

DISCO BIRD AND THE CHORUS OF CARNAGE

A game by Andrew Kohler

OUR STORY

We descend onto a wondrous land, where creatures of all types dwell! Some farm and live the simple life, some war with each other, and some take up quests across the vast and uncharted continent! But among them all, there is but one who has followed the path of the **light-up dance floor**, only one capable of channeling the **moon's rays** into **magic spells** through their dance moves alone... there is only one

DISCO BIRD!

After saving the land from the **HAWK OF HATE** and his attempt to possess the power of the **Fortress of Funk** to further his evil ends¹, Disco Bird ventured to the seaside village of **Belton**, home of the Beltonites, makers of the finest bells in all the land, for a well-deserved rest. But just as Disco Bird was about to ring in their vacation, a vile and villainous vicissitude of vultures appeared in the distance! It was the **CARRION CHOIR** – a cruel and carnivorous collection of *Cathartidae* who use their voices to create a flesh-rending harmony! Their **sheer numbers** had overwhelmed any who were righteous enough to stand against them, and so they had roamed free across the land – and now their hungry gaze was upon **Belton**! The people of Belton cried out to Disco Bird for aid –

*"Please, Disco Bird! The town of Belton cannot stand against such a threat!
Help buy us enough time to get everyone to safety!"*

But Disco Bird is a true hero, and had already taken to the skies as soon as the flock of fiends had breached the horizon! Their magic spells will help them blast through bunches of birds of prey, taking down as many as they can. Will Disco Bird be able to soar to a **groovetastic** victory? Can the Carrion Choir be silenced by the song of only a **single, shining soul**? It's up to you to try, as you take on the

CHORUS OF CARNAGE!

¹: Check out <https://p1xel-imperfect.itch.io/disco-bird-and-the-dance-off-of-destiny> to get the full story!

HOW TO PLAY

The Main Menu

- Select the "Start" button with your mouse to begin your disco-driven defense of Belton!

Controls

- Movement
 - Use the "A" and "D" keys to move left and right. Movement is essential for dodging enemy attacks and returning fire of your own; without movement, after all, there can be no disco dancing.
- Attacking
 - Use the Space Bar to fire a magic spell towards the carnivorous collective heading your way. Disco Bird's most powerful spells channel the celestial disco power of the moon's rays, but since it's daytime, you'll have to resort to traditional casting techniques. There's a small delay between shots because of this, so aim true!
- Dash Roll
 - Disco Bird's airborne agility is second to none – to persevere against such an overwhelming threat, you'll need to put it to good use as you duck and weave for your very life! Use the "P" key to roll left or right depending on which direction you're moving. Rolling moves you quickly and allows you to dodge any incoming attacks that would have hit you! The indicator in the bottom right of the screen will let you know when you're able to dash roll – Disco Bird can't roll too much or they'll get dizzy, so the move has a short cooldown.

Victory and Defeat

- If you can hold off 3 waves of the Carrion Choir, it will allow the Beltonites enough time to escape the Chorus of Carnage and flee Belton to safety.
 - Every wave defeated beyond that will further secure the Beltonites' safety and slim the numbers of the Choir, but to defeat them here and now is not the duty of a hero – it is the pretension of a fool. Focus on saving the Beltonites!
- The Carrion Choir will join in horrid harmony to sing the Chorus of Carnage in an attempt to defeat you – don't get hit by their red notes, lest your flesh be scarred

and rended! **Your strength will falter if you get hit 3 times in one wave**, and you'll plummet into the ocean below.

- Your heroic spirit will renew your vigor after defeating a wave of vultures.
Take hits where you need to in order to make it to the next attack!
- Even if Disco Bird remains strong, the Carrion Choir's approach to Belton will still spell doom if they get too close! **It's game over if they reach your position.**

If you fail to hold the Carrion Choir for long enough, they'll get within singing range of Belton before its people have fled, and all who hear the **Chorus of Carnage** will fall to the fate of being the Choir's next meal. A dreadful thought...do not humor it, Disco Bird!