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Simple Platformer Tutorial #1: For Clickteam Fusion 2.5

Unfortunately, Fusion 2.0 is no longer supported on clickteam, they do have related articles, tutorials, and Nivram's sight is about the best you will have for learning scripts of any nature, plus a few other sites. Fusion 2.5 is now the mainstream and pretty difficult to get a response on forums for 2.0.

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A simple tutorial for making a platformer game in Clickteam Fusion 2.5. In this video we will cover the absolute basics. -=Links=-
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Getting Started with Clickteam Fusion - Packt Publishing

Chapter 1, The Basics of Fusion, will introduce you to the world of game development with Fusion by Clickteam. Learning a new tool is a challenging task. You'll learn the basics of the tool's user interface and how to begin developing games. Chapter 2, The Editors of Fusion – Your First Game!, will give you an overview of the

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Firefly 3D - Clickteam

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Setting the resolution - Getting Started with Clickteam Fusion

An easy-to-understand, step-by-step guide that shows you how to create 2D video games with Clickteam Fusion. You will learn the magic of game development from scratch without any knowledge of scripting languages. Who this book is for. This book is for game enthusiasts who want to create their own 2D video games.

Clickteam - Clickteam Fusion 2.5

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Getting Started with Clickteam Fusion, Jürgen Brunner ...

Getting Started with ClickTeam Fusion is the perfect introduction to this software product. ClickTeam Fusion allows users to create simple, 2D games. As such, this book does a great job of walking the reader through creating his or her first game. The book starts from the very beginning, offering readers a good overview of Fusion's interface.

Getting Started with Clickteam Fusion - learning.oreilly.com

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With Clickteam Fusion's amazing event editor system, you are able to quickly generate games or apps without having to master a traditional programming language. Clickteam Fusion is a game and application authoring tool that allows you to design and develop games for Windows, iOS, Android, Flash, and XNA for Windows mobile phones and the Xbox.