



FUSED!

CLICKTEAM'S MONTHLY EDITORIAL
WWW.CLICKTEAM.COM

APRIL 2015 EDITION



Birthday Celebrations at



Plus all the usual: Behind the Scenes, Releases, Guides, Works-In-Progress, Upcoming, What's Hot and much more...



20 EVENT COMP
It's here and we'll go through what you need to do, to enter the 20 event comp!



FNAF 4
The Final Chapter



BUNNY BATTLE ARENA: In Review



APRIL 2015 EDITION

**In the US, April is national poetry month.
From 1987-1996 it was also International Guitar Month!**

Welcome to April's edition of Fused for 2015...

It's been quite a busy month for me on a personal level. I won't bore you too much with the details but moving house is stressful. I have accomplished this a handful of times previously and I forget every time just how stressful it really is.

On top of that, I celebrated (despised?) turning 30 years of age! To many, this may be seen as an achievement but to me, it was heartbreaking. Almost to the point I shed a tear. I felt this uneasy, edgy feeling inside me, that same feeling I had when Simba's dad (Mufasa) dropped to his peril in the Lion King. I seriously cannot reiterate how heart-wrenching it really was, however, to escalate the tone of this intro, my friends sure made it feel much better the following weekend as we celebrated in the sun with a BBQ, party, some cool gifts and a brilliant weekend all around.

After my birthday it was back to the grindstone with just one tiny issue, the timing of our contract with our ISP was a weird one. They had to either install the internet at the new address and cancel this or keep this one running but not install at the new location. Either way, I was going to be offline for two weeks. Luckily I managed to stay online (kind of) via my phone and visits to my friends business with my laptop to hog his wifi. The moving part was the killer of the dreaded two weeks but I finally achieved it. Along with fixing my car which need some new suspension, brake pads and much more I can honestly say good or bad, I'll be glad to see the back of April. But this issue will rock. I have managed to dig up lots of content for you and a couple of surprises too!

Enjoy!



Danny James
Editor
Clickteam UK

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See what's making the headlines for 2015 so far, in and around the community. In this edition:

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- **20 Event Competition**

2. Clickteam Fusion 2.5 News

Catch the latest low-down on what is happening with Clickteam Fusion 2.5

3. Behind The Scenes

Find out what's been happening behind the scenes here at Clickteam...

4. New Releases

Check out some of the new game/app releases around the Click Community.

5. Upcoming (*Works-in-Progress*)

Let's take a look at some of the current game and app developments from around the Click Community

6. Monthly Guide (*Tutorial*)

Each month there will be a new guide released inside of Fused itself for you to take a look at...

7. What's Hot

What is hot around the community... I'll talk about it and link you to it!

April Headlines

Clickteam at the Seattle Indie Game Collective



Not even a month after Clickteam took a trip to the Game Developers Conference, Jeff and Ben made yet another trip down to Seattle. This time it was the Indie Game Collective in Seattle.



Jeff and Ben made the trip on the 28th March 2015 and Jeff was impressed almost immediately. This was their first show and it went down a right little treat.

According to Jeff, there was a wide variety of different people in attendance; from graphic artists to

programmers as well as general “game development connected” people.

This was a unique opportunity once again, to showcase Fusion 2.5's actual power as a game-development tool. It also gave Ben a chance to showcase the product and what he knows about it to people in attendance who had never seen it in action before.



Clickteam Fusion 2.5 is a very powerful game development product that is worthy of showcasing. Some of our users have created some really good games, including some highly successful commercial titles.

The raw power of the core runtime isn't just the only thing we tend to showcase. We love to

showcase what users have done with the exporters too including Android, iOS and Xbox 360.



We will be looking into new and existing shows into the future, so keep an eye on the forums and all the latest versions of Fused to keep in the loop. If we end up in a town near you, come down and join us!

April Headlines

Bunny Battle Arena



In the midst of moving house, I was able to grab a glimpse of a new game which is picking up pace across the platforms.

Ever fancied pitting your wits against some real scary looking bunnies? Well now is your chance! Bunny Battle Arena is an intense, fast-paced, action-arcade-like game that will keep you slashing, hacking and pick-axing not-so-cute bunnies!

“Play with Princess Yasmin, fighting through bunnies hordes in this survivor mode fight game. A dynamic fighting system that will test your skills and reflexes, different combination of attacks and extensive combos. Bunny Battle Arena is a Survivor mode fighting game, to play anytime anywhere.”

You can help get Bunny Battle Greenlit here:

<http://steamcommunity.com/sharedfiles/filedetails/?id=417285425>

April Headlines

Five Nights At Freddy's: The Final Chapter

"It started with a kissssss...." er, wrong song. Anyway, this one never started with a kiss, it started with a job! A job as a security guy and boy did he bargain wrong!



We are all by now familiar with the success of Scott Cawthon and Five Nights at Freddy's. Scott's game FNAF was a huge sensation that took the world by storm, however it didn't come without hard work and perseverance. Scott had developed and released a handful of games prior to FNAF's release including The Desolate Hope and The Pilgrim's Progress. I remember him from the forums and FNAF was kept on a low-key until it's release. That is when I realised who its author was.

Needless to say, Scott has probably been through some incredible trials and tribulations since FNAF's initial release. You probably know the rest, so without further ado, let's take a look over the FNAF series...

April Headlines

Five Nights At Freddy's: The Final Chapter



FNAF

The initial release of Five Nights at Freddy's on the 8th August 2014 and then further Greenlit via Steam, additional ports followed up with Android and iOS releases.

The prologue was simple; you applied for a night security job in Freddy Fazbear's Pizza restaurant and you had to defend yourself from the animatronic characters that came to life at night. You had to track their movement via the security cameras and the objective was to survive a full five nights.

FNAF: 2

The sequel came not long after the original release and contained new animatronic characters as well as the old characters looking degraded. However in the sequel, the player could no longer access the security doors to close them. Instead the player had to put on a Freddy Fazbear mask to avoid being killed. FNAF2 managed to keep its original obverse aesthetic in relation to gameplay, design, creating and maintaining fear to the player.



FNAF: 3

The third instalment deviates slightly from the previous two but keeps the original plot in that the player has to survive five nights of night shifts. However in the third version there is only one animatronic that can kill you. The remaining animatronics are there but only in ghostly form. This can still hamper your efforts to survive a full week. Lots of new content was thrown in, including a new "cheat menu" and a "good ending" dependent on how the game is played. It also featured a re-worked camera system.

April Headlines

Five Nights At Freddy's: The Final Chapter

FNAF: 4

So, on April 27th 2015, Scott posted a new teaser image to his website with the caption "*The Final Chapter*". This looks like it could be the final episode in the series of FNAF's. Or will it be? Who knows. Below is an image marketed towards Five Nights at Freddy's 4:



Interestingly, the fourth release has a release date set for Halloween this year which is fitting. Warner Brothers also recently acquired the rights to produce and release a movie based upon the series. I will try and catch Scott for a few words in a later version of Fused and see if we can gain further insight into what to expect. Until then, check out the website:

<http://www.scottgames.com> - [Facebook Link](#)

April Headlines

20 Event Competition



Soooooo, here it is! The 20 event game competition. I did touch base on this in March's edition of Fused and now it's here (if you haven't already seen it).

The theme set for this event is a "Retro" theme. If you're not familiar, check out the term Retro on [Wikipedia](#). The competition itself is quite detailed and you can find all the information on the [Official Thread](#) on the Clickteam forums.

You have until May 8th to get involved and whip something together! In previous 20 event competitions we have seen some funny stuff but more interestingly, some highly intelligent and very refined evented games that can "wow" you almost instantly. It is an absolutely fantastic challenge and we're still waiting for that game that could (if possible) top Jacob's 1-event-game... **Deadline is 8th of May, so best of luck!**

Clickteam Fusion 2.5 News

What's going on in Fusion 2.5...

Some interesting stuff happening around the Fusion 2.5 scene the last month or so. If you remember from March's edition I spoke about that obscure "bug" that Yves was dubious to fix; well after reports, it would turn out that it more than likely will be safe for him to fix this but it won't be done until the next beta release after 284 official RC gets released.

Yves releases a 284.6 beta release for you to download and try out (remember to backup your MFAs first).

<http://community.clickteam.com/threads/91976-Build-284-6-pre-release-version>

Yves has spent some time optimising fixed value comparisons and the RTF action (Get RTF) has also been fixed in this version. There was also a fix in this build in that, there was some jittering on some computers when using V-Sync.

Version 284.6 also features a few fixes from some of the exporters. You can checkout the full changelog here:

<http://www.clickteam.com/webftp/files/mmf2/ChangeLogs/284.6.txt>

This new build also contains the limited version of the HTML5 exporter. This is great news for those who don't own it. It means you can now tryout the HTML5 exporter absolutely free-of-charge and check out its performance.

As per the Free Version, it contains the same limitations such as 3 frames, 100 backdrops, 30 non-backdrop objects, 150 events, no global events nor behaviors. Still, this is more than ample to check out the performance of the HTML5 exporter, which in my opinion, is super-optimised and ready for almost any type of game including physics games.

Behind The Scenes

What's been going on?

There's quite a bit going on at Clickteam HQ. Lots of improvements to the current runtime and lots of stuff going on with promotion of Clickteam Fusion 2.5 including the introduction of the brand new affiliation system which I'll cover in the guide further down.

The U.S boys along with James, Anders and Fernando kicked off the year in style with attending and exhibiting at the Game Developers Conference, followed swiftly by Jeff and Ben Otter attending the Collective. Unbeknown to me, there was a retro gaming show on in Blackpool which is literally 10 miles from me this past weekend however, by the time I spotted it, it was too late to attend. Hopefully I'll be able to attend next years but we'll certainly be keeping our eyes open for future events worldwide where Clickteam can attend and showcase just how powerful Fusion 2.5 is.

Fernando has had to take some time off the last two weeks or so to deal with some personal stuff at home. His absence is warranted as he is a solid worker and sometimes, real-life just takes over, regardless, we are sending all our luck over his way and are very much looking forward to his return which should be sometime soon. You can still make bug reports for Android in the [Bugtracker](#), however I do emphasise it's worth looking over the current bug reports to see if it's already been reported so we don't get any duplicate bug reports. It saves on development time.

I have still been monitoring the [HTML5 thread](#) I created and are taking notes for the future of its development. We have some new stuff currently in development for HTML5 which is some exciting stuff.

I'll be sure to report it here in Fused when the time is right, stick around, it's going to be a cool ride!

Besides myself turning 30 years old this month, Jeff also celebrated his birthday too but he never reveals his age. I 'must' acquire this kind of information somehow, somewhere. Any guesses?

New Releases

What's New?

Let's take a look at some of the new releases in and around the community the last month or two.



Tough Lessons

Released by: Tomssuli

Platform(s): Android

Price: Free/Paid



What a cool little game from Tomssuli on the forums. It's his very own rendition of 'Simon' but in a classroom manner. There are two game types to this, the first one is speed where you press the correct tables in real-time to gain a high score throwing objects at the teacher... or the memory game which is the 'Simon' rendition

in where a preset sequence is played out, turn by turn increasing in difficulty and you have to achieve the same result each round. Worth a download and looked great on my S3 Galaxy!

<http://community.clickteam.com/threads/91900-Tough-Lessons-Memory-and-Dexterity-game>

New Releases

What's New?



Hockey Fever

Released by: Nikolay

Platform(s): Android

Price: Free

Test your hand-to-eye co-ordination with this cool game from Nikolay on the forums.

It's a nifty little ice-hockey game that throws you into an arcade-like manner from the start and the competitiveness gets intense almost immediately.



If you like a bit of a challenge from the off and love an arcade game right on your Android device, this is well worth a download. Easy controls, a few options and a good challenge.

Check it out on the Android market:

<https://play.google.com/store/apps/details?id=ru.maintarget.hockeyfever>

New Releases

What's New?



Sandy Chew

Released by: osk

Platform(s): Android

Price: FREE/Paid



Another arcade game released the last month on the forums is Sandy Chew by OSK. You play a dog character named 'Sandy' and you can simply move left/right and jump. The aim of the game is to collect certain foods that are thrown your way and gain points. Watch out you don't collect the

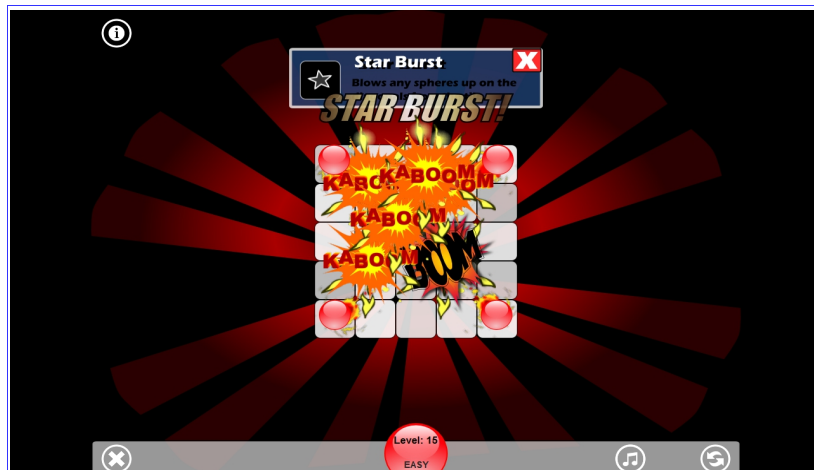
wrong types of foods though as these can decrease points or even make you lose a life.

Very cute visuals and simplistic gameplay make this worth a download!

<https://play.google.com/store/apps/details?id=com.oscarcelestini.sandychev>**FREE**

New Releases

What's New?



Solid Spheres Ultimate

Released by: madmac

Platform(s): Android, PC, iOS

Price: Free (IAP)

Here's a game that stood out for me this month. Solid Spheres Ultimate by madmac on the forums. It's the ultimate version to the award winning Spheres (Deluxe).

This version contains 75 explosive levels of challenging fun that is available for the PC, iOS and soon to be released on Android. You can check out the [YouTube trailer](#) for it and also download it at the following links:

iOS: <https://itunes.apple.com/gb/app/solid-spheres-ultimate/id975121685?mt=8>

PC Demo:

<http://www.addictive247.co.uk/downloads/SolidSpheresUltimateDemoInstall.exe>

<http://www.addictive247.co.uk/spheresultimate.htm>

Upcoming Works-in-Progress...



Kalaban

Developed by: SirRandom

Platform(s): PC (Windows)

Check out this new 2D adventure horror game by Rayhouse Productions.

The initial design framework was set to be a 2D side-scroller but after some extensive changes and overhaul to the design plan; it was decided to be topdown/isometric kind of style and it looks visually enticing.

The game is about an American hermit living in Finland, known as 'Bob'. He comes into contact with a mysterious mutant beast and begins to find out what has happened. Make your way through the small town and into a larger city. During your journey, the story and mystery will unravel.

Upcoming Works-in-Progress...



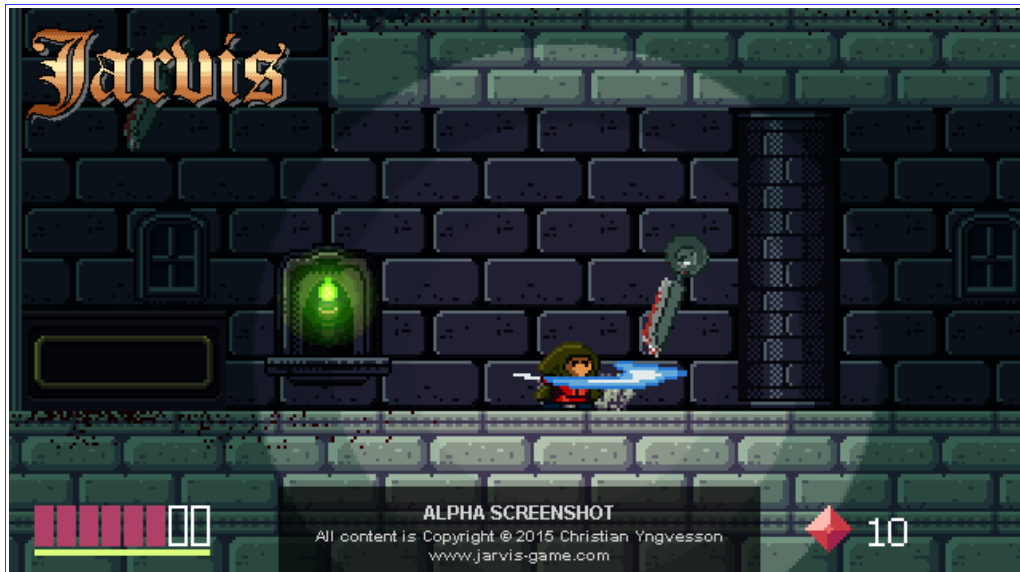
The developer talks about how much he has devised his own 'systems' inside the game's engine itself including a new light/shadow system which you can kind of get a rough gist of from some of the images he provides us with.

It looks like it could be a cool game and I'm eagerly awaiting some sort of video or maybe some more screenshots (maybe even a demo).

You can check out more information about Kalaban on the forums here:

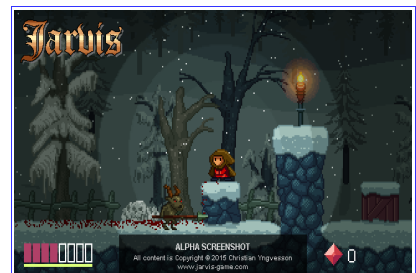
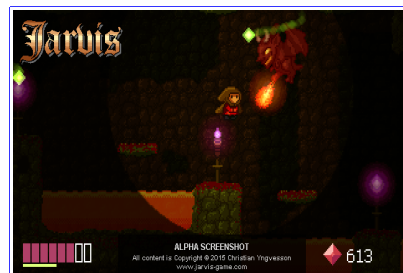
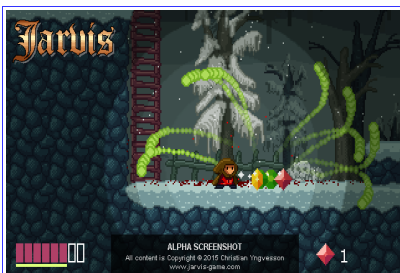
[http://community.clickteam.com/threads/91723-Kalaban-A-story-oriented-horror-adventure-\(WIP\)](http://community.clickteam.com/threads/91723-Kalaban-A-story-oriented-horror-adventure-(WIP))

Upcoming Works-in-Progress...



Here is one to tickle your tastebuds! Jarvis from chrilley!

Chrilley is one of those forum members that has been around for an age but you rarely see or hear from him. He finally posted up some Alpha screenshots of his latest development; Jarvis (Which features insanely beautiful pixel art).



You can check out Jarvis more, here:

<http://community.clickteam.com/threads/91727-2d-Metroidvania-Platformer-Jarvis> and on FB: <https://www.facebook.com/jarvisplatformer>

Oh and let's not forget the official website:

<http://www.jarvis-game.com/>

Monthly Guide

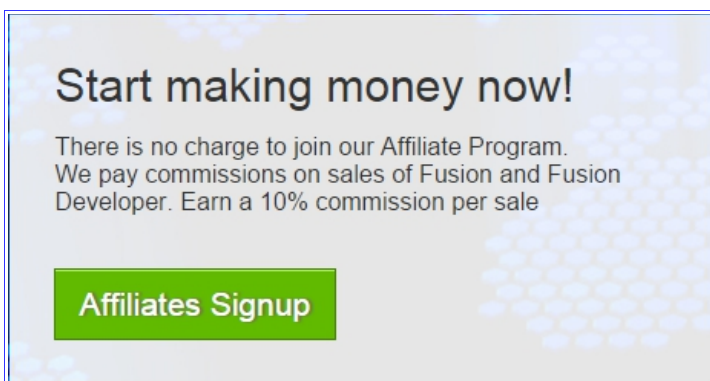
Clickteam Affiliate Scheme

Ever fancied earning a bit of revenue? Well, with Clickteam now you can (aside of the Clickstore of course). Introducing the all new affiliation scheme, so not only can you now help spread the word of Fusion 2.5 but also earn some \$\$\$ whilst doing it!

The affiliation scheme is very simple and easy to use. Here I'll go through how you can signup today and start earning with Clickteam.

The first step is to take a trip over to this link:
<http://clickteam.postaffiliatepro.com/affiliates/index.php>

Once there, click on 'Affiliates Signup'



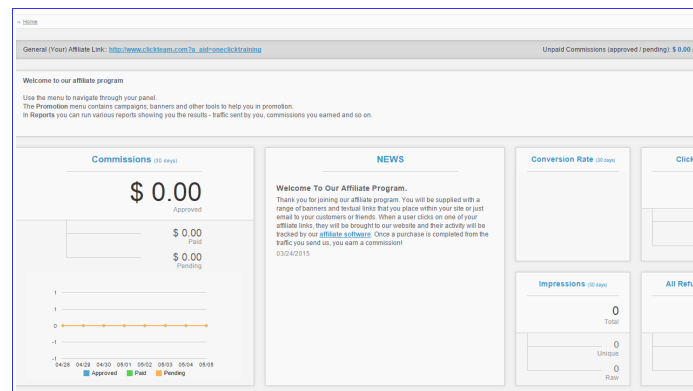
Start making money now!

There is no charge to join our Affiliate Program. We pay commissions on sales of Fusion and Fusion Developer. Earn a 10% commission per sale

Affiliates Signup

Once you've clicked this, you will be presented with the application form which is really easy to fill in. First step is literally just your Username (Email address), First real name and surname. Once you have agreed to the terms and conditions, click Signup.

Once you have signed up you can login and you will hit the main dashboard straight away...



General (Your) Affiliate Link: http://www.clickteam.com/?a_id=206clicktrains Unpaid Commissions (approved / pending): \$ 0.00 / \$

Welcome to our affiliate program

Use the menu to navigate through your panel.
The Performance menu contains campaigns, banners and other tools to help you in promotion.
In Reports you can run various reports showing you the results - traffic sent to you, commissions you earned and so on.

Commissions (30 days)		NEWS		Conversion Rate (30 days)		Clicks	
Approved	\$ 0.00	Welcome To Our Affiliate Program. Thank you for joining our affiliate program. You will be supplied with a range of banners and textual links that you place within your site or just email to your customers or friends. When a user clicks on one of your affiliate links, they will be brought to our website and their activity will be tracked by our affiliate software . Once a purchase is completed from the traffic you send us, you earn a commission!	0		Total		
Paid	\$ 0.00		0		Unique		
Pending	\$ 0.00		0		Paid		

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Approved Paid Pending

Monthly Guide

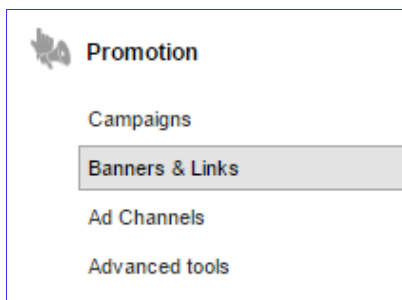
Clickteam Affiliate Scheme

Once logged into the main dashboard, it's probably best to go to your account options and fill in all the details such as Personal Details, Payment Details and Email Notifications. Setting these up will ensure you get paid accurately and obtain email notifications when necessary.

You can modify all those under this one link:

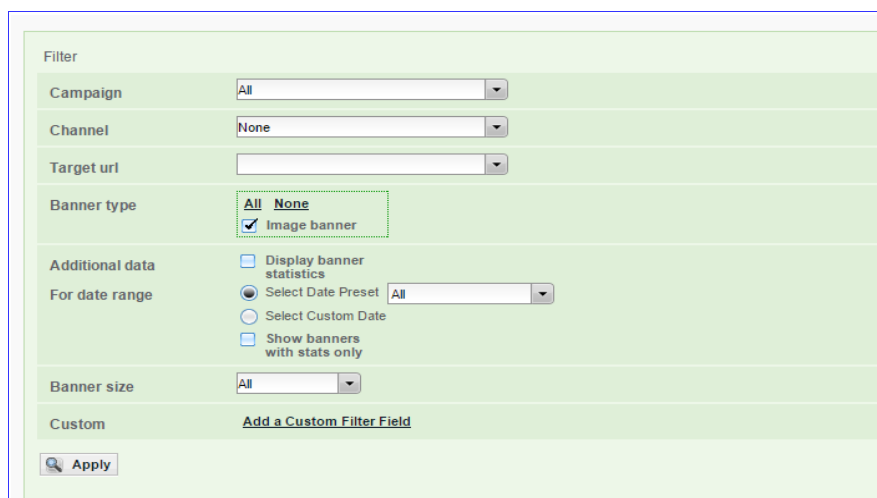
<http://clickteam.postaffiliatepro.com/affiliates/panel.php#My-Profile>

Once those are done, that's pretty much it for the setup. Now let's dive into the resources available to you to promote Fusion 2.5. On the left hand side in the Dashboard (on the menu) select **Promotion**.



After you have clicked on promotion, a sub-menu will collapse giving you some additional options. Campaigns, Banners & Links, Ad Channels and Advanced Tools. For now, we can just click straight onto Banners & Links, this will take you through to the available Banners & Affiliate Links to you.

It will look like this:




Monthly Guide

Clickteam Affiliate Scheme

These additional options will allow you to filter in/out certain parameters (such as campaign/product, types of banners to display) etc. but for the default, it will display almost everything.

Scroll down and you will see the banner ads and links available to you...

Image banner	Campaign: Fusion 2.5 & Fusion 2.5 Developer Commissions: per Click: \$ 0.00, Per Sale / Lead : 10 %	Banner name: Fusion leaderboard 2 728 x 90 Target: http://www.clickteam.com/clickteam-fusion-2-5-free-edition
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<a href="http://www.clickteam.com/clickteam-fusion-2-5-free-edition?a_id=oneclicktraining&mp_a_bd=0378699" target="_top"></a>
```

Copy & Paste this code to your page to get the banner displayed
Advanced options [Show XHTML version](#)

There are an array of banner sizes and types for you to choose from. To get the HTML code for any given banner, just underneath it, click '**Get Banner Code**'

It will open up a text box where you can Copy/Paste the HTML code to go onto your website, FB page or wherever else you want to display it.

Alternatively, you can enter a custom landing page and the system will generate it with your affiliate ID.

This affiliate system provides all the tools and resources you need to start earning 10% of all sales, currently. We are constantly improving and adding new features to the Affiliate dashboard so don't forget to keep checking.

A new feature we'll be adding real soon is the ability for you (as an affiliate) to offer 10% OFF to your potential customers.

Feel free to distribute these links/banners anywhere and everywhere!
Best of luck in becoming an official Clickteam affiliate!

What's Hot

In and Around the Community lately

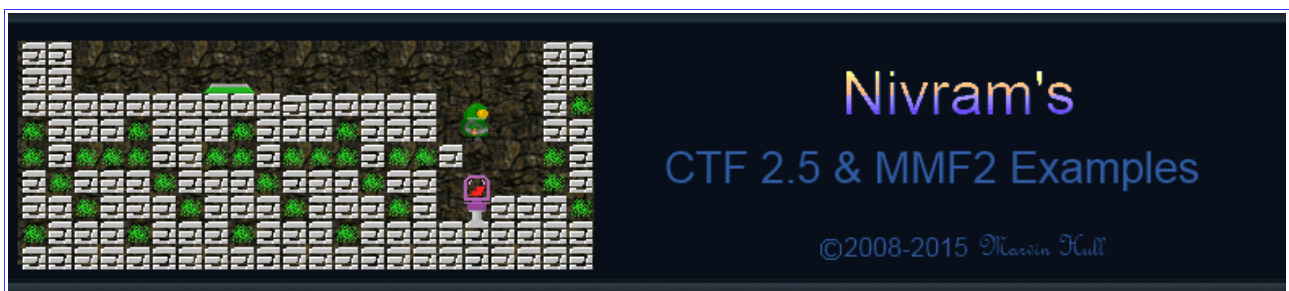
Nivram: The Librarian!

One thing I wanted to do before finishing up Fused was pay homage to one of the biggest and longest legends of the Click community.



Nivram (real name Marv) has been using Click products before they even existed (it seems). Jeff refers to Marv as 'The Librarian'. He hosts his very own website dedicated purely to MMF/MMF2/Fusion 2.5 examples. There are a wide range of examples from beginners stuff, intermediate, right through to some advanced routines. Marv has served the community proud since 2008 (although some of the examples date right back to 1999). Everytime

a user asks on the forums "how to" and Marv has seen the post, he has a special ability to compute in his head almost immediately whether or not he has an example file for that in his archives. If he does, he will post the link for the user.



Literally hundreds or even thousands of people have benefited from Nivram's Archives and will continue to for a very long time to come. All the examples on his website are applicable for MMF/MMF2 and Fusion 2.5. **Marv celebrated this week adding the 400th example file** to his massive, online archive! You can check out the website today at: <http://www.castles-of-britain.com/mmf2examples.htm>

Thanks Marv - Everyone appreciates your hard efforts!

What's Hot

In and Around the Community lately

Aquadasoft Repository Returns!

Villy has, out of the blue, revived the old Aquadasoft repo. The repo was used by a lot of community members to upload MFA files and share them around. You can check out more information here:

<http://mfa.aquadasoft.com/> and here -

<http://community.clickteam.com/threads/91838-Reviving-the-MFA-Repository> - Good for a touch of nostalgia. Villy will try and bring the repo up to date to further support Fusion 2.5 MFAs more appropriately but for now, the repository is back online and you can upload/download files with no problems.

ProdigyX Needs to Know!

ProdigyX; one of our moderators has an active poll currently running and he wants to know which Clickteam products you own/use.

<http://community.clickteam.com/threads/91732-Poll-What-Do-You-Have>

Spriter Extension from conceptgame!

Conceptgame opened a new thread this month. It's under Extension Development. It's the Spriter extension which is an alternative to the Active Object where animations are edited in an external tool called '**Spriter**' and then procedurally rendered inside Fusion 2.5.

This is a BETA extension which is available for you to download now and I'm sure conceptgame is looking for as much feedback/bug reports as possible to speed up the development of it.

Grab it here:

<http://community.clickteam.com/threads/91759-Beta-Spriter-Object-Extension>

Final Word

Until next time...!

Sooooo this last month I feel, for me, has been rather unproductive. But then I think back to what has been going on for me; moving house, turning 30, huge personal life changes and I think, was it unproductive? Maybe in terms of commercial, private work yes. But on a personal level, it was productive. Not many people like change, I personally am not a fan of change. If something breaks my routine, I struggle tremendously as it kind of knocks me out-of-sync, but this was a huge chapter to turn in my life with family and stuff and I think as you turn chapters in your personal life, it also changes things like work ethic, motivation and priorities, so a positive effect on work life as well as personal.

There's lots of stuff to look forward to in the upcoming month or so, including Google Game Services integration when Fernando returns. I hopefully may have an update into the future of the Windows applications too which I think a lot of you will be interested in as well as some HTML5 stuff.



This edition was a little bit late due to what had been going on in April but next month I anticipate a release for around the 22nd May. Hopefully I can tie in the winners of the 20-event-competition with this too.

Also for the next edition, I hope to start a new section for Fused which will focus around Extension Development. Not so much a 'news' section but with the help of a forum user, a section to help

introduce you to extension development and how you can get a good starting base to developing your own extensions for Fusion 2.5.

Until next time folks, happy developing! Don't forget to check out the official CT Fused Facebook Page: <https://www.facebook.com/ctfused>
Share it on your timeline to spread the word!