

# PHASER WORLD

JUNE 2021

ISSUE  
156



Welcome to issue 156 of Phaser World! Does this email look weird? [View it on the web.](#)

I can't quite believe we're in the month of June already. Summer is well and truly upon us! But there has been no let-up in the quality Phaser releases coming out. From the incredible Citadels, to Wildfire Swap on Steam and the superb Block Tanks IO. There's even a new release of Phaser 3 to sink your teeth in to!

Got a game or article you'd like featured? [Email me](#) or send a message on [Discord](#).

Until the next issue, keep on coding!

**FEATURED GAME**



## Citadels

Join millions of players as you restore your kingdom from dust and ruins in this massive midcore strategy game.

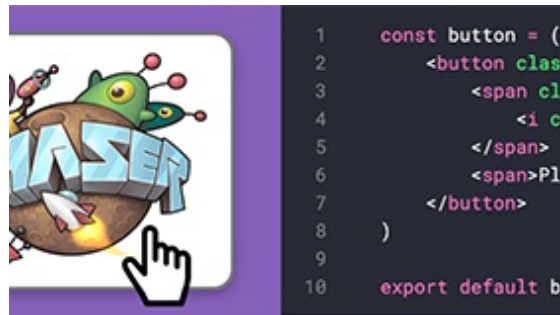
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## Wildfire Swap

Swap tiles and fight fires in this new Steam release! Consider your moves carefully: fire spreads fast, and an out-of-control fire is unstoppable.

[Read More](#)



## DOM Buttons with JSX and TypeScript

How to use Bulma, JSX and the DOM Element to easily add CSS buttons to your games.

[Read More](#)



## Phaser 3.55 Released

This version introduces rendering improvements for mixed display lists and fixes and updates for DOM and Container input.

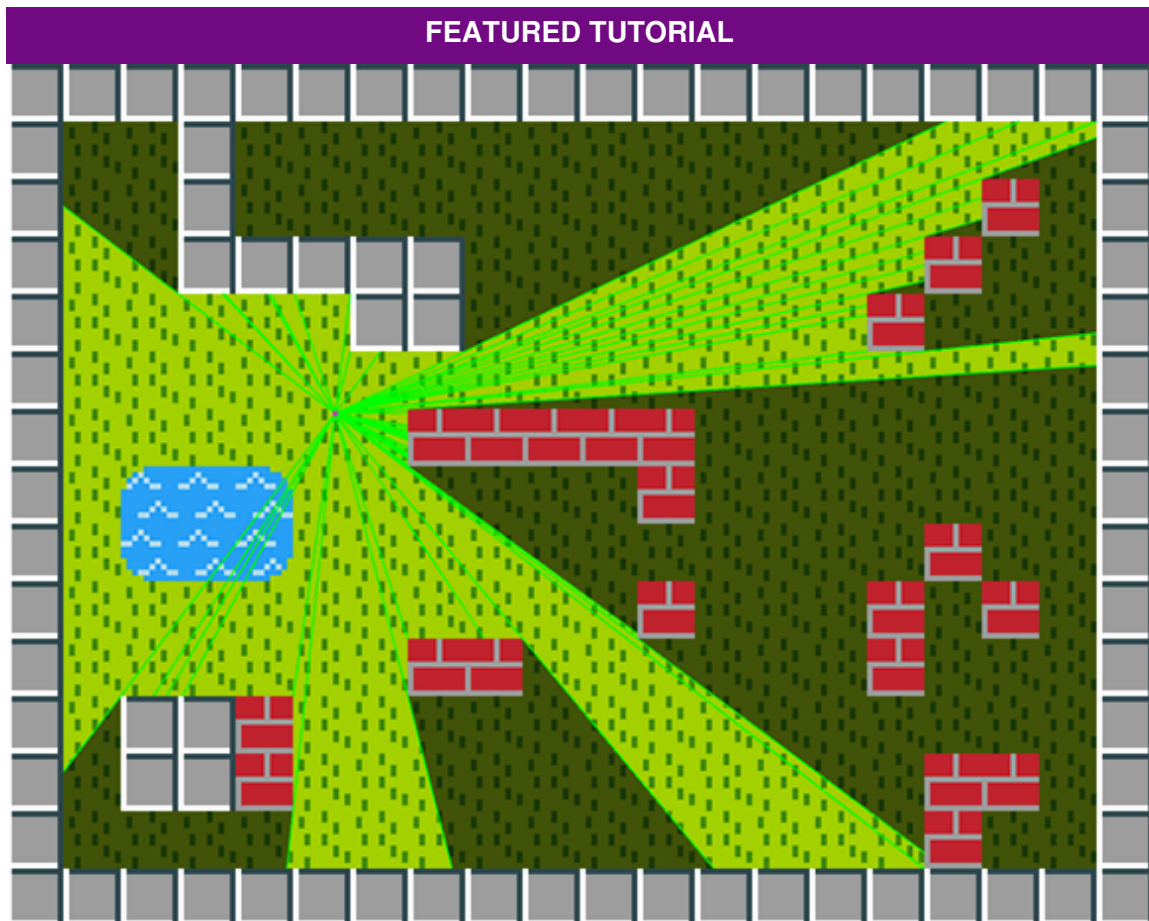
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## Legends of Runeterra Hand Draw Tutorial

Recreate the card handling effect using Phaser Drag Events.

[Read More](#)



## Phaser Raycaster

A comprehensive raycasting plugin for Phaser 3 that works with Arcade and Matter Physics.

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## Sammy the Seal

Slide Sammy around the ice as he tries to fill his face with fish.

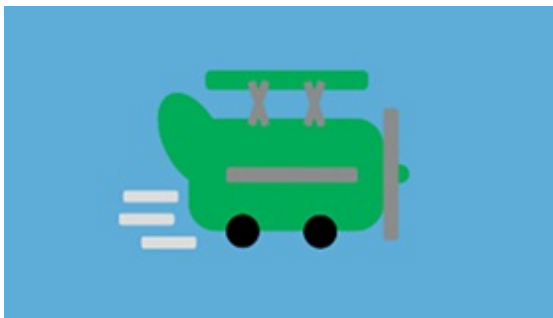
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## RxJS Container Button Tutorial

How to create Container Buttons with RxJS and TypeScript.

[Read More](#)



## Gesture Events Tutorial

Include Touch, Cursor, and Gesture Events in a Phaser Game.

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## BlockTanks

An action-packed online tank battle game. Collect weapons and blow your opponents to bits!

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# Only 270 to go!

Please help get us to 30,000 stars on GitHub  
It only takes a click and we'd really appreciate it 🌟

[Give Phaser a star](#)



## Mole the First Scavenge

Help Mole to stuff his face full of lovely vegetables, but be careful which route you take.

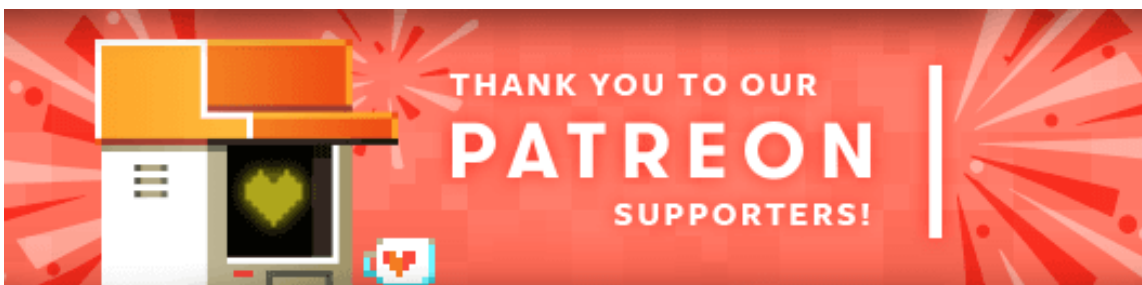
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## Circle Race prototype

Build the hyper casual game Circle Race in 80 lines of Phaser code.

[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

**Ronald Guida, Emil Vad, Matt English, JANICE CRIBBS, Martin Turner, Phil Lyon, Bryan Wood, Mohammed Ali, Dario Dabbicco, Staffan, David Tector, OMGWTF, Jeffrey , E.S. Hoeft, Matt Jennings, Kimberly Genly, Sa Scha, P.Uri.Tanner, Ryan Zurschmit, Mark Freedman, Cerb, Robin Drake, Richard Porczak, Vindexus, Carlos Montiers A., Ray Patronson, Alan Owen, Zakos, Alexander and majecty.**



## Phaser 3.55 Released

Since the last issue the Phaser 3.55 release has been published. This version continues our efforts to bring fixes and improvements to the v3 line, even while we work on Phaser 4 development.

In this release you'll find the new MultiPipeline, which restored rendering speed when you've got heavily mixed display lists of Texture-based and Shape / Graphics based game objects. There are fixes for DOM and Container Input, new Container functions, WebGL Shader fixes and improved TypeScript definitions.

This should be a safe point-release upgrade for anyone using 3.50+. If you're on an earlier version then you should consult the 3.50 Change Log before upgrading, as we refactored a substantial part of the API in that release.

Development of Phaser 4 is also progressing at great speed, with a brand new core game step in place, intelligent update handling and the introduction of a full Entity Component System. More details will be coming in the June Dev Log soon. If you missed it, be sure to catch up on the [May Dev Report](#) to get an overview of what's happening.

## Download the latest version of Phaser

Phaser v3.55.2 "Ichika" was released on the 27th May 2021.

[Download v3.55.2](#)



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