Birdman Manual

You are Birdman, who needs to navigate the treacherous terrain filled with prowling monsters and seemingly impassable obstacles with your high jumps and flying kick to reach the blue ball of end game. Don’t forget to collect coins and stomp red monsters on your journey.

Controls

Left arrow – Move left

Right arrow – Move right

Spacebar – Jump

F – Kick

D – Punch

1 – Restart game

0 – Developer’s mode

During developer’s mode:

Left Mouse Button – Teleport character to cursor

Middle Mouse Button – Spawn a blue monster at cursor

Right Mouse Button – Spawn a red monster at cursor

Pro tips:

During kicking, you get a small boost in jump height and your movement speed in drastically increased. Use it to leap across wide ravines.

Punching launches a non-lethal projectile which knocks the monster backwards. If the monster is idle, it is knocked out of the map. You can’t punch while kicking.

Jump on red monsters to stomp them for points. You can’t stomp blue monsters though.

If you are hit by a red monster, a blue one will spawn in its vicinity, making it harder to score.

Game is restarted if you fall out of the map or have taken five hits.