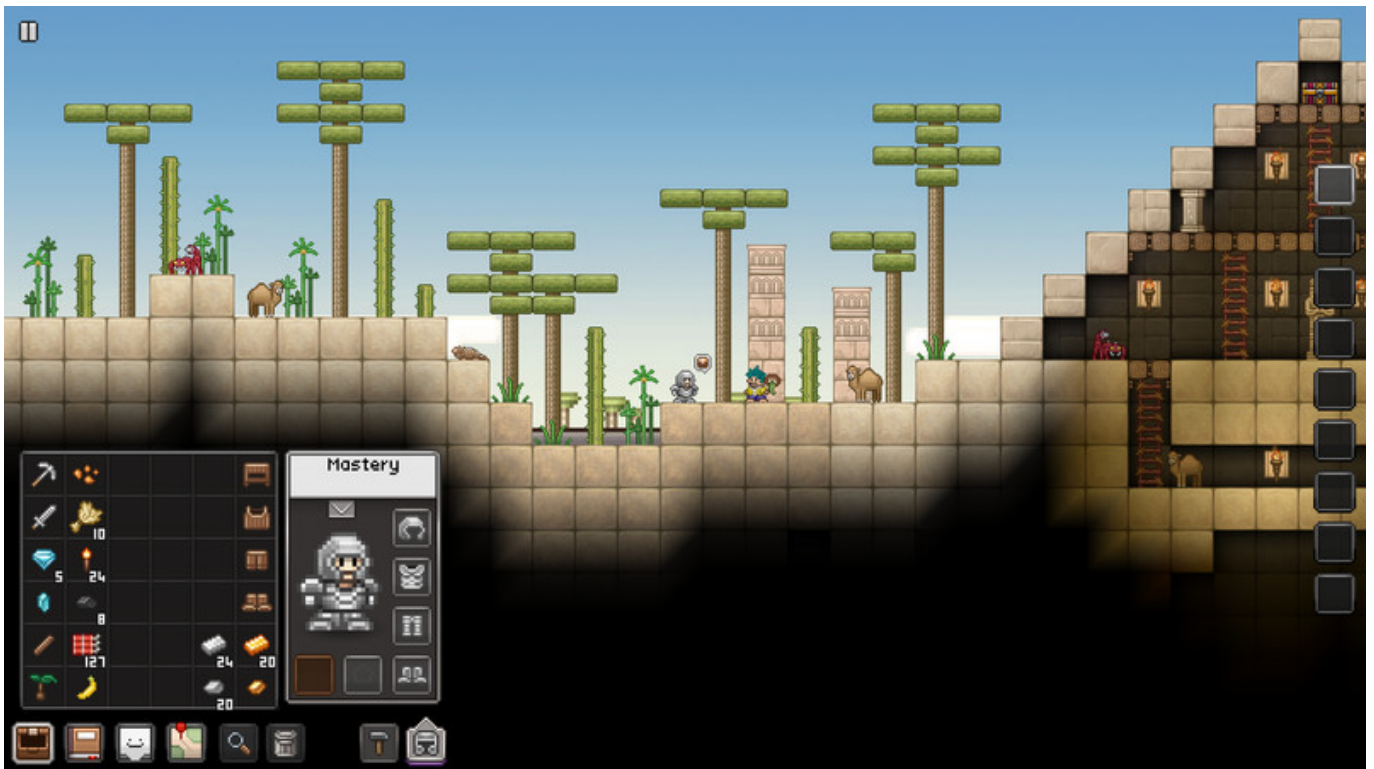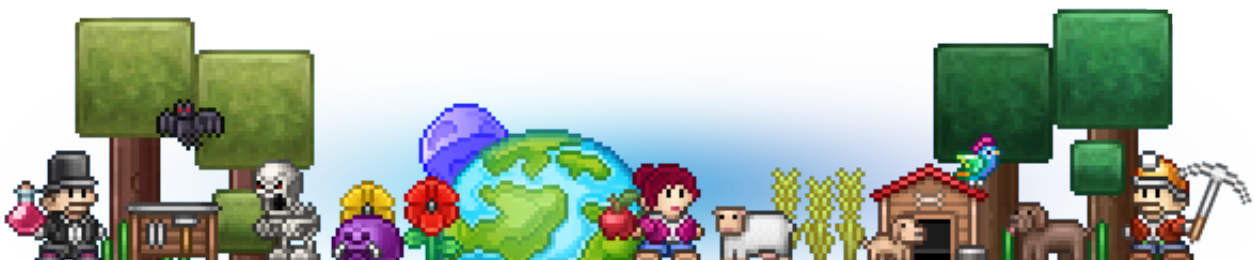Junk Jack Crack All Type Hacks

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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!

- 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 che 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!

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

 a09c17d780

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

Best Game 2016

So, I love this game.
The controle are fantastics and the 16-BIT style is lovely.
The game is easy to play and to understand, before the first night, I built a bed, and whith less then a hour, you can make a perfect house.
The long wait on the Greenlight make me hyped so much, now I can have the BEST fun of my life.. If the dev made a permanent price change to about $9.95, then I'd give this two thumb's up. I've purchased games with more content at half the price of this one - so only get it on sale and only if you're a fan of the genre.

Now, despite the above comment, let me point out that you *can* enjoy the game (I played it for over 20 hours), it still receives updates, the dev is responsive, and my personal favorite - it has an electrical/circuit system that I think all games in this genre should include. Sure, it could look better, be more flashy, and have numerous other bells and whistles, but those things alone don't determine what games I'll actually enjoy.

There is a lot to discover in this game and while it isn't the most complex, the best looking, or even the most polished, if you try it you may find yourself playing for over 20 hours as well.. I think that this is a very fun game (:. Pretty nice game, only problem is the fact that the world is tiny and there are no bosses :(. I've previously bought Junk Jack when it was first on the Appstores, and Junk Jack X. Was waiting for this to happen! Love the game, and hopefully the developers put more effort onto the PC version. Thank you!

--Edit--
Its been months since and nothing really has changed, a couple bug fixes and thats it. This game is not worth more than 6 dollars - which is the price of app version. The app version has everything the PC version does.. heres what i think of the game. The game has some bugs but other than that the game is preety fun to play with friends or without friends. ive played all the junk jack versions and all of them are good.

Pretty bad :(
Spend most your time underground - nothing to benifit from above ground :P. Started the game.... played it for 9 hours straight.

After reading a few of the negative reviews I almost didn't buy this game, glad I did. This game may not be for everybody (especially if you are looking for a deep story, or tough boss fights) but if you are looking to just relax, and enjoy some basic crafting, experimenting and exploring, then you will enjoy the game for what it is, a sandbox.. 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 love this game and i totally reccommend it. Ive noticed that when im mining theres 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 dont know if that is supposed to happen but thats what happens. otherwise, this game is really fun! I dont regret buying it.. Where to start. Well it all started on iOS devices... Nevermind it's a damn 10/10, the devs actually listen to their players, gameplay is smooth and consistent. It is early access so expect unfinished areas and bugs, but overall fantastic.. I don't understand all the hate! This game is probably the best IOS port I have ever seen!
Yes, you heard that right, it's a IOS port, *without* Microtransactions or ginormous UI's.
Most of the complaints i've seen were from low playtime. Give this game a chance people!
People say this looks like terraria, even though the very first game (simply named junk jack) launched about 2-3 months **BEFORE** terraria.

As for a review, buy it. The price may seem steep, but if you have played the game before or are new, it's a good game. I'll give it a 4.5/5.
(Not 5/5 due to some very minor bugs :3)

Update 9/26/16:
Seeing as this is currently the top review, i fell like i need to put more game stuff in here.

The game is a 2D exploration/building sandbox game, with no story except "Get portal peices, go to next planet, repeat untill all planets are done". It has a **BUNCH** of items to collect, and most of it doesn't have a use (hench the "junk" part of junk jack), but that's the whole point of this game, collecting rare and unusual stuff. There are monsters, but right off the bat you can tell combat isn't the focus at all.
I reccomend this game to anyone willing to pay the, currently, $15 price tag and actualy play the game longer than 2 hours.

Junk Jack has been released on Steam!:
Hello everyone! We proudly announce that Junk Jack has been released on Steam!

Thanks everyone for the support during these months in Early Access, that helped us to improve the game in every aspect and reach that much desired goal.

This is not the end but just a major step towards the development of our dream sandbox game, stay tuned and have fun playing Junk Jack with your friends!. **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

- 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 2.9.1.4 is out!**:
Hello everyone!

Here is a small fix update that addresses mainly two issues with multiplayer. Now it should be more stable but it's still experimental so if it doesn't work just try restarting the game! We're working hard to improve it!

We're testing a new audio engine so there could be some slight bugs right now, but this is to allow more customization of sounds in the future.

Have fun playing!

BUG FIXES

- Fixed a multiplayer bug which made clients entering empty worlds or never entering with black screens

- Fixed a multiplayer bug which made hosts or client crash when joining

- Fixed a fruit generation bug which didn't work properly and generated corrupted saves

- Fixed a crash that occurred when loading a map with corrupted fruits, so that the map now loads properly

- Fixed Steam cloud, now it should correctly works

- Fixed (we hope finally!) the music crash caused by the faulty OGG driver that some players had installed

. **Junk Jack 2.9.1.6 is out!**:
Hello everyone! Today we're releasing a new patch which includes Linus/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

- 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 an 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 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!

We also added rare fossils on all planets which can be combined to form unique creations by assembling their pieces!
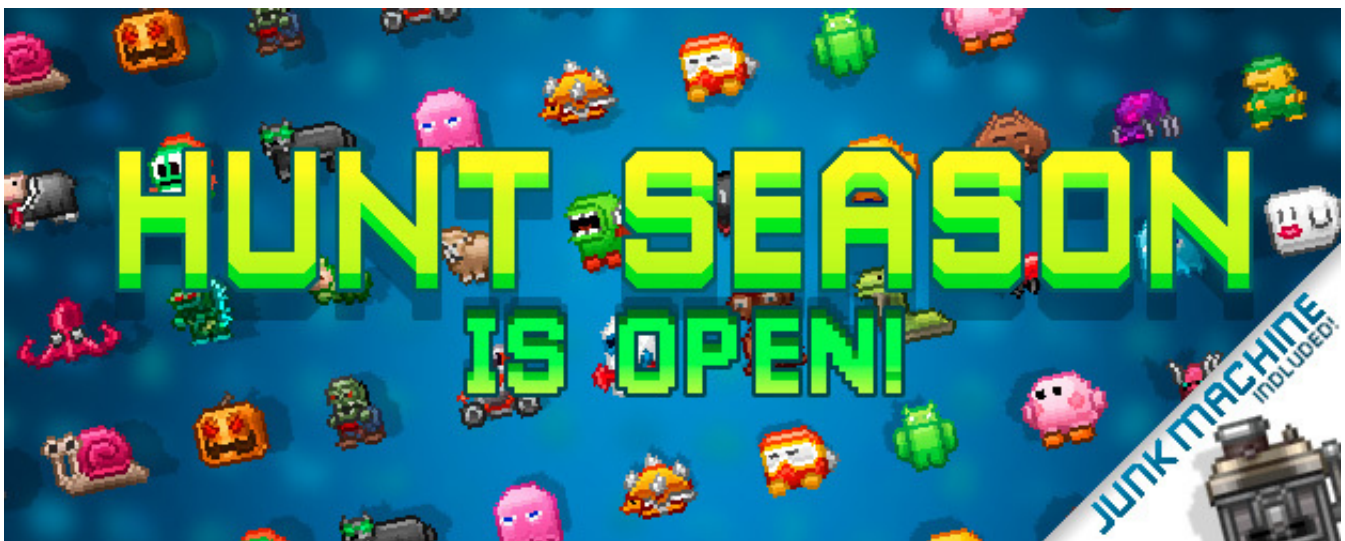
Last but not least we fixed many reported bugs.

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

- 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!. **Junk Jack 3.2 Pet Hunt Update is out!**:
Welcome to Junk Jack 3.2 Pet Hunt Update!

This patch adds 75 fancy rare pocket pets in all worlds which can be captured, hunt 'em all! We've also added the Junk Machine, used to recycle your crafts and get new items and rare loot. Plus there are now new breedable chihuahua and hamster pets, many new features and cool items to discover, an habanero plant used to craft habanero bombs and soup, craftable concussion bombs and new rare cards used to craft pocket uber mob pets are included too. Plus many more cool things to discover and small tweaks!

Happy mining (and hunting!)

New features

- Added 75 Rare fancy pets on all planets, hunt 'em all!

- New craftable sharpening stones, use them to repair your tools!

- New hamster cage

- New hamster pets, capture and breed them!

- Added breedable chihuahua pets!

- More blocks can now be painted

- Uber mob altars will now drop rare cards

- Combine the cards to craft unique uber mob pets

- You can also use cards as trinkets which will give you unique powers

- Valentine chests have been removed from planets

- Junk machine! Use it to recycle your crafts to get new materials and items!

- Totem spawn chance has been increased on all planets

- New habanero orange plant

- New habanero soup recipe

- New craftable habanero bombs!

- New craftable concussion bombs!

- New pocket Crosshair pet, paying homage to Junk Jack Original graphics!

- Animals will now create dung, which you can use to fertilize plants

- New craftable Pickaxe of the Giants!

- Craftable torch in a bottle which can be placed underwater

- New rare blocks can now be found on all planets

- New homage pixelated stone block which pays homage to a very known sandbox game!

- New CGA retro block

- New Tretis block!

- Added craftable vine ladders

- Added rare outline armor to give Jack an unique look!

- Added rare retro armor to give Jack a retro look!

- New droppable baseball bat weapon

- New poo head fancy equip piece

- New eye head fancy equip piece

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