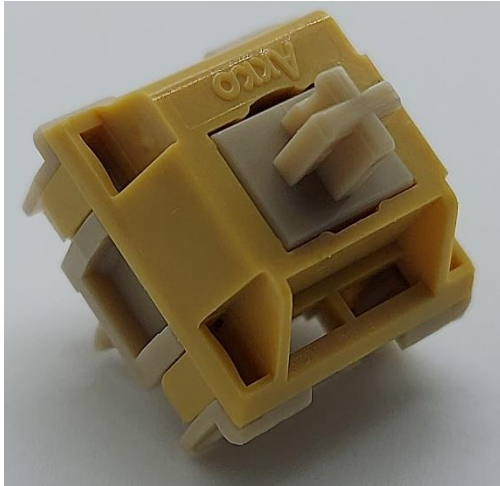




## Akko Bittersweet

Last Update: 11/30/2025



Akko Bittersweet		
Switch Type: Tactile		Outemu
28	/35	Push Feel
20	/25	Wobble
5	/10	Sound
15	/20	Context
5	/10	Other
73	/100	<b>Total</b>

### Notes

#### Push Feel

Less aggressive than other notable Akko tactile counterparts, the Outemu-made Bittersweets feature an apparent mid-stroke, medium strength tactile bump that is short, rounded, and very contrasted from their somewhat sharp, almost snappy stem pole bottom outs. While certainly a more mellow and less from-the-jump sort of tactile, they suffer all the same with inconsistencies at different typing speeds and some light scratch that isn't unexpected for Outemu switches.

#### Wobble

There is a better than average but still noticeable amount of equal magnitude N/S and E/ W direction stem wobble in the Akko Bittersweets. There is also a tiny bit of cross-batch inconsistency with respect to this as well, though not by much.

#### Sound

The Akko Bittersweets are fairly quiet tactiles for the strength that they pack, with the majority of their sound focused in a deep, rounded pit at the back end of their tactility and subsequent poppy stem pole bottom out. Topping outs and scratchy tones are present in the sound profiles of these switches as well, though play a secondary role that will certainly be harder to hear from the switches when they have keycaps on and are in a keyboard.

#### Context

Priced at \$0.31 per switch and by a massively popular entry level company like Akko, there's almost certainly nowhere that these switches won't be able to reach. While they eventually will go out of stock, they'll enjoy a long and prosperous run with a great price per their performance to make them sell even better.

#### Other

Akko is always stocking newly developed switches at prices well below their performance and making for incredibly accessible incredible switches for the average consumer. However, with switches like the Bittersweets they do just feel a tiny bit uninspired for what Akko *can* make.

————— GOAT —————