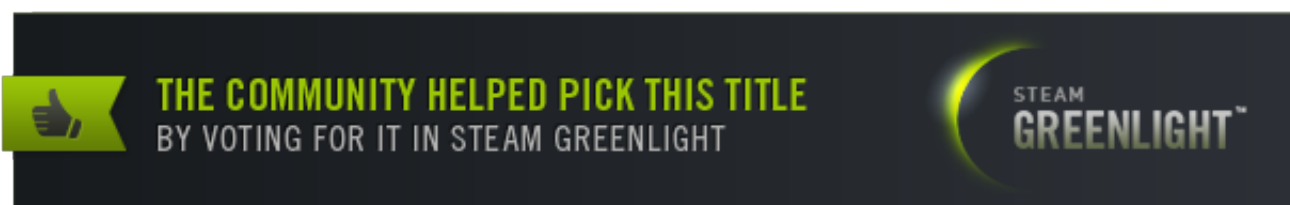

BitMaster Download For Windows PC



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About This Game



BitMaster is a dynamic and colorful twin-stick shooter which design was inspired by such games as Geometry Wars, Crimson Land and Satellite Reign. Game powered by Unreal Engine 4!

You need to destroy the enemies and collect power-ups to improve weapons. Game balance changes periodically, which makes the game unpredictable and difficult to get a high score.

BitMaster is suitable for all ages. Average game session is half an hour long.

Features:

- 100 waves of enemies
- 8 guns

-
- 13 perks
 - 5 heroes to unlock
 - 20 types of enemies
 - 5 wicked bosses
 - Only 1 way to escape
 - Lot of factors that may cause troubles... or make the game easier!

Title: BitMaster
Genre: Action, Indie
Developer:
Vladimir Shlapak
Publisher:
Sometimes You
Release Date: 12 Oct, 2016

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Minimum:

OS: Windows Vista and higher

Processor: Quad-core Intel or AMD, 2.5 GHz or faster

Memory: 4 GB RAM

Graphics: NVIDIA GeForce 470 GTX or AMD Radeon 6870 HD series card

DirectX: Version 10

Storage: 400 MB available space

English,Russian







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Bullet hell + top down + neon = this = good = happy zebra. cant even launch with mac. Its actually pretty fun.. 100% recommended best time killer game. It has helped me when I have nothing to do. Very good game but with co-op it would be excellent.

В общем, всё класс спасибо за игру <3

Няшная милая и ничего сложного в ней вроде как нету ^^

Ня.. AMAZING GAME 10/10. Splitscreen or multiplayer would make it even better.. I really hate to be a Negative Nancy on this. The idea behind it is fine, but the sad reality is that after a (short) while, the game becomes boring as hell. Yes, there are unlockable characters, but honestly I was not able to figure out how to unlock them. I was 1 out of 5 on my way to the second character but I have no idea what that 1 item was to get me there. And the map is the same thing over and over and over and over again.

It's definitely bright and colorful and the difficulty level does ramp up quite well; but with the same level repeated ad nauseum, the fun was soaked out of it. I respect the opinion of those who enjoyed it. Maybe it takes a certain attitude towards these games to enjoy them. If that's the case, I'm clearly not in the target audience for the game as of the time that I write this.

Maybe future changes and updates will cause me to take a second look; but as it stands right now, this game is fun for a very short amount of time and then becomes stale and boring very quickly.. Seems like a solid game, could use some more ways of progression, since currently all I could do to "upgrade" my weapons was to pick up the bonuses that spawn every wave, and all they seemed to do was either increase the amount of projectiles fired from one of the 4 weapons, increase the size of the projectiles or just give the weapon a damage boost, which didn't really seem to affect the guns performance much.

Now, there are 4 weapons as I mentioned before, your standard blaster, which from upgrades receives extra projectiles.

The second weapon I'd best describe as a curved (banana shaped) projectile, that at higher levels grows bigger, and passes through a few enemies.

The third weapon seems like a rocket launcher of sorts, but the explosion barely deals any AoE, even at level 9.

The fourth weapon was one of my favorites, along with the 2nd weapon, this one shoots sort of like, mini rockets, that deal no AoE, but with levels you get more projectiles. The reason I'd describe the projectiles as mini rockets, is because they're angular & slower than the other projectiles.

after wave 20, you get a boss fight, and after beating the boss, you get to choose between four (presumably) random perks.

after choosing your perk, you're thrown back in to the arena where you started, just now there's more enemies spawning & the walls have moved a bit.

after reaching wave 36 or so, I got killed.

That's about as far as I've made it as of now, I do intend to play the game some more, just to see what the other characters do & if they have any differences.

To unlock a second character you need 15.. let's just call them crystals.. I've got no idea on what criteria I'm awarded crystals, but after three runs of the game, I've gained 8 of them.

The game claims to have controller support, but it didn't seem to recognize my xbox one controller, nor does it have rebindable keys.

I had no issues with the keyboard layout that the game uses, except for the odd choice of putting a specific perk (bomb I believe it was called) seemed to be bound to z and 5.. you change your weapons by pressing Q,E,1-4 or right clicking, or scrolling your mouse wheel.. but using a perk (that you might get after wave 20) is bound awkwardly to 2 buttons that aren't easily reachable, especially when your left hand is already stuck on WASD.

all in all, a very good game for its pricepoint, hope they add more content in the future & fix the keybindings & controller support.

p.s. who binds shooting to the bumpers and toggling weapons to the triggers?. The game is beautiful, but the gameplay is meh

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p.s. who binds shooting to the bumpers and toggling weapons to the triggers?. cant even launch with mac. My official review of thus therefore whereas before I had been abducted by kittens my great great great great great great great great great grand father who was involved in the creation of yes u know it, that's correct, yes the thing ur thinking of. Welllll anyways let me inform your friends of this pop tastic pop tart of a game we are discussing right now. I really think that yes it is a game where u press buttons so yes. Obviously. LATERrrrrrrrr. Simple and gets boring pretty darn quick.. I'm amazed by the price of the game, the game gets pretty challenging after a while, its great!

<https://www.youtube.com/watch?v=5j4g2dNPzPc>

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