



FUSED!

CLICKTEAM'S MONTHLY EDITORIAL

WWW.CLICKTEAM.COM

CHRISTMAS 2015 EDITION



WHAT TO EXPECT IN 2016



ALSO A ROUNDUP OF **CLICKSTORE** ITEM REVIEWS!





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CHRISTMAS 2015

The Germans made the first artificial Christmas trees out of dyed goose feathers!

Itttttttttt's Chriiiiiiiissttttttmaaaaaasssssss!

Here falls my favourite time of the year! Christmas! I love Christmas!

When I was a kid, Christmas was a time of the year where family and friends come together, reminisce about what they've done throughout the year and what they want to do next year! It's like the conclusion of the year. I think my parents did a great job of making Christmas feel special for me and my brothers, this effect rubs off on how special I make Christmas feel for my kids!

With that being said, there are many generations of elderly folk that spend Christmas alone, with no family and/or friends and this is a time of the year where it's all about giving and not receiving. John Lewis created an advertisement campaign here in the UK, you can see the video [here](#). It touches more nerves than anything and it just brings awareness to you and others that whilst we are lucky enough to enjoy a warm, Christmas full of joy surrounded by friends and family, others are less fortunate. For UK'ers, if you wish to give at this time of year, help out **AgeUK** with a donation [here](#). For those in the good ol' US of A, HomeInstead provide a "Be a Santa to a Senior" service, you can find out more [here](#).

So, this is our Christmas edition and I have quite a bit to cover. Let's get into Christmas 2015 edition of Fused and find out what lays ahead for 2016...



Danny James
Editor
Clickteam UK





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CHRISTMAS 2015 EDITION

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Until 2016...!



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Christmas Headlines

Douglas Circumstance – In-Depth Look



This month's edition of Fused had to be headlined with something that is refreshing, sweet on the eye and full of action! That would be, Douglas Circumstance, by a Jolly Corpse Inc. A Jolly Corpse is a small game studio setup by Jesse Bull and Beau Langston.



Douglas Circumstance is labelled as an 'exterminator' of any proportion. You name it, Douglas Circumstance will exterminate it! Haha, I love epic intros into games like this, it just sets the benchmark for the remainder of the description. But let's take a more in-depth look at this cool, retro-style game.

Douglas Circumstance is a classic PC platform shooter that contains monsters and characters that are so unique, yet classy, in relation to its style. It features all the old-skool widgets such as your level timer, lives and a collectable inventory. The levels are widely acclaimed to not be linear either, god loves a game with non-linear gameplay! Whether or not the end-goal is the same or not, it just makes the game 'feel' bigger!

It's not just your typical classic platformer though; each level contains an array of puzzles and to bring a challenge to the table, you have no 'energy' as such, one hit and Douglas is brown bread. You also have a wide-array of weapons to choose from (designed by Douglas' brainiac sister "Dougette") such as the Bug Blaster, the Spread Cannon, a Frogger Bomb and Hotfoot Darters.

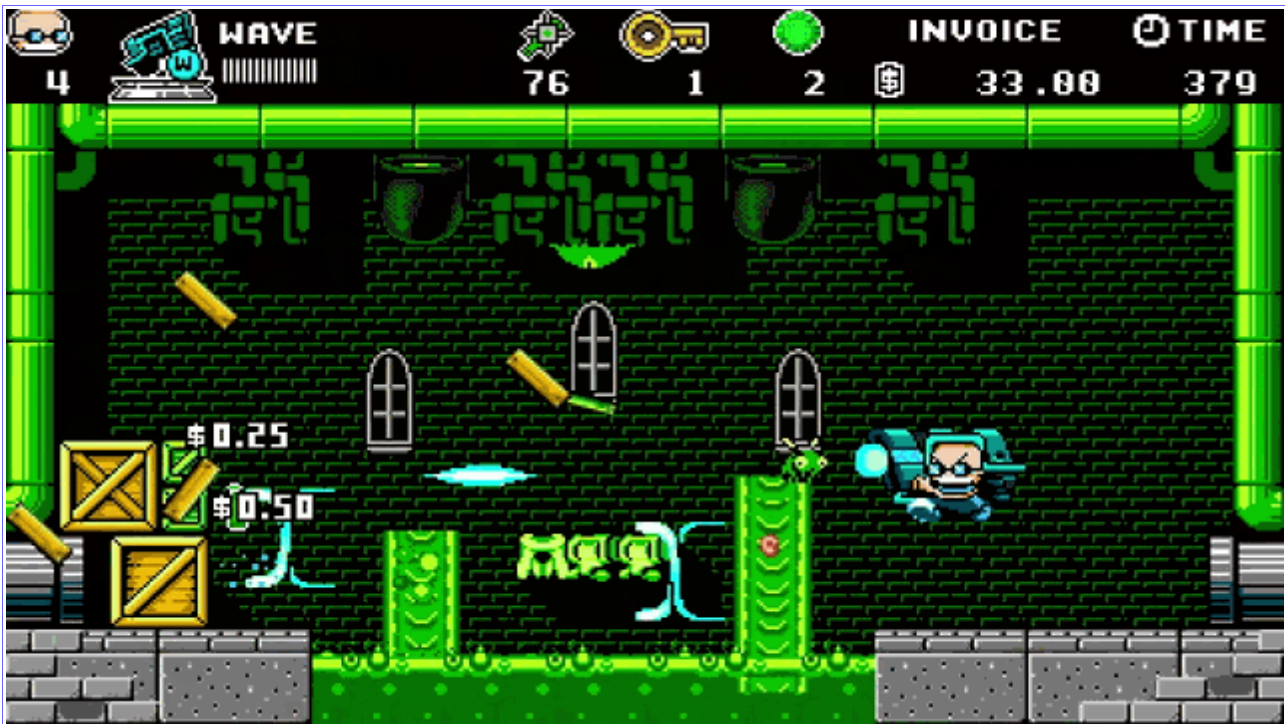


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Christmas Headlines

Douglas Circumstance – In-Depth Look



The highly detailed pixel graphics really do make Douglas Circumstance look really sweet! As you can see from the screenshot above.

Apparently, Doug's adventures can end up taking you off the playable path of the game into some “far-out spots” where gameplay changes completely. This just adds to the complexity of how big this game actually is. To quote: “Be sure to always stay on your toes, or rapelling into a cave, blasting into the skies on a motorcycle, or diving into the midst of another video game could catch you off guard.”



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Christmas Headlines

Douglas Circumstance – In-Depth Look



I like the look and feel of Douglas Circumstance, infact so much, I am very eager to get my hands on a playable demo so I can do another more in-depth review at this classic PC platformer.

You can follow the development of Douglas Circumstance with the following links:

[Facebook](#)
[Twitter](#)



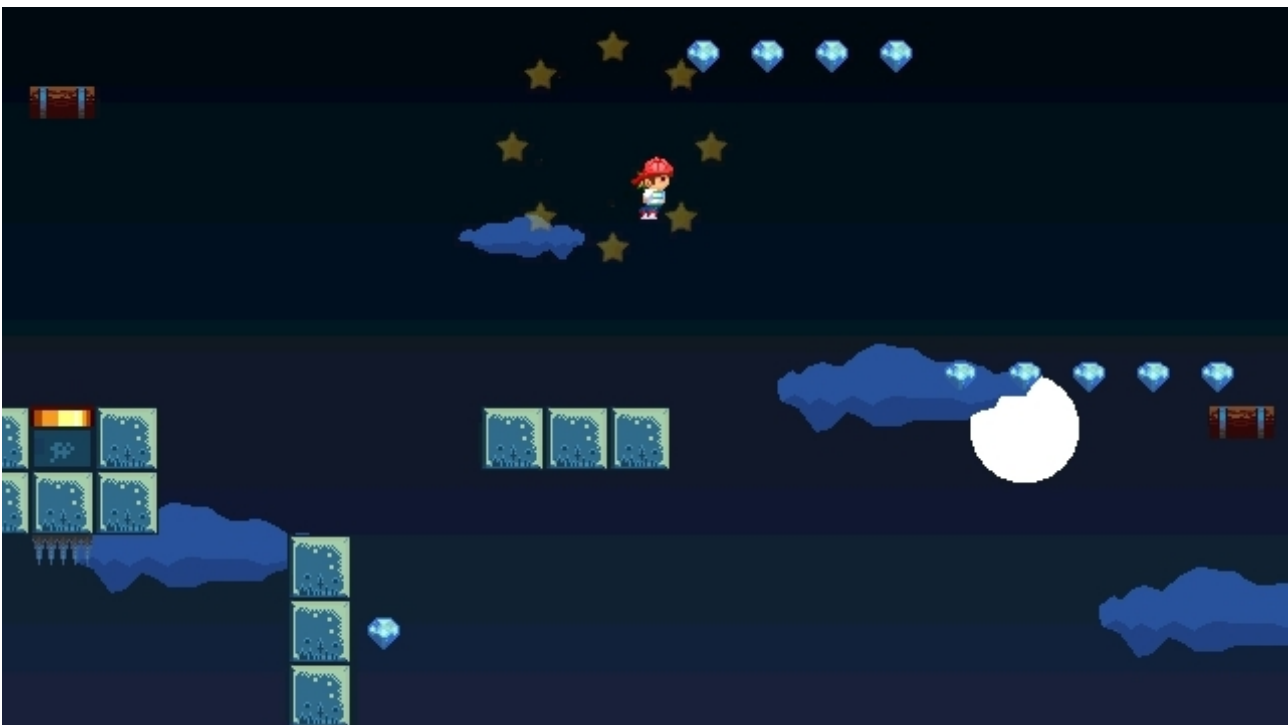
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Christmas Headlines

Skin & Bones - Review

Here is a new development by Addictive247. These are the guys that brought us previous titles such as Super Ten Ton Ninja and Solid Spheres (which I have previously reviewed).



Two unlikely friends thrown together by the Wizard to retrieve his magical gems. Skin is fast and agile, Bones is slow but tough. Use their different abilities and work together as you journey through strange and wonderful worlds in Skin & Bones.

One of the biggest traits of this game is having the ability to switch between the players. You can play as both 'Skin' or 'Bones' in the same level, frantically switching between the two to complete each level.

It's not just your typical platformer, adding this element to the gameplay opens up a new door in platforming.



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Christmas Headlines

Skin & Bones - Review

The game itself consists of frantic platform fun mixed with puzzle elements that will keep you busy. The graphics are fun, the sounds are funner and the element of controlling two players in one game is even more fun. Using bones the 'tough one' to defeat enemies and pave the way through layers of lava and then switching to Skin to collect the diamonds and complete the levels.



I highly recommend you download the playable DEMO from Addictive247. You can also purchase the full version on their website.

Links below.

[Official Demo](#)

[Purchase Full Version](#)



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Christmas Headlines

Dragon Norris

Chuuuuuuuuck Norris! He's a legend, a living legend! Nobody hits and kills like Chuck Norris... the man is invincible! As the saying goes... "Chuck Norris, the only man in the world that can eat soup with Chopsticks!"



There are many Chuck Norris games but none about the legendary Dragon. Until now... Introducing Dragon Norris Salmon Fishing, where tight reflexes and perfect timing will be needed to catch the dinner just the way the legendary karate master likes it.

Call it hadouken blast, energy wave or kamehameha shot, it doesn't matter, Chuck Norris himself is unable to perform this move, only the real Dragon can do it. You will enjoy blasting fishes with his patented Dragon Ki Wave!

Some of the cool features it contains:

- **Achievements.**
- **Combo system.**
- **Challenge your friends.**
- **Brag your records on social media.**

It's completely free to download now on Google Play. Check it out today and leave a review!

<https://play.google.com/store/apps/details?id=com.moboru.dragonnorris>



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Christmas Headlines

Google Play Extensions



Finally, we release Google Play Game extensions! The reason why this job wasn't as straight forward as any other extension development is, this is 6 full extensions in one-pack that can work together. This, together with Google changing some of the API at parts through the development, it was no easy task for Fernando but he finally managed it and came out at the end!

Let's take a second to review what this elite pack of extensions consists of...

GPG Connect

This extension is required in all frames that will use any of the GPG extensions. This object also allows your players (users) to exchange in-game virtual goods between each other.

GPG Achievements

Players like to be rewarded. Achievements are a great thing for your game to contain. It keeps the user engaged and pushes them to explore



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Christmas Headlines

Google Play Extensions

your game further and further to achieve more! This extension allows you to create and store individual user achievements.

GPG Leaderboards

Some games are just not the same without a bit of competition. The GPG Leaderboards object allows you to create a global leaderboard for players to compete worldwide for the highest score. Alternatively, you can create multiple leaderboards per game, just in case you have different difficulty levels or similar scenarios.

GPG Saved Games

This allows you to save your users progress. Very handy for saving their positions, values and strings. The biggest benefit of this is, if your user installs your game on a 'different device' they can resume their game from their old device.

GPG Quests

The Quests extension allows you to collect player metrics and introduce quests to drive interest in your game and bring new challenges to the players.

GPG Multiplayer

Without a shadow of a doubt, one of the biggest highlights of this awesome extension pack! GPG Multiplayer does exactly what it says on the tin... allows you to integrate full on, peer-to-peer multiplayer between players. The real-time multiplayer action provides smooth, seamless action between players wherever they are in the world!

This unique set of extensions are only available for the Android runtime and will require a Google Play Developer Account. They are discounted for a short period so if you're interested, grab them today on the Clickstore!

[ClickStore Item Location](#)



<https://www.facebook.com/ctfused>



Christmas Headlines

Clickteam Winter Sale 2015



Did you see it? If not, now you do... Clickteam is running an exclusive online-only sale for a lot of our products!

Get up to 85% off in this unique [Winter Sale](#). You 'must' ensure you purchase before the 4th January 2016! On the last sale, some people left it until the very last second, some even overran the sale. Don't miss out. You have until the 4th of January 2016 to get your massive discounts off our products included in the sale. Let's summarise on what is included...



Get 85% off the price of Standard now by purchasing either through [Clickteam's online store](#) or via [Steam](#).

This is an incredible price for all countries. Certainly not a price to look away from! Grab a steal today!

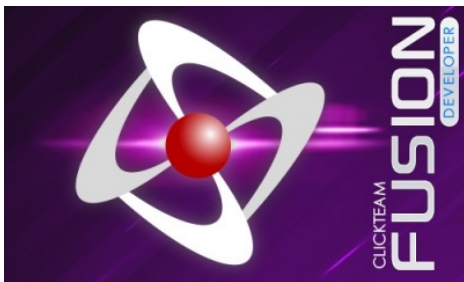


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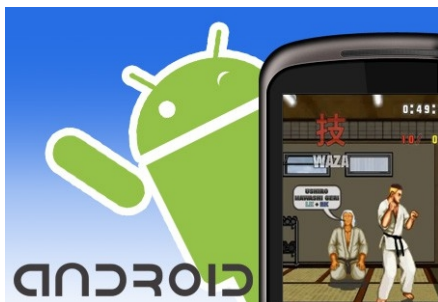
Christmas Headlines

Clickteam Winter Sale 2015



Fancy a massive discount off our **Developer version**? We are offering a jaw-dropping 50% off our usual price for Fusion 2.5 Developer. If you didn't know, the Developer version comes with no-royalty/no screenshot license (keep everything you earn and no Clickteam logo required). It also comes complete with all the developer version extensions such as all the monetization extensions (Chartboost etc.) and all the developer features which you can find [here](#).

You can purchase Developer upgrade from the [Clickteam Online Store](#) or you can purchase it via [Steam](#).



66% OFF Android Exporter
[Clickteam Store](#)
[Steam](#)



66% OFF iOS Exporter
[Clickteam Store](#)
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Christmas Headlines

Rock.Rock Rocket



I touched on this game not so long back when it's Kickstarter was going on. I only literally touched on it though. Now, it's time to take a look at this seriously-awesome looking game from Ryan Stephens. It's called **Rock.Rock Rocket!** And would you believe it was made entirely in Fusion 2.5? If not, read further on... look at some more screenshots and judge for yourself. The level of complexity this game pulls off is astonishingly high.



You play as a lone astronaut, an interstellar scientist and part of deep-space research team. When a routine job on an alien planet goes from bad to worse, players find themselves stranded in a world full of constant danger and endless discovery!



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Christmas Headlines

Rock.Rock Rocket



Gain a free roaming sense of discovery found in recent open world shooters and RPGs like the Fallout series, Borderlands, and Elder Scrolls with Rock Rock Rocket, Explore as you venture through a work coupled with a 24 hour real-time clock where time in the game passes just as it does in the real world! For example, if you

are playing Rock Rock Rocket after work at 5:58pm, it'll also be 5:58pm in the game, the planet's sun will be setting, and new enemies and events are beginning to emerge under the cover of night. Or, 2 days after placing that weird space egg that you found in that weird space cave onto a shelf in your spaceship, you notice that it is now beginning to hatch!

Rock.Rock Rocket also features:

- **A gripping Sci-Fi Survival Storyline with events that unfold over days, and weeks in real time**
- **A heap of weapons and abilities to unlock**
- **Multiple areas and zones, and day/night cycle with weather that changes up gameplay**
- **Various Random Side events that pop up during each session**
- **A repairable, upgradeable Rocket ship that functions as your base of operations**
- **Complete Research Sample Collections: discover and catalogue alien wildlife, plants and minerals**
- **A whole range of space creatures, and enemies, to find and fight**

If Rock.Rock Rocket gets greenlit then it will be published by Clickteam LLC. So if you want to check Rock.Rock Rocket out further, check out their [Steam Greenlight page](#)!

You can check out some live gameplay footage on their [YouTube video](#).



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Clickteam Fusion 2.5 News

What's going on in Fusion 2.5...

The last quarter of 2015 has been a dramatic one here at Clickteam. With the big Christmas holidays approaching and a brand new year 2016, all hands have been on-deck to get things completed to enter the new year with some fresh heads.

Fernando did a fantastic job of finishing up the GPG extensions (featured above). I mean it was one of the most straining jobs Fernando has done, he's literally poured sweat, blood and tears into it. Early on I was helping him test the GPG extensions but for the biggest part of the development, our very own Olivier has played a major role in helping Fernando test and refine the extensions, also providing additional example/documentation support for our French users too. I'm glad they both came out of that alive (in time for Xmas too)!

Here in the UK we have a lot to look forward to, especially the Click Convention 2016 in Cambridgeshire but that is only one of the final parts. There is lots to do in 2016 to prepare for the Convention. It is set to be 'the' biggest Click Convention to date and I, as well as Simon and the rest of the CT guys, will make sure it is an absolutely fantastic show and experience for all those who will be attending.

Across the pond in the US of A, the team will be prepping stuff ready to attend the GDC in San Francisco in March. This too, is a great opportunity for you to see Clickteam in action at our booth and maybe even a sneak preview of a few things ;)

For me, it's Library, Content and Guides. I will be building up our brand new online Library system which will contain documentation, tutorials, guides and "hints n tips" not just content by me or others from Clickteam but also user-submitted content from the community. I will also be reshaping Fused to an HTML output so it can be even more compatible cross-platforms and easily accessible from more devices.

I created a thread here you can take a look at, a kind of '[conclusion to 2015](#)' thread.

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.



Battle Pixels

Platform(s): Android/PC

Price: Paid

So, there's a person on the forum, named DEKE15 and he's created a beautiful little action piece right here, entitled Battle Pixels.

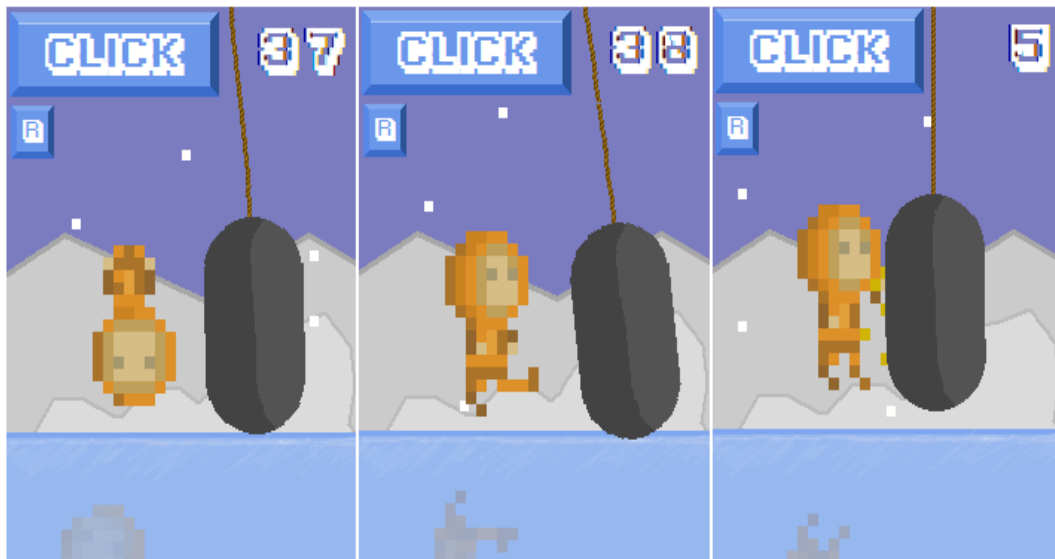
Battle Pixels is a frantic arcade-action, point n click/tap shoot 'em up. You take control of your tanks and eliminate the turret defences of over 25 randomly generated levels. You guide your tanks and direct them to fire. Each level comes complete with unique features such as: Airstrikes, Mines, Guided Missiles, Barrier Defences and Conveyor Belts.

More Info and Downloads:

[http://community.clickteam.com/threads/95440-Battle-Pixels-on-Steam-\(please-support\)-itch-io-50-sale-and-FREE-Demo](http://community.clickteam.com/threads/95440-Battle-Pixels-on-Steam-(please-support)-itch-io-50-sale-and-FREE-Demo)

New Releases

What's New?



Pixel Polar Clicker PC

Released by: rosse119

Platform(s): PC

Price: Free

Check out this little beauty from rosse119 on the forums. Labeled "Pixel Polar Clicker PC", apparently this little project started out as a Clicker to count how many calls they made at work.

Evidently super-busy at work, they slowly added more and more to the project including an Eskimo and a punch bag... As you do!

This game is only a small download and is available from the forum now.

Forum Download:

<http://community.clickteam.com/threads/95377-Pixel-Polar-Clicker-PC>



<https://www.facebook.com/ctfused>



What's Hot

In and Around the Community lately

Event Ordering is important!

I have over the course of Fused and the Guides, re-iterated just how important event ordering is in Fusion 2.5. Fusion reads the events top-to-bottom in order. This is important especially in a thread relating to this: <http://community.clickteam.com/threads/95461-Ammo-limitation-for-shooter-game> - as you can see. This leads me onto the importance of Immediate events and "fake" events. You can read more here: http://www.clickteam.com/creation_materials/tutorials/download/Fusion_runtime.pdf (very important document to read through).

Spriter - Sale!

Mike (BrashMonkey) has posted a thread on the forums with news of a HUGE 75% discount off Spriter Pro! Don't forget, Spriter Pro comes with hundreds of pre-made royalty-free Spriter animations (Essentials Art Pack) too. You can check it out here: http://clickstore.clickteam.com/apps/spriter_pro

Chrilly gets greenlit!

In a previous edition of Fused, I reviewed Chrilly's awesome-looking game 'Jarvis'. A very cool, pixel platformer in the style of Metroidvania. Chrilly has now exceeded the thumbs up and managed to get Jarvis Greenlit on Steam.

Jarvis is worth a look, I'll be sure to try pre-order my copy way in advance. Check it out here:

<http://steamcommunity.com/sharedfiles/filedetails/?id=571774312>

Eagle4 signs with a publisher...

Eagle4 back in 2012 posted a preview of a very cool looking game development called Gravity's Island!

He has now signed with a publisher and there's more updates to this beautiful game. Check it out here: <http://www.gravity-island.com/index-en.html> and here: <http://community.clickteam.com/threads/73169-MMF2-10S-Gravity-s-Island>



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What's Hot ***ClickStore Items***



SHMUP+ Touch Control Widget!

This multi-touch enabled widget includes custom built movement controls for SHMUP/Shoot-em-up/Touhou games on touch-screen devices, inspired by the game Shooty Skies. Drag and drop the SHMUP+ Widget objects into your game and instantly have an excellent control scheme set up and ready to go!

http://clickstore.clickteam.com/shumup_touch_control_widget

Compass Object!

Grab the Compass object to add magnetic sensor functionality to your android project. Pull both magnetic and true polls from the object as well as azimuth, pitch and roll. Includes simple to use example mfa in the Examples folder after installation.

http://clickstore.clickteam.com/android_compass_object



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Final Word

Christmas isn't far away!

I hope the holidays have been good so far for all you readers and clickers.

2016 is set to be a massive year for Clickteam and all the users, as well as our community. There's lots to look forward to.

I think we're due a forum refresh at some point next year too, it's been 2 years since we cleaned up the forums and shuffled everything about into easier categories but I think now is a good time (after feedback) to whittle them down even further. At the moment we still have a bit of a spider-web, but it's easy to navigate, it could just do with some refining, so that's on the list!

Also, you gotta check this little diddy out I found on the Internet. "The Old-School Video Game Console Quiz" by HowStuffWorks. I like their material, so this makes for an interesting quiz. [Give it a try yourself!](#) Also, don't forget to check out my new Clickteam Video Tutorial channel on YouTube! This will be filled with lots of video tutorials throughout 2016 for runtime help, extension tutorials and game creation tutorials in Fusion 2.5. You can access the YouTube channel [here](#) and subscribe today!

StarvingIndie posted a blog post which is a very cool read. You can check it out [here on the Community Blog section](#). He ended up getting a job as a full time game designer. It's going to be interesting to see starvingindie around the forums more in 2016 and he hopes to bring us a dev log of his progress to date. I am looking forward to that!

For now though, it's almost time for 2016. Truth be told, I am tired and exhausted both mentally and physically from the last month or so. It's always a busy time of year for me, prepping the kids Christmas, Christmas plays to attend, family gatherings, seeing friends who I don't see throughout the year and celebrating with friends and family alike! I am hosting an event in a City Centre bar near me for New Years Eve, once that is done, I need a sure-fire break (long one at that)

Have a great time celebrating and see you in 2016!