIRDCAGE

Starring

Excel - Pilot of the HALCYON / Seed - Pilot of the CEYX / Mother ROENTGEN

The RADON Daughters

ARCHE / THESIS / ANAXIBIA

The RADON Fleet

STRAHL / HELMINTH / EXALT / HALATION / HELMINTH MK.II / EXALT TWIN / INCUBATOR / WORLD-EGG

HALCYON will return...

Special Thanks

Gary Burchell / Grahame Gallacher / Hoshi / Ria Jenkins / Loira / George Milonogiannis / Ross Manthorp
Sean Noonan / Jeannette Tolbert / Janette Topping / Robert Topping / Samantha Wedzicha / James Wragg

Thank you for playing!

Created by Giannis Milonogiannis & Barry Topping

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POLYGON BIRD Games is: Giannis Milonogiannis, Barry Topping

BIRDCAGE was proudly made in Greece and Scotland

BIRDCAGE OST available via Black Screen Records

polygonbird.games

Photosensitive Seizure Warning

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while playing video games. Immediately stop playing and consult a doctor if you experience any symptoms.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. Parents should watch for or ask their children about the above symptoms. Children and teenagers are more likely than adults to experience these seizures. You may reduce risk of photosensitive epileptic seizures by taking the following precautions:

- Play in a well-lit room.
- Do not play if you are drowsy or fatigued.

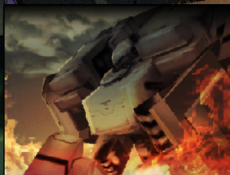
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing video games.



The Gebronian Empire must be stopped!
Use your mech to explore a world on
the brink of destruction and fight
back against the march
of Gebronia's forces, in this
action RPG from the makers
of BIRDCAGE.

We need you.

ECO BREAKER



Wishlist on Steam