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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.

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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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.