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**A visual novel and puzzle game where you repair a broken android**

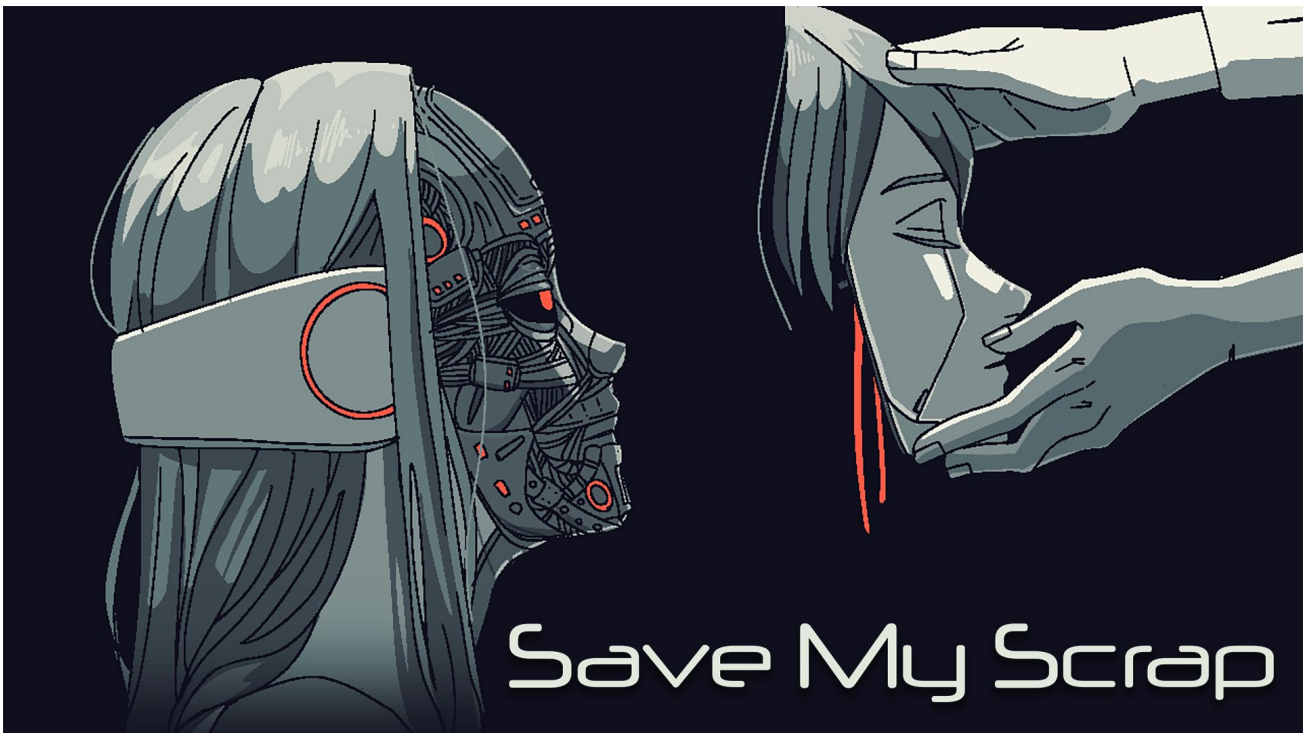
**‘Save My Scrap’**

**Coming to Steam and consoles in 2026!**

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**TOKYO, Japan – December 3rd, 2025** – AMATA Games, the indie game publishing brand of AMATA K.K. has acquired the publishing rights for the visual novel and puzzle game 'Save My Scrap'. developed by indie game developer Unio Anou. The game will be released on Steam® and console platforms (Nintendo Switch™, PlayStation™5, Xbox Series X|S) in 2026. The Steam store page is now live.

■ **‘Save My Scrap’ Coming to Steam and consoles in 2026!**



**“Save My Scrap”** is based on the free game **“Fix My Junk.”**, developed by Unio Anou, which gained popularity in Japan for its decadent and beautiful pixel art and its heart-wrenching story. This time, AMATA Games has acquired the publishing rights for this game. It will be released as a significantly upgraded version, now titled **"Save My Scrap."** This version includes additional dialogue and endings written by Unio Anno himself, the addition of a gallery mode, support for game controllers, and a more comfortable play experience achieved through a change in the game engine. It can be considered a definitive edition.

## ■ Story

You are a mechanic for androids who has received a request from a new client.

The client is a doctor named Miomaru and his personal android, an old, near-failing model named Harima.

As per your client's request, you begin repairing Harima. You connect the cords, trade out parts, and bring life back to the functions that had broken down. It was supposed to be a simple mechanical repair.

However, the more you deepen your bonds with Harima and Miomaru, the more you start to realize something.

You're not just repairing an android anymore. You're making connections that spark long-neglected memories; ones that they'd tried to forget.

Once your job is finished, you will be forced to confront shocking truths and hear their heartrending pleas.

## ■ Features of the Steam/Console Version

- New conversations
- New endings
- An unlockable gallery mode featuring event CGs and character backgrounds.
- Additional controller support.
- Multilingual Support (English, Simplified Chinese, Traditional Chinese, Korean, Japanese)

## ■ AMATA Games "Save My Scrap" page

<https://amata.games/en/game/savemyscrap/>

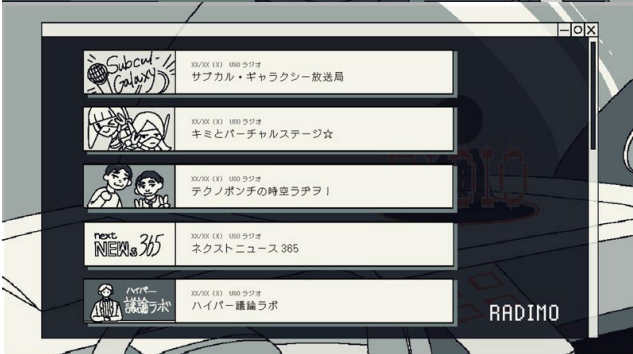
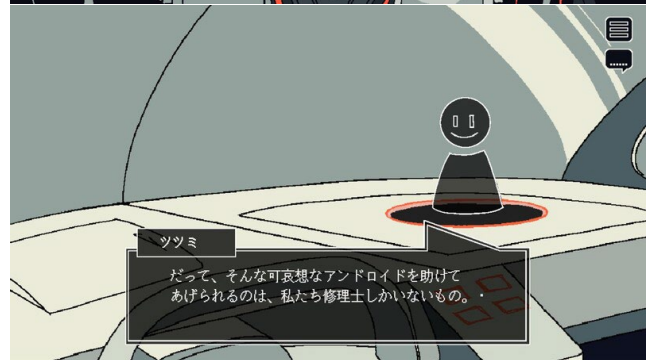
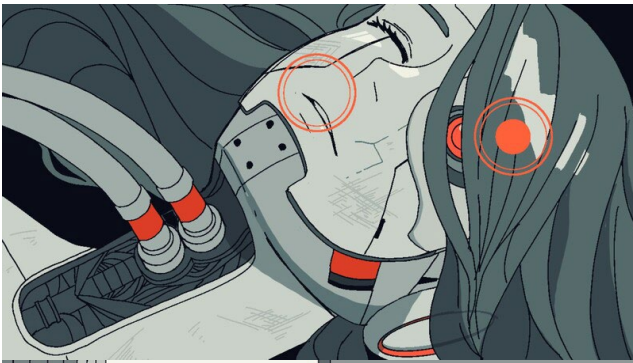
## ■ Steam Store Page

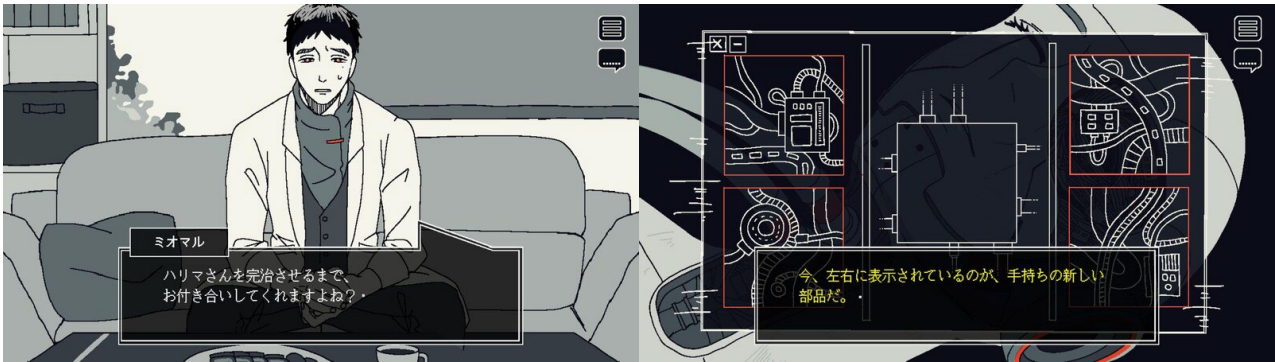
[https://store.steampowered.com/app/4078210/Save\\_My\\_Scrap/](https://store.steampowered.com/app/4078210/Save_My_Scrap/)

## ■ Announcement Trailer

<https://youtu.be/sAi6RQ5aeE8>

■ Screenshots





## ■“Save My Scrap” Game Overview

Title: Save My Scrap

Genre: Visual novel and puzzle

Compatible Models (Planned) : Steam, Nintendo Switch™, PlayStation™5, Xbox Series X|S (Xbox Play Anywhere compatible)

Distribution Store (Planned) : Steam, Nintendo e-shop, PlayStation Store, Microsoft Store

Number of Players: 1

Supported Languages (Planned): English, Chinese (Simplified), Chinese (Traditional), Korean, Japanese

Price: TBD

Release Date: 2026

Rating: Pending

Developer: Unio Anou

Distribution : AMATA Games

Official Website (AMATA Games) : <https://amata.games/en/game/savemyscrap/>

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## ■ About AMATA K.K.

Company Name: AMATA K.K.

Representative: Hiromichi Takahashi, Company President, and Representative Director

Address: Arma Building, Kita-Shinjuku 1-4-1, Shinjuku-ku, Tokyo, 169-0074, JAPAN

Established: June 25th, 2008

## AMATA Games Press Release

Business: Game Business & others

Official Website: <https://amata.co.jp/en/>

About Amata K.K.: Founded in Tokyo in 2008, Amata K.K. has helped develop smartphone titles for a wide variety of world-renowned Japanese game companies over the years. With many staff having over 20 years of game industry experience, Amata has become a trusted one-stop shop for planning, developing, and operating games across a variety of platforms. While keeping the focus on game development, Amata has also begun to expand into VR, video, media, and other forms of entertainment.

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