



Welcome to issue 152 of Phaser World!

**Issue 152**

It's finally Spring time here in the UK - although you'd be forgiven for thinking it, what with all the snow and hail we've had. Even so, it's nice to see things starting to come to life again. A theme very much on my mind as I restart Phaser 4 development and start working on the new Phaser web site. You can read all about that in this months Dev Log.

**April 2021**

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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



## Merge Round Racers

Collect cars, merge them together and race them to earn coins in this highly addictive garage themed idle game.

[Read More](#)



## Panel Flux

A fantastic unlimited match 3 puzzle game, with chunky pixel graphics and awesome chip tunes.

[Read More](#)



## TypeScript Starter

A handy starter template including Phaser, TypeScript, Rollup and Vite.

[Read More](#)



## Spotlight Effect Tutorial

Creating a Flashlight or Spotlight Effect in Phaser 3 using a RenderTexture and alpha masks.

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## Moto Racer

A fully open-source physics based bike racer. Collect the coins and see how long you can survive!

[Read More](#)



## Create the Chrome Dino Game

This tutorial and accompanying video walk you through the process of creating the classic Chrome Dino game.

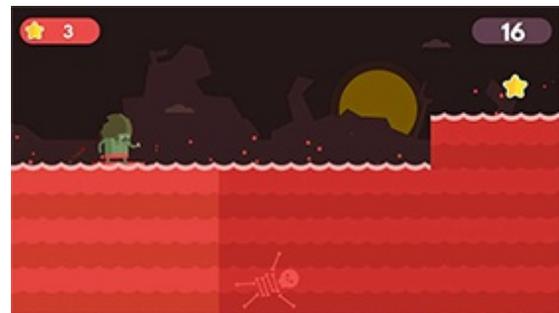
[Read More](#)



## Toilet Roll

How many toilet rolls can you tug your way through in 40 seconds?!

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## Surfingers Tutorial

Build a HTML5 game like “Surfingers” using Phaser and Arcade Physics.

[Read More](#)



## MP Poker Tutorial

Follow through a series of tutorials covering the creation of a multiplayer poker game using Socket.io.

[Read More](#)



## Homing Missile Tutorial

Making a homing missile that seeks a target using Arcade Physics in Phaser 3.

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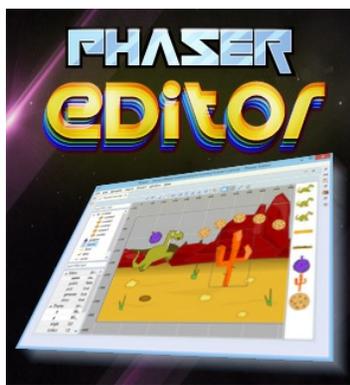


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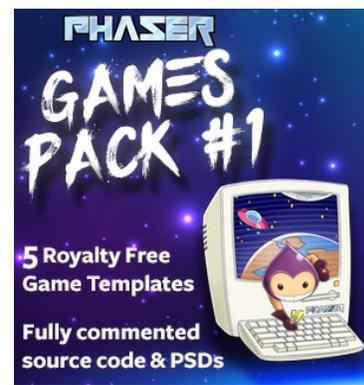
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Because Phaser is an open source project, we cannot charge for it in the same way as traditional retail software. What's more, we don't ever want to. After all, it's built on, and was born from, open web standards. The core framework will always be 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 👈

**David Vannucci, Kwame F, Philippe Van Der Gucht, Xavier Perez, Thibault Bouillon, Facundo Estevez, Vikram Kumar, Drew Anderson, Brett Hill, CrazyGames, Pablo Monteserin, Damian Alberto Pastorini, Christin Morton, tyrnannoght, Britt Gray, Dmytro Soldatov, Nicola and Gert-Jan Verburg**



Since the last issue of Phaser World I published the March Developer Log. This Dev Log

talks all about the 3.53 and 3.54 releases of Phaser, the new Phaser Docs System, an update to the Phaser News and then a deep-dive into the Phaser web site and how important it is to start rebuilding it this year.

[Read the full Dev Log here](#)

## Download the latest version of Phaser

Phaser v3.54.0 "Futaro" was released on the 26th March 2021.

[Download v3.54.0](#)



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