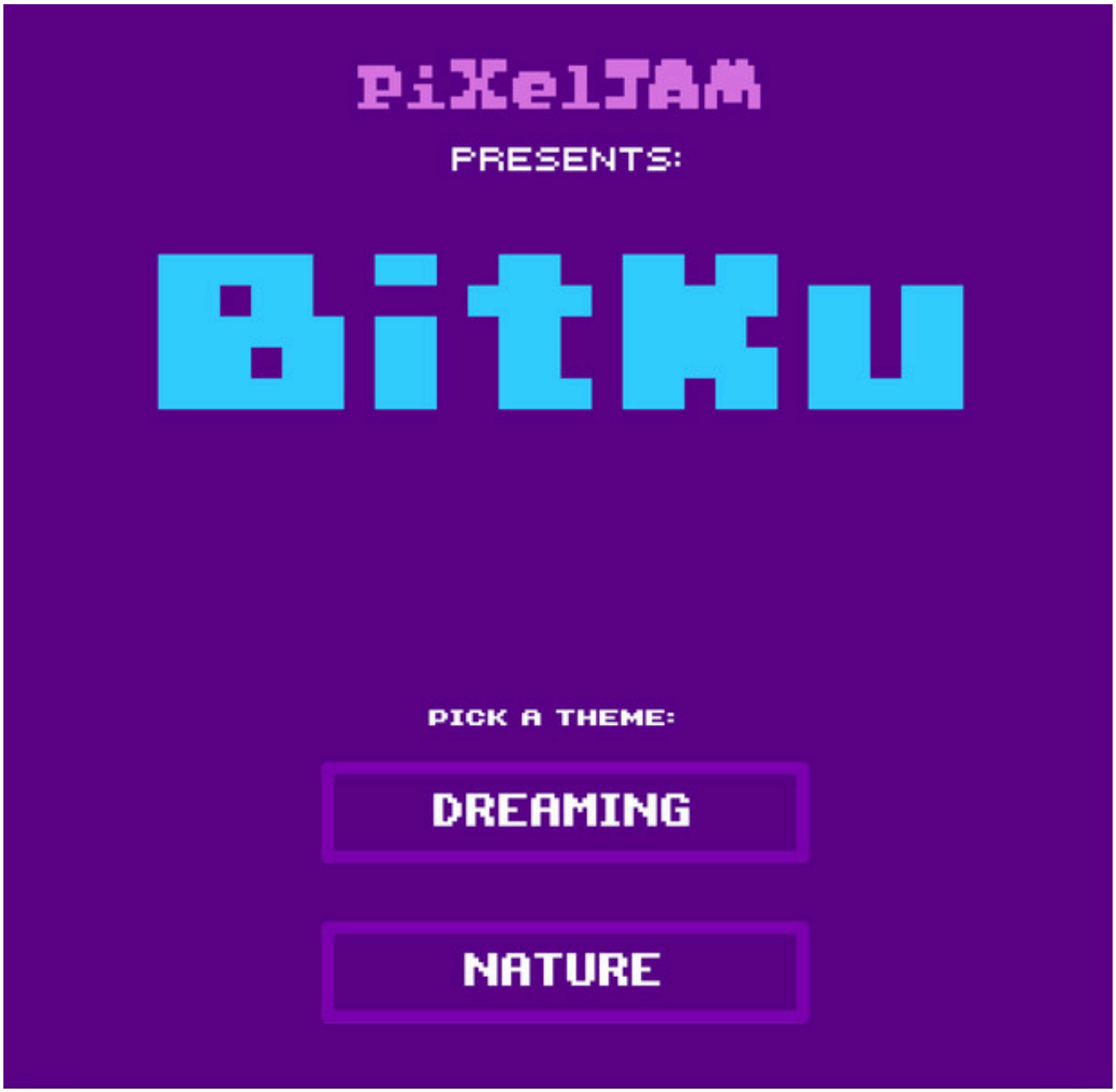
Bitku Cracked Download



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About This Game

What is BITKU?

- A simple storyteller
- A short comic creator
- A strange art toy

- A new way to express yourself in pixels...

BITKU is all or none of the above, and totally FREE with no IAP.

Here's how it works:

1) Choose a theme
2) Get 10 random cards related to that theme, each of which has a single background or multi-frame object
3) Make a 1-4 panel comic or story with the contents of those cards. Add text, recolor anything, enlarge, rotate, etc.
4) Save your creation as a PNG and share it with the world!

Title: Bitku
Genre: Free to Play, Indie
Developer:
Pixeljam
Publisher:
Pixeljam
Release Date: 9 Feb, 2017

a09c17d780

Minimum:

OS: Windows XP

Processor: Any

Memory: 500 MB RAM

Graphics: Any

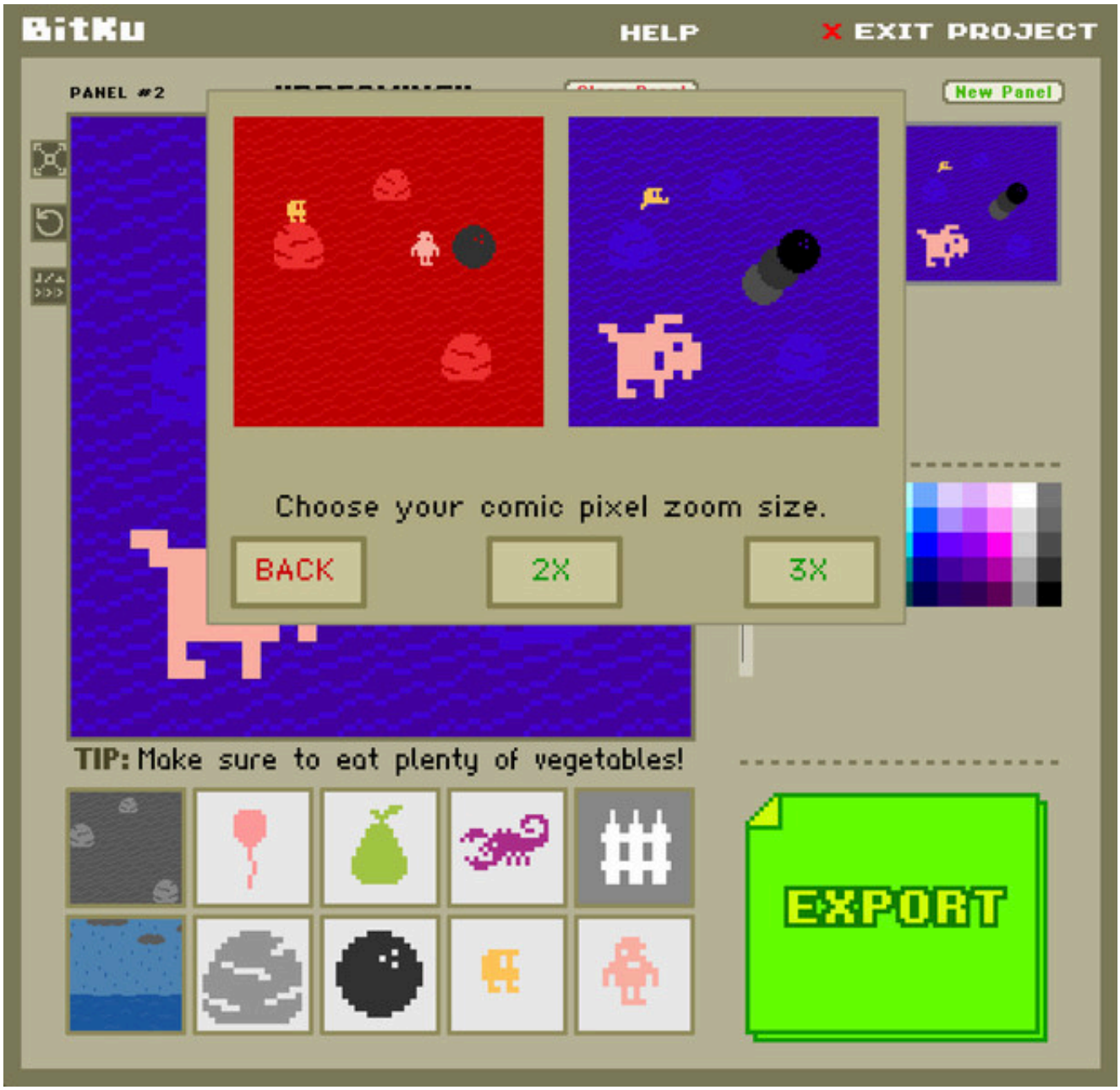
Storage: 50 MB available space

Sound Card: Any

English

BitKu
HELP
EXIT PROJECT
PANEL #1
"RELATIONSHIPS"
Clear Panel
New Panel
HHMMMM....
TIP: Double-click a color swatch to change
TEXT
EXPORT

BitKu
HELP
EXIT PROJECT
PANEL #1
"DREAMING"
Clear Panel
New Panel
TIP: Drag graphics to place into panel.
TEXT
EXPORT


BitKu
HELP
EXIT PROJECT
PANEL #2
New Panel
Choose your comic pixel zoom size.
BACK
2X
3X
TIP: Make sure to eat plenty of vegetables!
EXPORT

i think its a pretty neat small comic game, it does what its supposed to and its 100% free, you can do some pretty neat stuff with it, like I just made an island out of upside down cabbages that I colored yellow! :D And I made a pirate ship out of sausages painted brown and made a treasure chest out of bottles and cherries. The game limits you in a sense where you only have few materials, but can create infinitely from those materials.

I suppose its not everyones cup of tea, and appears a bit goofy at first glance, but i like trying to figure out what I can do with the picture pieces the game gives me and see if I can create a cohesive story with it.

7\/10
I think the game is awesome, if it had steam workshop and could play the comics like flipnotes i think it would be amazing. Try it its free.. This is a great concept. I love the simple nature of this design. This is a poetic little program\/game. It allows you to access your creativity without being overwhelmed with too many possibilites. It gives you an accessable framework to start pondering how to put things together in a creative way to get the visionary juices flowing.

I actually found myself being even more creative, having to think outside of the box, on how I could repurpose items in the limited collection to create the result I was looking for.

Good job Pixeljam!

I love your games and your creative vision! Keep up the great work!. Played the beta of this when it was first released. I like the limitations - Gotta work with what you're dealt. It's a lot of fun!. The comic creator....well, perhaps I'm not its target market. The available graphics seem limited. It's OK if you're trying to do basic transforms. But one wonders if MS paint would do a better job...just saying.

Make up your own mind with this gameplay: https:\/\/youtu.be\/PMWys3RR8aw. This sucks so much ballsack. I might as well play powder game on dan-ball.jp if I want to make something with pixels. You literally get 6 things to choose from. I was miserable having to play this stupid thing for five minutes just to leave this review.. A neat little thing! Had fun messing around with it. And who can argue with the low low price of free?

alot of fun i used it for funny comics its use i used it for wasnt intended i think but i can see lots of fun and possiblity in this depending on the situations it can be fun for a parent for there kids to use with there kids or simply jus tto make a little comic to pass the tiem. You can do exactly the same thing in MS-Paint, but much better.. I've supported Pixeljam for a few years now, and I like a fair bit of their stuff. Bitku is different, yes. imo it's pretty viral, and memetastic. I mean, if you have zero creative desire, you should probably avoid this game, as it's not expressely a *game,* with a set *objective*...there's no points, no real scoring system, and all you can really do with your work, is export it, lol.

but if you're looking to craft weird stories, make funny memes, or aotherwise do something a bit different, with an 8-bit retro spin, give this a try! I did this in about 5 minutes, behold my masterpiece! https:\/\/ibb.co\/gYe0Tv

(I mean, it's free, what else were you exepcting, exactly?). Just started playing this and I'm already loving it. If anyone's confused, you start off with a creation with a topic of your choice out of two it gives you. With that topic, you are given 10 objects\/characters\/backgrounds which you can use each panel of the four. You can edit your objects by resizing, altering a pose, rotating or mirroring a object (except backgrounds which sucks), change color of a object, and add text. At the end, you are able to export your image to your PC, where you can share to wherever you want. If your not finished with a comic, you can always save and exit but be warn, if you start a new comic while you already made another one, your progress for the previous one will be removed, as when you've started a new one, it'll override your previous progress, which again I recommend the developers make multiple slots for comics. If you didn't get any of this, there's also a tutorial, which comes in handy. The graphics are like your standard 8-bit Pixeljam games put into artistic symbols. Sadly there's no music, but it fits I guess. There are also tons of references to other Pixeljam games like Dino Run, Potatoman, etc. So yeah, Bitku is a good game which will challenge the player to work with what they got, but has a few flaws that need fixing, but nothing to turn away gamers.. I found this really boring, and kind of useless.. "Creative limitation is the concept of how purposely limiting oneself can actually drive creativity." - wikipedia. Sharing the comics you make is fun
10\/10. 10\/10 humping pixel simulator. Remove it from shop while you have time. In Bitku you are given a choice between 2 random themes, and then given a few panels to assemble the pixel characters and items into a "comic" coherent or not. Its as simple as that and I thought it was pretty neat.

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