v1.00

Thank you for playing Junk-o-Tron! Please leave us a review if you enjoyed it.

Did you find any secrets?

Menu Options:

* Sound Volume: Makes menu and gameplay sound effects louder or quieter
* Music Volume: Makes the background music louder or quieter
* Reduce Flashing Lights: Stops the board from flashing when a match is made
* Calmer Block Edges: Reduces the brightness of the indicators for whenter a block can be moved or is blocking placement.
* Disable Block Textures: Changes the blocks to be solid colors instead of textures.
* Disable Background Textures: Changes the background of the play field to be black.
* Reduced TV Movement: Freezes the television screen showing your robot co-worker.
* Drag And Release To Drop: Changes input to immediately drop the held block when you let go of the button.
* Use Trackpad Style Cursor: Changes input to use a cursor that can be dragged from any point on the screen, which is hopefully easier to use on touchscreens. (Also note that you can click on the block level display at the bottom to rotate the currently held block.)

Keyboard Controls:
* WASD - move cursor
* Shift - 2x cursor speed
* Control - 4x cursor speed
* Space - grab/place
* Q or E - rotate held block
* R - drop next block
* Escape - pause

I'm sure you want some deep secret lore about why you're a human recycling junk with some charming misfit robots who have been repurposed to work in a scrap yard. We were planning to put a few things in as unlocks for a puzzle solving mode, then as descriptions on trading cards, but then we realized we couldn't do either of those, so that feature got cut. Time is food and rent, unfortunately.

We hope you're interested the next games we make. You can follow us here for updates:

https://koboldskeep.itch.io/ - http://kobolds-keep.net/ - Coding, Game Design, Music, Audio
https://www.artstation.com/animatrix1490 - Art, Character Design

Steamworks.NET - https://github.com/rlabrecque/Steamworks.NET
VT323 font - https://github.com/phoikoi/VT323
KenneyNL - https://www.kenney.nl/ - I don't think any of Kenney's assets made it into the final product, but they were great for prototyping.