



Welcome to issue 150 of Phaser World!

Issue 150

It feels great to have this newsletter back on track again. Right now, I feel that an issue every 2 weeks gives us a good amount of news to report on, without being overwhelming, and is a schedule I can manage. I was worried that we would lose lots of readers seeing as issue 149 was so long coming, but as it turns out, all we've done is gain them!

March 2021

[View on the web](#)

Plus, being issue 150 this is something of a milestone. To celebrate there is a special Phaser shaped gift just for you. Keep reading and you'll find it 😊 but be sure to check out the awesome games and tutorials on the way.



Got a game or article you'd like featured? Just [email me](#) or send me a message on [Discord](#). Until the next issue, keep on coding!

FEATURED GAME



Super Chesslike Adventure

What do you get if you mash chess and a JRPG together?
This superb game, that's what!

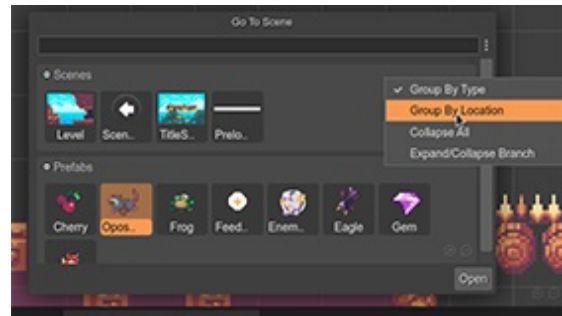
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Amazing Spider Solitaire

Enjoy one of the most popular solitaire games requiring skill, strategy and patience to win.

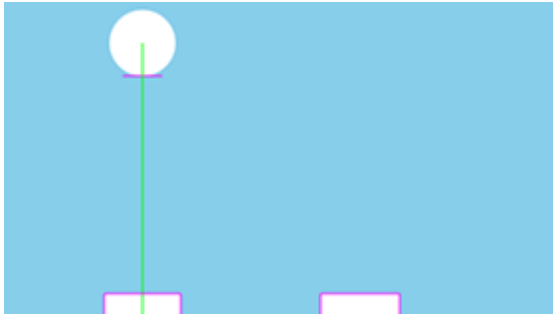
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Phaser Editor v3.11

This new update includes Asset Grouping, Block View updates, SVG enhancements and more.

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Bouncing Ball 2 Tutorial

Create a game like Bouncing Ball 2 using Phaser and Arcade Physics.

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Babel Tower

Build the legendary tower of Babel in this thrilling idle browser game.

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Memory Match Tutorial Part 3

Learn how to select boxes and reveal their contents in the next part of this Mario Party mini-game series.

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Memory Match Tutorial Part 4

Learn how to check for matches and handle the outcome in the next part of this Mario Party mini-game series.

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The Aeronauts

Pilot your own hot air balloon and listen to the epic sound in this game from the film.



Kung Fu Master

Irem's classic arcade fighting game is bought to the browser.

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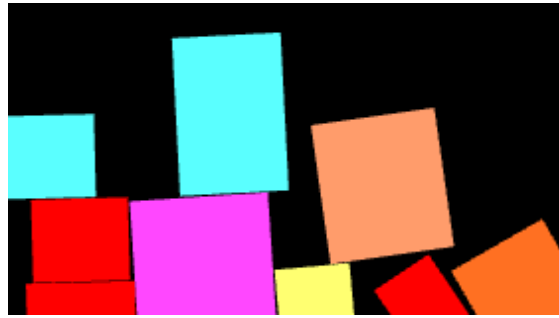


Create a game like Pocket Snap

Build a game like Pocket Snap using Phaser 3 and Matter Physics.

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Using Box2D in Phaser 3

How to add Box2D via Planck.js to your Phaser 3 games.

[Read More](#)



Because Phaser is an open source project, we cannot charge for it in the same way as traditional retail software. What's more, we don't ever want to. After all, it's built on, and was born from, open web standards. The core framework will always be free, even if you use it commercially. **Because of this, we rely 100% on community backing to fund all development.**

Your support helps secure the constant cycle of updates, fixes, new features and planning for the future. Please help support [Phaser on Patreon](#), via [PayPal](#) or [GitHub Sponsors](#).

Thank you to the following awesome patrons who recently joined

Daniel Dombrowsky, Anthony Good, zajako, Daniel Williams, Jostein Skaar, Matt Marsh, lerneprogrammieren.de, hhhhaaa, Jeff Grippe, Joshua McMichael, Jeffrey Marx, Emmes, NomoCode, Miroslav Vavrin, Slawomir Rewaj, Z Suite, Maria Jose Mendez, Abraham Eli Rodriguez Gonzalez, Marco Montalto, CPI Continued, Nisim Gabay, Michael Fowler, Alexandria A Cornwall, Petros Symeonidis, Alfred Nelson

Jr., Violet Jane Evans, Alexandru Mihalache, Alesis, Kxmode, Thomas O, Mohammad Bagher Ehtemam, Black Flag Racing, Aaron, Andrew, Leon Young, Mull step, Michelangelo Giacomelli, Colin Harman, Sanna Vääänen, Greg Lincoln, Brian Cable, Crazy Stuff Blog, Squeakers09, Michael Koch, Rex van der Puy, Jason Butler, Castro, Ron Sharp and myOmochi Games.



With the release of Phaser 3.50 it is now possible to easily apply post processing effects to your games. Often abbreviated to post-fx, these are shaders that are applied after a Game Object, Layer, Camera or Scene has been rendered. Because they take place post-render, it allows you to do all kinds of really cool things. Typical examples of post-fx include blur, glows and, of course, beautiful transitions - the kind that only shaders make possible.

In order to celebrate issue 150 I'm releasing the brand new **Warp Post FX Pack** completely free for all readers to download.



Download Warp FX Pack

The Warp Post FX Pack allows you to create a beautiful warp displacement effect between any Game Object that supports post-pipelines. This includes Sprites, Layers, Cameras and it can even be used for a Scene transition. You can customise the effect to modify the smoothness of the warp and the direction, leading to some visually lovely combinations.

I strongly suggest you download the entire GitHub repo, because within it you'll find full documentation, lots of examples which show you how to use the FX, an example runner, the full source code for the FX (in TypeScript) and the build files available in both ES5 format and as an ES Module. There are TypeScript defs, too. The readme.html includes instructions on how to use the FX in your own games, no matter how you're coding them.

The source code for this FX pack and the examples are released under the MIT license, so you're free to use it in your own games. However, please understand that the assets are not included with this license, so use them for testing purposes only.

I really hope you enjoy this FX Pack! Feel free to chat to us on Discord if you need any help implementing it.

Download the latest version of Phaser

Phaser 3.53.1 "Anastasia" is the current stable version and was released on 8th March 2021.



[Download v3.53](#)



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