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## Junk Jack Download Key Serial Number



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## About This Game

Make the world truly yours in Junk Jack, a relaxing sandbox experience focused on building and improving your home. Tame and breed creatures, cook foods, collect animal companions, farm exotic plants, collect fish, grow flowers, play with your friends!

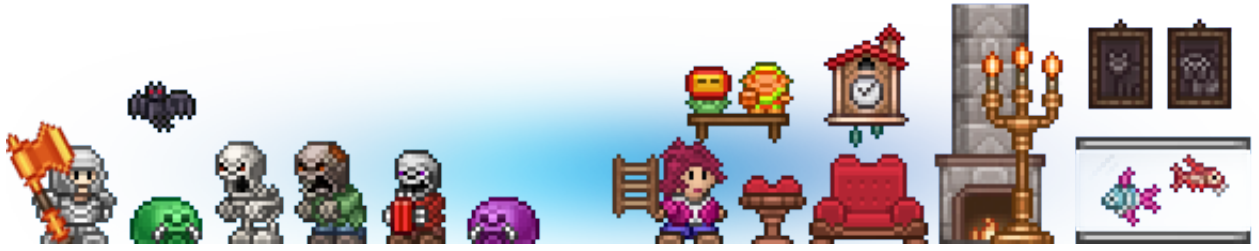


Travel in procedural planets full of content to discover, monsters to combat, crafts to learn and loot to equip or simply proudly display in your home.

All of this is possible in Junk Jack, and much more will be possible in the future. We have much more fun stuff to do planned forthcoming!



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- Use portals to travel between 12 planets with unique hand crafted environments
  - All worlds are procedurally generated and different every time you create a new one
  - Play online with your friends
  - Fully featured equip system with hundreds of different wearables with unique stats
  - Beautiful retro styled pixel art graphics
  - Deep Electronics system to create intricate contraptions, even complete CPUs!
  - Creative mode to unleash your creativity and build everything you can imagine
  - More than one thousand different crafts
  - Two styles of crafting: a crafting grid or simple mode which allows crafting items with a single click
  - Lots of loot to collect!
  - Hundreds of placeable objects, blocks and decorations
  - Fully dynamic day-night system, with weather effects
  - A vibrant coloured lighting engine that will make you enjoy every minute spent in Junk Jack worlds
  - Fish and display your captured animals in fish tanks!
  - Place your rare treasures on shelves, display your equip pieces on mannequins!
  - Collect tameable pets which will follow you around
  - Capture and breed cows, sheeps, pigs and many more animals!
  - Farm and grow unique plants and use them to cook delicious recipes
  - A thorough ingame tutorial will help you learn the basics of the game
  - Beautiful music tracks by Bright Primate
  - Craft hundreds of potions with the chemistry bench
  - Mix flower seeds to grow thousands of unique flower combinations
  - Decorate your home with many craftable and customizable furniture sets
  - Combat hordes of mobs with many different weapon types
  - Explosives, signs, paintable objects and many more features awaits you!



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Title: Junk Jack  
Genre: Action, Adventure, Indie  
Developer:  
Pixbits  
Publisher:  
Pixbits  
Release Date: 30 Nov, 2016

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**Minimum:**

**OS:** Windows 7 Service Pack 1

**Processor:** Intel x86 CPU

**Memory:** 1 GB RAM

**Graphics:** Opengl 2.1+ GPU (256MB VRAM)

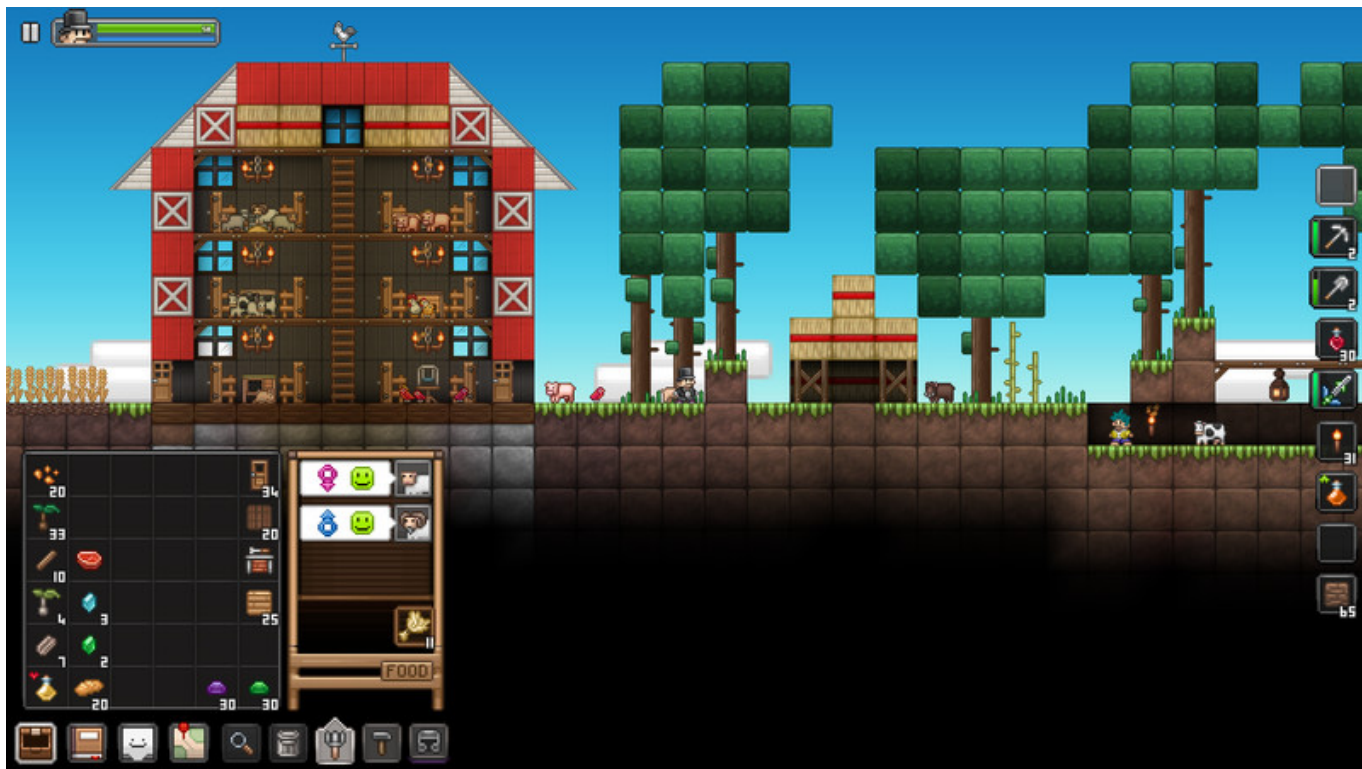
**Storage:** 300 MB available space

**Additional Notes:** Requires Visual Studio 2015 Redistributables which may require some specific updates from Windows Update to be installed before

English







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So this is a game that originated on iOS a few years ago. Today we see the release of this amazing 2D sandbox game on Steam for the PC platform.

If you are a new player or a veteran, you definitely need to buy this game. There are far more pros than cons.

Pros:

Amazing gameplay

More than a thousand items for you to craft and find

5 Planets each with its amazing biomes

An active developer that will keep on improving the game

And many many more features. It beats Terraria in every way possible.

Cons:

The price. 14.99\$ is a bit much compared to the mobile version but if you really are a fan of this game you should buy it no matter the money!

. I enjoy this game. It's not everyone's cup of tea because they want it to be more like Terraria or Starbound or the countless other crafting/adventure/survival games, but I find it cute and entertaining. I like that to discover the other worlds you need to find the portal pieces hidden throughout and the different biomes you'll come across. I also like the different treasures they have for you to discover, like they have ones based off of the Dragonballs! If you like crafting, building, decorating, and discovering countless in-game collectibles and treasures while fighting mobs, then you might enjoy it. It's simple, but fun.. So here's my full review of Junk Jack (it's kind of lengthy):

Note: this game used to be known as Juck Jack X, with the original Junk Jack being called, well Junk Jack. They have renamed it because this is now their main project and they don't really support Junk Jack Retro anymore, aside from bug fix updates and things like that.

Many are familiar with the Junk Jack series because of iOS because that's where it originated from, but this is definitely the best version of Junk Jack. Touch controls haven't been a very likeable control scheme to me, so porting this to Steam is just what I needed. Thanks PixBits for that :)

Many people are calling this game a Terraria clone, and I do see many similarities (2D action-adventure sandbox game) but this game is much different than Terraria. Attacking, building, crafting, and mining are all very very different, so don't judge a book by its cover: give this game a chance! It's a very fun game.

Other than that the game does feel a little, I guess boring at times. There is certainly music in this game and the music that's here is very good (has a very 16-bit feel to it) but Terraria has music constantly playing, so I can see how the music can turn people off from the game. I also get why people don't like the combat that much. Attacking enemies with melee weapons (swords, spears, mauls, etc) feel a little off, but you get used to it after about an hour of playing. But the music problem definitely helps make the game feel kind of boring (although, like I said, the music that's here is very good).

In conclusion, it's a very good game that you have to sit with and just get used to, just like really any other game you never played before. And remember to **DON'T JUDGE A BOOK BY IT'S COVER!** That applies to every game you play, not just this game. I hope you found this review helpful. At the end of the day, if you like 2D action-adventure sandbox games like Terraria or Starbound, get this game. It's cheap too, so it's not like you're losing a lot from getting disappointed from this game.

. I love this game and I totally recommend it. I've noticed that when I'm mining there's a glitch. I usually change the difficulty when breaking chests to get better drops but when I change it back to peaceful the mobs are still there. I have to mine a couple blocks out in order for them to disappear. I don't know if that is supposed to happen but that's what happens. Otherwise, this game is really fun! I don't regret buying it.. **INTRODUCTION:**



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At first glance, you may think that Junk Jack looks like a clone of a much more popular game, Terraria. While the similarities are there, I'd argue that this game's intentions are much different, and the art style is the similar aspect. If you're familiar with Terraria, Minecraft and Starbound, Junk Jack would be its child, introducing all the neat elements of each of those indie games.

#### PROS:

- More content than expected on Early Access.
- Fun graphic/art style.
- Music is well done (I have a con for this though.)
- Multiplayer (however, it's a con currently as well.)
- Wide variety of biomes and monsters.
- Many things to collect in the game.
- Simple AND advanced crafting for inexperienced or experienced sandbox-game players.
- Weather system.
- Good variety of settings for all areas of the game.
- When your character falls in water, you're not limited to try to jump out of water. You can control swimming around with WASD.
- Combat strafing with the CTRL key.

#### CONS:

- Combat is too simple, thus making fighting monsters challenging. Limited to a single strike, it's difficult to push back enemies and not be hit with a massive amount of damage.
- Music is great when it's there, but often the game's music will stop playing for some time.
- Multiplayer is currently experimental, and comes with bugs. Attempted doing a Steam game with a friend, didn't work. We eventually connected to each other by IP through a router, but experienced some random disconnects every now and then.
- Sound effects sound out of place, the quality of the effects don't blend well with the atmosphere of the game.
- The price tag. Personally, for the current stage, I think \$15.00 is asking for a little much. I'd price this game at \$10.00.

#### CONCLUSION:

Steam has been plagued with many Early Access games, and many of them have turned out to be flunks. From what I can tell though, the Junk Jack developers are committed and have come to Steam with a fairly polished game. Updates seem to be frequent as well, and they listen to those who are interested in the game. Junk Jack, in my mind, is a good purchase if you enjoy indie sandbox adventure games.

#### RATING:

I'd give Junk Jack a score of 9/10 for now. In my mind, \$1 = 1 hour of entertainment. I can see myself spending more than fifteen hours with this game. Happy building!

#### EDITS:

- No longer have the invisible wall as a con, as a patch added a world loop to replace it.
- No longer have the Steam achievements as a con, because a patch has fixed them to work now.. This game can be seen as a 2D platformer much like terraria, but with a style unique to itself. From the Graphics, Music and Game World, Junk Jack delivers on all of my expectations that I had when I first heard that the game was coming to PC. For the more fine details, see my list of Pros and Cons below:

#### PROS:

- Smooth Gameplay and Framerate
- Awesome Graphics
- Good Music
- Addictive Nature (wanting to collect craftbook pages & explore the underground biomes)
- Multiplayer (still experimental)
- Unique Biomes and world (monsters)
- Literally hundreds of crafting recipies (foods, crafting benches, armor, weapons, clothes, houses as well as treasure to collect)

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CONS:

- Slightly awkward control scheme at first, but you get used to it
- No Gamepad Support (as of yet)
- Price may put off people from buying it

Overall, I'd say that the game is worth the \$15 price tag considering it's being developed by two guys, who had to essentially remake the game for PC. Either way, you be the judge!

NOTE:

The game has/had some issues starting on Windows 7 for me, as well as other users. The Developers released a list of potential fixes on their blog as well as a patch that fixed any and all issues that I was having, so I think that it's now stable on all operating systems.

Here's the link just in [case:https://pixbits.wordpress.com/2016/04/27/troubleshooting-junk-jack-issues/](https://pixbits.wordpress.com/2016/04/27/troubleshooting-junk-jack-issues/)

Be sure to give it a try!. I started playing this back on iOS before Steam, and loved it then. Now that it's on Steam, I love it more (all hail PC, the master race). If you're a fan of Terraria, Minecraft, Starbound et al, then I urge you to give this game a go.

Pros:

Very colorful! If you're attracted to colorful pixels, vibrant blocks, mesmerizing lights, and a large selection of biomes each containing their own specific blocks, then Junk Jack is for you. Let's not forget the tons of craftables and collectibles to be had. In looks, this game has it all. Controls are great and easy to get used to, especially for those that have already played the aforementioned games. Lots of options to customize your gameplay (i.e. audio and video settings, difficulty settings, and much more). Lots of different planets to explore. You can spend hours and hours exploring a planet, and still have more to explore. Mobs. Mobs. MOBS GALORE. This includes summonable(ish) boss mobs.

Cons:

Game can be a bit buggy. For instance, I've split stacks of items, placed them in my hotbar, and had them turn into "unidentified" items, and then disappear. This is a HUGE pain in the butt when you're an avid builder such as I am. I've lost countless blocks, ore lumps, leaves, food, and armor. It doesn't happen very often, but when it does, I've come close to testing my keyboard's durability with a hammer. I have a deep loathing for 1 particular mob. Not sure what he's called, but he's a local resident of Lilith. His favorite thing to do is to drop killer bombs that destroy everything in their path. Under normal circumstances, I'd say learn to dodge, practice practice practice dodging. But in this case, I believe he's a bit OP. Junk Jack could benefit HEAVILY from a magic mirror, or a potion that teleports you home, or some way of getting home quicker than walking. The fastest way I've found is to carry the Terra portals around with you (obviously this only works when visiting other planets). You want to make sure you don't play on any harder difficult than normal, and make sure you keep the portal pieces in your hotbar lest things go sideways and you die (harder modes will cause you to drop your hotbar items upon death).

All in all, the qualms I have with this game are insignificant in the bigger picture (perhaps the glitching block/items notwithstanding). Junk Jack makes me very happy, and I recommend this game to anyone who loves 2-D scroll games, beautiful pixel graphics, and the like.. As a Junk jack IOS veteran and supporter, I think Junk jack on PC is amazing and heres why!

- better movement (can jump around)
- Shading is great
- Gameplay is smooth
- Theres only certain things on pc that are not on mobile
- music is nice and relaxing
- and much much more!

I rate this game a solid 10/10 But it will get better in the future.

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A more relaxed Terraria-ish game. The art style is really nice as is the music. The idea of different planets that can be teleported to freely once the portal pieces are found is quite a cool mechanic. Simple, but very enjoyable.. Don't let my small amount of hours on this game fool you- I've had this on iOS for years, going back to the original Junk Jack (now called Junk Jack Retro) & have dozens and dozens of hours playing it on that platform. While awesome on iOS, this really comes to life on windows- the jump and block interaction controls specifically, which are a little jankey on iOS cause of my big fingers & glasses assisted eyesight. On windows, I can easily resize both the game zoom AND the UI sepertly so that I can have larger blocks for easier visability, and a slightly smaller UI so I have a nice, big view of this beautiful world.. which brings me to the meat of my review.

#### Graphics:

If you're a fan of pixel art style games, this game will have you in awe. The color palettes, detailed enviroments, and adorable collectibles will have you hooked. Runs super smooth on my 64bit Win7Pro, and with so many blocks (much like minecraft), it's easy to create cute little houses and creative dwellings and then fill them with all sorts of pets, gardens, and livestock!

#### Music:

It has an interesting soundtrack. It reminds me a lot of the old SNES games music sometimes, where you can tell it was heavily inspired by the old midi based music, but it's oddly relaxing, and USUALLY fits the enviroment decently well. There are SOME times when the sudden introduction of the music spooks me (it has some integrated sound FX in some of the tracks, and sometimes I think its monsters sneaking up on me) but otherwise, pretty chill, wonderful music to dig and build to.

Progression: Junk Jack really stands out here different from Minecraft & Terraria. You can craft most basic items to start, but the progressive need for new work tables for advanced items, and finding crafting notes for rare/uncommon items really helps add to the 'explore and discover' aspect of this game that rewards players for venturing into ruins, deep parts of Terra, and eventually other planets. An extensive, up to date wiki ([http://wiki.pixbits.com/wiki/Junk\\_Jack\\_Portal](http://wiki.pixbits.com/wiki/Junk_Jack_Portal)) is also incredibly helpful for reaching your creative goals.

TL;DR- The game is a lot like minecraft in respect to the fact that it has lots of building blocks, which makes creative builds really fun and unique, but also a lot like Terraria, where you have an adventure aspect of discovering recipes, exploring ruins, caves, finding mini-bosses (called Uber mobs) etc, but also adds it's own flair with planet exploration, pet taming/breeding, and livestock keeping. If you like ANY of the games mentioned, I would highly recommend giving this game a shot- especially while it's on sale on steam.. This port truly does the IOS originals proud. ive clocked over 400 hours into the IOS version of Junk Jack (formerly known as Junk Jack X), and over 300 in Junk Jack Retro (formerly known as Junk Jack). And i have to fully reccomend this game to anyone who likes chilling and exploring; its not a heavy RPG with building and crafting elements like Terraria, yet it takes some themes from it; like the loot, armor and vanty system. Its not a relaxed exploritory game like Minecraft, yet takes what minecraft did great about curiosity and compacts it into a simple system, much more user friendly than terraria in my opinion. And sure, it no where near the in-depth inter-planetary exploration like the beautiful starbound, yet takes the planet system from that and tweaks it to also be more adventurous and user friendly, and adopts some of the light humor and funky NPC's and art from it. By absolutley no means is Junk Jack a copy of either of these games, and by no means is it better than any of these games in their core elements; however it is a perfect balance of relaxed exploring, finding little treasures (hundreds of them, possibly even up to a thousand) to share, trade or show off with friends, building a humble abode; or a complex mob trap to find that super rare enemy drop, farming to gain ingredients to cook the vast varieties of food, or rig up some electronics and get creative. The distinguishing moments of Junk Jack are found in its amazingly fun, quirky side activities; as aforementioned, it does not sell out on one particular stong point at all; yet it brings all of the things to love about starbound, terraria, minecraft and more, while adapting them to suit the art style and small details that are really what makes (for me and many other people) Junk Jack a phenominally fun game. All made by some of the most hard working and devoted developers ive seen in years; releasing new content regularly to keep the game frest and exiting. Pick it up, for the price; i dont think anyone can argue with the level of enjoyment one can have from this game.. Played the heck out of this game years ago on iOS and was pretty excited to hear that this got a Steam release. I'm glad to say that this isn't a bad port and has plenty of content.. Lovelovelove this game. But I must ask if anyone is having issues playing with anyone else on Steam? I bought this game for my brother and myself and it keeps saying there is nobody online when according to Steam he is in fact on Junk Jack. I see this is experimental, but is it running at all? I would love to know as soon as possible! ^^

But, to Pixbits, thank you. I actually was incredibly torn choosing my new phone a few months ago over this game exactly and saw on the night of my birthday that this was to be released on Steam. Much love to you!!! <3

**Steam Trading Cards are now available in Junk Jack!:**

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Hello everyone, Steam Trading Cards are now available to discover in Junk Jack!

We also added Steam emotes, custom badges and cool profile backgrounds.  
Another step towards the official launch of the game!

We hope you'll enjoy them. Have fun mining!. **Junk Jack 2.9.1.6 is out!**:

Hello everyone! Today we're releasing a new patch which includes Linux/SteamOS support! This version is still experimental, so if you are using this os please report any bug you find.

We also added new actuator blocks! Pistons, advanced pressure pads and retractable blocks combined with wiring will let you create complex machines which interact with the world. We'd love to see your creations with these new mechanisms.

Last but not least we added new crossbow weapons, explosive arrows, improved spears among with many reported bug fixes/balance tweaks.

We hope you enjoy this new version. Have fun!

## ENHANCEMENTS

- experimental Linux/SteamOS version! If you have this os installed please provide us some feedback!
- added a new actuator: piston block! It's able to push players, mobs and items by extending and also behaves as a bridge or one-way door according to rotation
- added a new actuator: advanced pressure pad! It's like the normal pressure pad but it's able to detect mobs too
- added a new actuator: retractable block! it's a block becomes solid when activated and blocks light, movement and liquids
- added an option that makes the player throw bullets always at max strength, regardless of distance of click from player
- trapdoors now behave as devices and can be opened and closed with electronics signal (but this applies only to new placed trap doors)
- fancy trinket slot is now considered for pet summon and will take priority if a pocket pet trinket is present in that slot
- spears are now longer and slimmer, offering a new combat mechanic
- 6 new wood crossbows, each one with different bullet and fire speed stats
- new crossbow bolt ammunition
- new explosive arrows!

## MINOR TWEAKS

- tweaked mobs spawn values (less mobs will spawn in your home if you place enough torches)
- tweaked spears speed and hitbox
- tweaked critters spawn chance
- decreased portal chests number

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- widget craft is now available by default
  - nail craft is now available by default
  - added missing slime goo reagents to alchemy
  - added critters to other planets
  - iron windows crafts moved to anvil category
  - new slingshot animation has been added
  - increased grass seeds drop rate
  - new craft: bone wall
  - more blocks are now available in creative mode

## BUG FIXES

- it's now possible to join a game of a friend which is hosting directly by steam by right clicking the friend and choose join game
- fixed glow tree not growing
- fixed some treasures transparent pixels
- fixed wrong watermelon lemonade craft and changed its graphics accordingly
- fixed a crash which occurred while right-clicking an empty inventory slot in creative mode
- fixed a crash which occurred when removing fishing poles from quickslot after casting
- fixed a subtle bug that was affecting Steam multiplayer games, now hosting and connecting should work much better
- fixed potions that give the player ability to use tools as different kind of tools (eg Chop Mastering) that weren't working
- fixed issue on death screen open in a multiplayer game when someone new is joining
- fixed dead player health value not restored on host disconnect
- other minor tweaks

## . **Junk Jack 2.9.1.5 is out!**

Hello miners, it's patch day!

This version adds new procedural mobs, a scalable viewport option, new potions, new spear and bow mechanics, treasures drop rate tweaks and many more features and fixes.

The new spear weapons mechanic is experimental and the whole spear graphical approach will be tweaked in the future, we're thinking about increasing their length to make them able to reach more distant positions while making them less effective for short range combat.

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The new procedural mob generation is experimental too, we tested it with slimes to understand the potentiality of generating different flavour of mobs by composing parts, we'll extend this feature whenever possible to other creatures if it satisfies us and especially you!

The Linux version is under heavy development and we're in a good state so hopefully we'll soon release it!

Have fun playing!

## **ENHANCEMENTS**

- Added an option to scale the whole game viewport
- Added a Treasure collection to track your rare treasures
- Added 4 Equip collections to track your fancy equips
- Health bars of creatures are now visible also on clients
- Added Ninja Potion which alters throw speed and power
- Added Wrestler Potion which enhances damage but slows your attack
- Some weapons had their strength tweaked
- Cave systems can now be found in the surface of every planet
- New procedural flowers added underground on all planets
- More than 40 new slimes different for each planet
- New king slime mobs!
- New engine which adds different parts to mobs has been added!
- Slimes can now have different features on their body according to the planet
- New craftable orange torch
- New craftable slingshot which throws tiny rocks
- Changed ranged weapon mechanics, now each weapon has a different delay between successive throw
- Changed spear weapon mechanics, now they follow the mouse and their attack points in the direction of the weapon instead that just swinging
- Added custom throw animation for arrows

## **MINOR TWEAKS**

- Each slime type has its own unique behavior
- Tweaked treasures drop rates on all planets

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- Tweaked chest treasures drop rate
  - Tweaked portal chests spawn rate
  - Tweaked crates seeds drop rate
  - Some caves now contain vines which you can use to hang on
  - Small graphical fixes to equip pieces
  - Skeleton bomber will now throw bombs less often
  - Added back skeleton bomber to spawn groups

### **BUG FIXES**

- Fixed a bug which cause abrupt interruption of sound or weather effects when many sounds were playing at the same time
- Fixed a bug which could cause crashes when using Potion of Invisibility with shooter mob
- Fixed missing blocks from mini map
- Fixed incorrect iron armor chest speed tooltip

### **. Junk Jack 2.9.1.1 is available now!:**

Hello! We've pushed a quick update to the game which addresses mostly usability fixes gathered by your feedback and tries to solve the multiplayer bug which was rather common! Your feedback is precious, let us know if you find any bugs or possible improvements and suggestions.

Have fun playing Junk Jack!

### **BUG FIXES**

- Improved Steam multiplayer handshaking to prevent connections error while connecting (it's still experimental so if it doesn't work just try relaunching the game)
- Fixed a bug which applied falling damage incorrectly when dropping from ladders
- Fixed music volume issue on startup
- Hopefully fixed crash related to music at startup
- Fixed an issue which prevented non extended tooltips from being visible

### **ENHANCEMENTS**

- Added experimental placement directly from inventory (with right click)
- Added CTRL + left mouse click to inventory to quickly move to/from quickslot
- Added hold to jump higher which should make movement more comfortable

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- Now default block placement actions occurs on top layer, you can place blocks on rear layer with CTRL + left mouse click
  - Allowed placement of solid blocks on rear layer when empty
  - Allowed placement of items/blocks on small props (like Green Grass) without the need to break it first
  - Added an option to always show tooltips (so no Magnifying Glass button is present at all)
  - Added an option to disable mouse wheel actions (to avoid issues with touchpads)
  - Changed default inventory keybind to E (from I)
  - Increased tool and weapon speeds
  - Added random generated potions to world chests

### MINOR TWEAKS

- Changed sparkles graphics
- Changed silver vein ores and treasure colors
- Tweaked some mobs graphics
- Tweaked some loot and lock placements in world generated chests
- Tweaked throwable weapons throw distance
- Tweaked sounds volume
- Reduced default music volume
- Music and ambient sounds will now play more often
- Redrawn locked chests graphics
- Added keys to world chests
- Other basic crafts now are available by default in your craftbook
- Added a sword to the tools section in creative to kill mobs

A quick tip: you can see a summary of all available in-game commands by pressing F1! There are a lot of shortcuts to learn!

That's all, for now :D. **Junk Jack 3.1 Uber Mobs Update is out!:**

### **Welcome to Junk Jack 3.1!**

This patch adds Uber Mobs, powerful monsters that can be summoned by destroying Altars in each world. Defeat them and gather unique powerful equip and weapon sets!

We have also improved combat hit detection, added new treasures such as weapons, pocket pets, new essence swords and revamped trinkets! Worlds are more varied now with new rare biomes with chests and everything has also been fine tuned once again.



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You will also find Totem pieces in all the planets which can be assembled to form a huge totem tower! Many other features and fixes have been added too. Check out the changelog below!



The image shows some of the full armor sets and weapons obtainable by killing Uber Mobs! Remember to generate new worlds or you won't find Altars.

- combat hit detection has been improved!
- revamped swing and hit sounds
- experimental: now you will be able use portals in multiplayer!
- tweaked weapon animations
- each planet will now spawn Altars: destroy them to summon powerful Uber Mobs!
- collect 12 new unique looking armor sets which are dropped from Uber Mobs!
- collect 12 new unique and powerful weapons which are dropped from Uber Mobs!
- 30 new rare pocket pets!
- totems have been added! Collect and assemble totems from all the planets
- some rare treasures became pocket pets
- some rare treasures now became fancy weapons
- new essences treasure graphics
- revamped ethereal essence trinkets with improved stats

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- craft ethereal swords by forging them with precious metals and essences
  - every planet surface will now have rare biomes with chests from the nearest planets!
  - new rare chests have been added on all planet surfaces
  - pocket pets icons are now integrated in the inventory just like encrusted weapons
  - tweaked gem variety and density on all worlds
  - tweaked mob spawning algorithm and max mob quantity
  - slight tweaks to ore distributions
  - added missing colored goo to craft equivalence
  - added some crafts to default available crafts
  - tweaked some mobs health values
  - some loot table tweaks
  - zombies and skeletons will now wear various helmets!
  - added generic songs to all planets
  - tweaked music vs ambient sound occurrence
  - revamped campfire graphics
  - improved terra surface variety with new biomes
  - added trap chest to all planets
  - fixed various reported graphical issues
  - small graphical tweaks
  - various bug fixes

Happy Uber Slaughtering!. **Junk Jack 3.0 Update is out!:**



Hello! Today we're releasing a big content patch which adds more than 250 treasures to be discovered, we call it the treasure hunt season! We also added a new end game planet named Tor which can be reached from Mykon, with lots of new monsters, equip pieces, treasures and blocks.

Planets have been tweaked and should be more varied and fun to explore, we redrawn a lot of mobs and made many balance tweaks and bug fixes.

We're quite satisfied with the progress made to the game and we think the game is mature enough to be released in full form on Steam, so please let us know what you think of this patch!

After the release we'll continue with the updates, to improve Junk Jack even more.

Happy treasure hunting!

## ENHANCEMENTS

- treasure hunt season is now open! We added more than 250 unique rare treasures in chests. Happy hunting!
- new planet reachable from Mykon: Tor! Make sure to generate a new Mykon Adventure or you won't find the new portals
- planets surfaces, graphics and biomes have been revamped and are now more varied and fun to explore
- many new blocks and discoverable treasures can be found on Tor
- dozens of new blocks and treasures!
- more than 20 new monsters!
- lots of new weapons, armor and other equip pieces can be dropped from Tor monsters
- 10 new fish types

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- 12 new statues
  - new pocket pets!
  - two new types of wood with their relative crafts and weapons have been added: Green and Ebony wood
  - new rare manufactures have been added, older ones will be converted to the newer ones
  - all rare weapons now have custom animation, speed and knockback values
  - many walking mobs have been redrawn from scratch
  - many new blocks, decos and objects have been added on all planets!

## **TWEAKS**

- added many missing objects and blocks to creative
- each add-on has now some crafts available by default
- added starter crates near the surface
- tweaked ores distribution
- tweaked treasures distribution tables
- rebalanced food heal values
- rebalanced potions heal values
- tweaked mobs health and hit values
- tweaked mobs bounding boxes, now they should stuck less between blocks
- decreased healing potions drop chance from mobs
- crates can now rarely drop iron lumps
- water won't spawn floating on ground anymore
- new in use symbol on objects
- tweaked portal chests distribution
- slightly increased crates distribution
- added rare chests and pots on planets surface
- removed workbench requirement for stone tools
- decreased weapons drop chance from chests
- increased salt and sulphur rates on some planets

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- decreased hard rocks distribution on planets
  - reduced vases on all planets
  - added dangerous spikes and ice on end game planets
  - new liquid graphics
  - new hurt sound!
  - new dirt sounds have been added
  - most hit sounds had their volume corrected
  - tweaked mobs spawn rates
  - import craftbook/potions from other players
  - added scroll wheel to changelog view
  - added portals Yuca -> Magmar
  - fixed some minor graphical glitches

#### **BUG FIXES**

- fixed bug with stackable objects improperly loaded from player save
- fixed sticky bullets in multiplayer on clients
- fixed sticky bullets from mobs which were damaging player when unintended
- fixed durability glitch which affected stacks split with shift+click
- fix to music that was abruptly changing / stopping when unintended
- increased silence time between songs
- fixed crashes related to interaction at top of the world
- fixed some small glitches in physics engine
- many bugfixes and tweaks not listed here!

#### **. Junk Jack 3.1.5 Christmas Update is out! Welcome to Junk Jack 3.1.5 Christmas Update!**

Hello miners, it's almost Christmas and time for the Steam Winter Sale!

To celebrate we're discounting Junk Jack and releasing a themed update which makes Terra Christmas themed with presents all over the surface which contain unique loot! Capture and breed the new reindeers, fight Christmas themed zombies and skeletons and find the new Pocket Santa pet!

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We also added rare fossils on all planets which can be combined to form unique creations by assembling their pieces!

Last but not least we fixed many reported bugs.



Check out the changelog below!

- Terra is now christmas themed
- zombies and skeletons are now Christmas themed
- added presents on Terra surface which contain many cool treasures!
- new Pocket Santa pet!
- new discoverable fossils have been added on all planets!
- new breedable reindeers!
- new craftable reindeer stable!
- fixed wrong offset on some mobs

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- fixed a bug which recycled wrong items when crafting items that required items like buckets or similar items
  - fixed many memory management problems which caused crashes in random circumstances or at game start
  - fixed issue with super minimap which wasn't drawing the sky properly
  - fixed minor gfx glitches
  - fixed lighting issues when placing lights during movement

Merry Christmas by the Pixbits duo!

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