



# Fuse Entertainment Company

## 2020 Annual Report

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*Report Version 1.0.2 - Finished letter, public release version*





## A Letter from the Directors

### TheWebCon

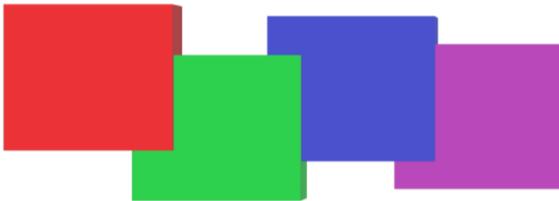
If there's one thing that 2020 was, it was a rollercoaster. All jokes aside, this year has seen us experience tremendous growth, but also plenty of hardship. I'm so incredibly thankful for everyone who helped to make the year better- from our own spectacular dedicated staff team who work every day to ensure that Fuse is the best it can be, and to the players who decide to take some time out of their day to visit one of our events, parks, or rides. It's because of you that we get to do these things. With 2021 now on the horizon, 2020 will become a distant memory, and it's up to us what memories we remember. There are plenty I'll hold onto for 3years to come, from the large park openings, to even smaller interactions with honest people who inspire me to put my all into everything we make. From the bottom of my heart, I thank you. I can't wait to continue making more memories I'll want to remember in 2021 with each one of you.



### Clockwork2002

I don't need to lay out our successes or failures in 2020. All of that is within this guide; rather, I'd like to thank our wonderful staff team. What we accomplish would not be possible without their help and expertise. Additionally, I want to thank our guests. Without guests, all we build, design, create, and innovate would be for nothing and noone. Remember the impact you have. Our staff had a great impact on our projects and accomplishments this past year, and so did our guests. At Fuse Entertainment, everyone has an impact and I implore all of us, including myself, to impact the next year. This guide is to recognize what we have done and use that to build upon our future endeavors. I encourage you to do the same, not just with Fuse and Minecraft, but with all your endeavors in the new year.





Fuse Entertainment Company  
**IMAGINEERING**

Fuse Entertainment Imagineering Division





# Fantasy Valley

## Fantasy Valley Theme Park

Section documented by Clockwork2002

*Fantasy Valley Theme Park* started the year off strong with Adventureland opening on January 2nd of 2020, and we kept the momentum rolling working tirelessly updating, refreshing, and refurbishing rides and areas before the 4th anniversary celebration! Additionally, we refurbished all of our rides with the new Armor Stand Update that was brought to creative in summer. *Fantasy Valley Theme Park* saw a stall in progress over the start of the 2020-2021 school year; however, we continued to press on with Grizzly Gulch and Pandora, both of which will be opening in 2021.

### Adventureland Project Debut:

The *Adventureland* project was announced to replace *Mickey's ToonTown* back in September of 2019, and with quick haste, we were able to open the land by January 2nd. A stunning turnaround for the Fuse team. The project debuted with the *Jungle Cruise*, *Fantasy Valley's* first boat ride, the *Skipper Canteen*, *Fantasy Valley's* first table service, and the *Sunshine Tree Terrace*. *Walt Disney's Enchanted Tiki Room's* opening was delayed by about a week, but received a major update with the armor stand update and has received great guest feedback since. *Adventureland* is Fuse's first land to feature a full backstory which also ties into the *Solar7 Adventure* land, *Pirate's Cove*. A planned refurbishment is in the works for a majority of the land, focusing on the style of trees and landscaping so it may better fit the park's build style going forward, but these plans are far off. Additionally, *Adventureland* hosted *Fantasy Valley's* first ever holiday overlay with the *Jingle Cruise* during the 2020 holiday season.

### Pandora: The World of Avatar Delay:

As a whole, the *Pandora* project has been in the works for over a year, with land clearing occurring over two years ago. The land as a whole sits mostly complete, but we reached road blocks with the ride technology causing a delay. Originally supposed to open in 2020, *Pandora* is now slated for a 2021 opening. We have made significant progress in overcoming the technology roadblocks and are focusing our efforts on this project aiming to open sooner rather than later. *Fuse* and *Fantasy Valley* will be very excited to showcase this land and reopen the area to guest traffic for the first time in two years.





### **Grizzly Gulch Update:**

*Grizzly Gulch* was announced at TPC 2020, but we did not foresee the speedy progress this land received. The land will open on January 23rd, 2021 with innovative Automated Block Brake - Ride Control System installed on the *Runaway Mine Cars* attraction, designed specifically by and for *Fuse Entertainment*. Additionally, the land will host many family offerings such as *Geyser Gulch!* and the *Mystic Grizzly Caverns*. It will also expand *Fantasy Valley's* food and shopping offerings to include the *Diamond Horseshoe*, *Pecos Bill Tall Tale Inn and Cafe*, and *Frontier Mercantile*. The *Country Bear Jamboree* will not be opening with the land, but will debut later in 2021 due to the nature of programming and building a primarily redstone show. We did not want to sit on the land waiting for this attraction that will pull enough attendance as a secondary opening. All in all, this land was built in under six months from announcement, with a majority of the work occurring in the last two months. We are very pleased with the quality of the land, experiences within it, and the quick building turn around. *Grizzly Gulch* opens January 23rd, 2021.

### **Celebrating 4 Years of Magic!:**

Fantasy Valley celebrated its 4 year anniversary with a month long celebration of magic and the debut of *Happily Ever After!* Fuse's first nighttime spectacular. The public reception was astounding despite the literal years of setbacks in programming and creating the show.





## TomorrowVerse Theme Park

Section documented by TheWebCon

*New TomorrowVerse Theme Park* was well underway by the time 2020 had started, but development had slowed down at the beginning of the year. We would later see the announcement and debut of the finished *New TomorrowVerse* project in Summer 2020, resulting in a new property for *Fuse Resort Palace*. This is the very first day-one Fuse branded park that was developed by Fuse staff, compared to other Fuse parks that were made with separate staff teams and joined the company when it was formed in 2018 (like with the original TVRS or Fantasy Valley).

### Park Revamp & Opening

TomorrowVerse Theme Park was planning extensive renovations around September of 2019, and the park was officially closed in secret in November under the disguise of “maintenance updates”. Throughout the following months, we would continue to build the new park with the theme of *EPCOT Center*, while still keeping some aspects of the old park. The finished park would include attractions such as *Horizons*, *Space Mountain*, *The Living Seas*, *Autopia*, *Living With The Land*, and smaller non-ride experiences. Before opening, we were also able to integrate the armor stand update into the majority of the attractions; most notably with *Horizons*. After some opening-day delays, we finally launched the park on June 13th, 2020. The response to the park was incredibly positive with guests astonished by the amount of depth in certain experiences, such as *The Seas*. *Alien Encounter: Sabotage* would also debut shortly after opening, featuring custom Discord-integrated audio support. We are currently working on developing potential new experiences for TomorrowVerse such as *Guardians of the Galaxy* and a new firework show experience, but those developments have been put on hold for now. TomorrowVerse was our first park to debut on Day One with the Fuse branding (unlike original TVRS or Fantasy Valley) as well as being entirely developed by Fuse staff. It sees the most openings of any Fuse park since the debut in Summer, and we plan on hosting even more throughout 2021. We have also been able to complete and open a temporary overlay of the *Space Mountain* attraction, called *Ghost Galaxy*. We have once again extended the duration of this overlay indefinitely, as an immense amount of work went into updating the attraction to work for this retheme, and we want as many guests to be able to experience it as possible.





### **Delay of Projects at TVRS for Foreseeable Future**

We are incredibly happy that we were able to complete and debut TomorrowVerse Theme Park in 2020. However, we are delaying all future major projects for TVRS until further notice. This includes *Soarin' over California*, *Guardians of the Galaxy: Mission Breakout!* and the upcoming firework show. This is due to developments at other Fuse parks requiring more attention in order to meet their new deadlines (such as at Fantasy Valley and Fuse's Hollywood Adventure) and due to some of these attractions not having officially opened in real life yet (*GOTG*). Once we have completed more projects at other parks, we will begin to work through these experiences at TVRS, but we want to put our priorities toward making other experiences first. Thank you for your understanding and patience with us!

### **Alien Encounter Voice Acting Update**

After the debut of *Alien Encounter: Sabotage*, many players expressed how much they wanted custom voice acting for the characters within the experience. We have considered doing this for quite some time now and want to move forward with it, but have not yet due to our inexperience with audio calls and directing voice acting. Once we are ready to move forward with more TomorrowVerse updates and this project in particular, we will put out a casting call for voice actors. Please stay tuned to our announcement channels if you'd like to be a part of this project!





## Fuse's Hollywood Adventure Theme Park

Section documented by Clockwork2002

Originally meant to debut in summer of 2019, *Fuse's Hollywood Adventure* has seen multiple delays and creative roadblocks. Over the course of 2020, we decided to focus more on the *New TomorrowVerse* and *EpiCentral* projects in the first half of the year, and *Fantasy Valley* in the second half of the year. As we move into 2021, we are excited for the prospects and future of this third *Fuse Resort: Palace* gate. While many changes have been made, some announced attractions will still be in the park, as well as some new ones. Stay tuned to the *Fuse18* club on the Palace Forums for updates into 2021 on *Fuse's Hollywood Adventure*. We are hoping for the project to regain focus and momentum this year and open as soon as it is ready!





## EpiCentral and Resorts

Section documented by TheWebCon

This section documents updates to public plot locations that are not dedicated to a specific park, such as *EpiCentral*.

### Completion of EpiCentral Revamp

In 2020, Fuse was well underway with a major overhaul of *EpiCentral*. The plot had been open since 2018, and required some major updates. We finally completed those updates with the opening of the *Springs* area in Summer 2020, just in time for the plot to host *ThemeParkCon 2020!* We are incredibly happy with how the final location has turned out, as well as the brand new *Tempo Landing Resort* which is located on the property. Spark Convention Center was kept from the old EpiCentral and was subtly renamed from “SPARK” to “Spark”. Web Theater once again returned, with a brand new reimagined layout, and had some performances and events for the first time in years. The new Fuse Headquarters offered ample office space for our staff team, as well as a new Imagineering Annex location which is still under development. Overall, we are incredibly pleased with how Epicentral’s revamp turned out, and from what we gathered during TPC 2020, guests were satisfied with it too! In this very report, we are also officially debuting the official logo of the plot. Previously, EpiCentral had no logo, but now you can see the brand new icon just above this paragraph. We are working on hosting more events at Spark Convention Center and Web Theater in the near future, so please stay tuned!

### Escapist Experience Update

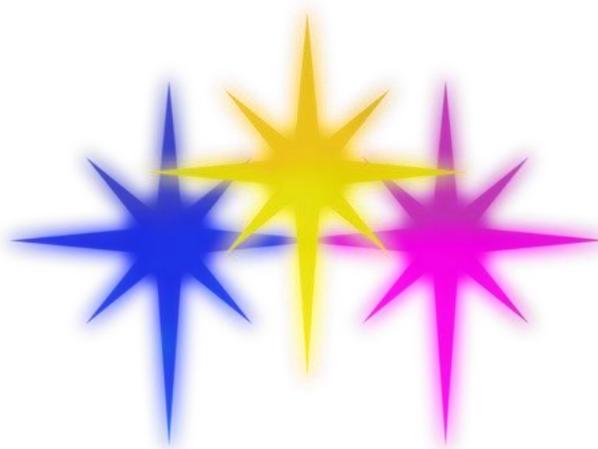
In late 2020, we announced our plans to revive *The Escapist Experience*. Originally launched with the original Web Theater under Web Entertainment Company in 2017, it was revived in 2018 at Old EpiCentral with one escape room- that was never used. In early 2020, we drew up plans to revive the escape-game concept at *EpiCentral* with brand new room themes, one of which was announced- *SSE Phasegate*, a custom





space-themed experience. We also planned 2 more rooms at the time of the announcement. However, due to unexpected delays and shifts in development as well as difficulties with design, the debut of *Escapist Experience* and *SSE Phasegate* is delayed indefinitely into 2021. We want to give our builders time to focus on projects at the parks first, and considering how much work is still required to finish *SSE Phasegate*, we would rather put that work towards the parks. Additionally, we have scaled back our opening plans and will only open *Escapist Experience* with *SSE Phasegate* as the first and only room at opening, and will later open more rooms depending on demand. We will announce once we are ready to open this custom escape-game experience later this year, once we have completed and debuted other parks-related projects. Thank you for your understanding!





## Partner/League Projects

Section documented by TheWebCon

*The Creative League* was officially established in Fall 2020. This collective consists of Fuse Entertainment Company, Verse Entertainment, and Solar7 Parks and Resorts. 2020 saw the debut of the first official League project, as well as continued development of another. While both projects have only been at one League partner park, the group is coordinating and planning development of new League projects at all 3 partner company properties. Additionally, 2020 saw more progress made to continue to improve Fuse Entertainment relations with other companies and groups separate from the *League*.

### **Rise of the Resistance at Solar7 Adventure**

The debut League project was a joint build between the Imagineering teams of Fuse Entertainment, Verse Entertainment, and Solar7 Parks and Resorts. The project began development and planning in November 2019. It officially debuted on February 15th, 2020, and became one of the most successful and popular creations on Creative to date. We also tested out the Boarding Group and FastPass reservation system here, which proved to be successful, albeit with some necessary changes. Those operation methods would soon be reused for the next League project, *Mickey & Minnie's Runaway Railway at Solar7 Adventure*. This attraction also helped prove that manual attractions are still relevant as potential avenues for ride development in the future, as the operation method of an attraction has little to no effect on its overall relevance. Rather, we found the opposite- given a ride is popular enough, manual attractions are somewhat “exclusive” experiences, which boosts demand. We are super happy with how the final product turned out, and loved the response we saw for it after opening, even if there were some hiccups on opening day.





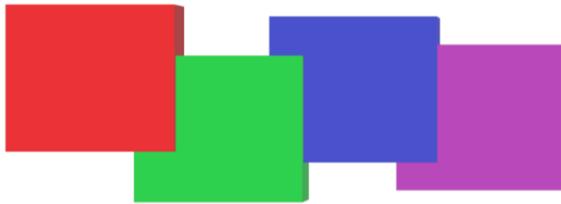
### **Mickey & Minnie’s Runaway Railway at Solar7 Adventure**

Development on Mickey & Minnie’s Runaway Railway at Solar7 Adventure began shortly after the real life debut of the attraction in March 2020. Development was rather rough, consisting of many real life factors and scheduling issues that often delayed progress. Development was halted temporarily around August 2020, but was later restored in October 2020. Originally scheduled for a 2020 debut, it was pushed back to January 2021 due to developmental delays. We are willing to argue, however, that the wait is worth it- this is one of the League’s most impressive and intensive projects, even if development was slightly troubled. This attraction re-uses the same entry operation method that was originally tested on *Rise of the Resistance at Solar7 Adventure*, including the Boarding Group and FastPass+ methods, although a Stand-By queue was temporarily considered as an alternative to Boarding Groups while in the planning phase. We anticipated that *Mickey & Minnie’s Runaway Railway at Solar7 Adventure* would once again be another hit, even if not to the same degree and prestige that *Rise of the Resistance at Solar7 Adventure* received. At opening in early 2021, guests did quite enjoy it, and us at the League are incredibly happy that we were able to finish the project at all- something that seemed impossible just a few months before.

### **Ambition to Partner with Other Companies**

Around the beginning of 2020, plans were set in motion to have other Creative organizations to sponsor and collaborate on many upcoming projects- most notably, sponsoring pavilions at the then-in-progress *New TomorrowVerse* project. These plans unfortunately fell through, and no pavilions were sponsored. However, us at Fuse are still open to the idea of partnering on projects outside of *Fuse Resort Palace*. We are currently working our hardest to expand Fuse into other locations, but only one of these partnerships have followed through so far- that being *World of Fuse at AW Marketplace*. Potential future partnerships may include *ACA Entertainment* and *Cadillac Heights Mall*.





**Fuse Entertainment Guest Relations Division**

Section documented by TheWebCon

Fuse Entertainment Guest Relations Division oversaw the development and hosting of all community focused events hosted by the company in 2020, as well as the creation of all marketing material and community outreach programs. The Guest Relations division also hosts park operations and additional engagement endeavours separate from the Fuse Imagineering Division.

**ThemeParkCon 2020**

In June 2020, Fuse Entertainment hosted the largest community-held event in Palace Creative history, *ThemeParkCon 2020* (also referred to as *TPC 2020*). 2020 also saw the debut of rival event *Pal16*, a convention event hosted by the *Palace Network*. After the debut of *TPC 2020*, we can safely say that *Pal16* had little to no impact or effect on attendance or participation in the *TPC 2020* event. This is likely due to the large gap of time between the two conventions, as well as *TPC* being scheduled in the Summer season, which is a very popular time for Creative developments. We saw a large majority of players participating in the event and announcing projects- one of which was the debut of a new company, *ACA Entertainment*, which has now become one of the largest Creative companies of all time. Overall, we had 24 participants apply for booth spaces and 15 scheduled panel events (not counting Fuse participation). We are incredibly pleased with the success of *TPC 2020*, and due to this (as well as due to the annual nature of the event), we have discussed potential avenues for a successor event. Due to the traditional setup and schedule of the event, if *TPC 2021* were to be hosted, it would require heavy and drastic adjustments both in terms of timing and layout, which would differ greatly from the *TPC 2020* event. We cannot announce anything definitive at this time, so we hope you'll stay tuned to our announcement outlets should we have something to announce.

**ADDITIONAL NOTE:** TheWebCon made an announcement at the end of *TPC 2020* regarding the fact that the event was going to be the "last *TPC*"; however this is incorrect. While we have nothing to announce regarding any potential *TPC* event in 2021, Fuse Entertainment is not finished with the *ThemeParkCon* name, and we plan to use it for related events in the future, even if those events don't fall in line with the traditional *TPC* setup.





### **Creative Showcase 2020**

In late 2020, Fuse Entertainment began planning for an award show that would take place during December 2020, where new park announcements were going to be made while awards were given out. Even though an outline of the event and how it would avoid drama was provided to Palace Network staff, we never heard back about the concept. Thus, the concept of *Creative Showcase 2020*, a streamed pre-recorded presentation, was instead made in order to ensure that the end of 2020 would have a new event comparable to TPC earlier that year. TheWebCon was heading the event, and officially debuted it after some small early promotion as a “Nintendo Direct” style presentation featuring custom animations, graphics, and, most importantly, trailers and incredibly large announcements for parks all over Creative. Us at Fuse were heavily passionate for the project, and we were looking forward to hosting it, but despite providing a guide for how to edit trailers to the companies we anticipated would support the event, we received not a single trailer submission. Thus, we made the decision to unfortunately cancel the CS2020 event. This cancellation is due to the inexperience and intimidation we noticed that comes with trailer and video editing, which stopped many potential participants from applying, as well as the difficulties that come with recording game software. Fuse Entertainment will continue to explore new avenues to present our announcements aside from CS2020 (most likely in Fuse-dedicated broadcasts that are unrelated to other Creative developments), but the Creative Showcase 2020 concept will never resurface. We are also currently working to incorporate the techniques learned from the CS2020 marketing material into our future announcements, and we plan to have it nearly fully integrated in 2021.

### **Fuse Audio Release**

In 2020, we debuted our new *Fuse Audio* infrastructure for providing custom edited attraction audio separate from the *Palace Audio Server* plugin. The first few audio tracks were released with the debut of *Adventureland at Fantasy Valley Theme Park*. Results proved that guests enjoyed the attractions with the added sense of audio and wanted to see more, leading to the creation of more custom edited tracks for a variety of attractions. In 2021, we plan to expand *Fuse Audio* to the majority of our attractions, as well as make it a more prominent feature in the park with updated signage and information booths informing guests on how to use the service. The launch of the program can be credited to a former staff *02Jamez02 (klook\_)*, who developed the first few *Fuse Audio* tracks and maintained the service prior to his retirement. We thank him greatly for his spectacular work on the service and the custom audio he created. We also implore all other companies with the capabilities of creating custom audio to do so for their own developments where possible.

### **Fuse18**

2020 saw the continuation of the *Fuse18* club, hosted on the Palace Forums. Other than providing access to *Fuse Audio*, the *Fuse18* club did not see much traction or activity from the community. In 2021, we plan to expand our community outreach to spark discussion between our guests and us, as well as improve the *Fuse18* club.





## Fuse Entertainment Staff Census

Section documented by TheWebCon

*A compiled list of all official registered staff members as of 1/7/2020.  
Usernames as of 1/7/2020.*

### → Directors

- ◆ *Clockwork2002*
- ◆ *TheWebCon*

### → Managers

- ◆ *DisQuick*
- ◆ *Dr\_Orlando*

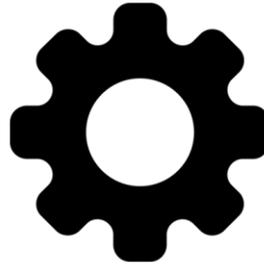
### → Resort Staff

- ◆ *Luke1205*
- ◆ *ThePlasmo*
- ◆ *BrerGertie*
- ◆ *WILLINGWINGS81*
- ◆ *ItzPolar*
- ◆ *SorcererAndrew*
- ◆ *Oceanos\_*

### → Trainee

- ◆ *N/A*





## **Operational Shifts Coming in 2021**

Section written by TheWebCon & Clockwork2002

In 2021, the management team of Fuse Entertainment Company are planning some upcoming major changes to the infrastructure of the group.

For all of our existence, Fuse Entertainment hasn't assigned projects and anyone could work on whatever they wanted. This system does help prevent drama immensely; however, we have realized it kills staff engagement. We want to keep this sense of relaxation and fun within our company, but there are some changes coming in 2021 that require us to adapt our model (which are elaborated upon in the *Management Changes Coming in 2021* portion).

In 2021, we will begin experimenting with a slightly more involved "dedicated" staff culture, where we will start to develop a more team like atmosphere with special projects and events that our staff members can head and work on themselves. Staff members will still be able to work on what they want to. We just feel that these shifts are necessary in order to encourage staff to spend time helping to craft the parks and the resorts more. Fuse is going through unprecedented change and growth as a whole, but we want to foster a sense of community that has not been there amongst our team and our guests. We will do our best to find a good middle ground between "laid-back" and "dedicated" while still offering quality work to our staff and our guests.

Our staff are at the heart of all we do, and this change is to keep us moving in a forward direction as individuals and as a whole. Thank you for riding through this with us and trusting in the future of Fuse.

Fuse Management Team





## Management Changes Coming in 2021 [ Retirement Message ]

Section written by TheWebCon

Dear Creative Community and Fuse Staff Team,

I can't believe I'm actually writing this.

My name is TheWebCon. For the past three years, I've been a Director at Fuse Entertainment Company, helping to launch new theme park attractions, parks, and even host many different events such as *ThemeParkCon 2020*.

**In late Spring/Summer of 2021, I will be officially stepping down from my position as Director at Fuse Entertainment Company and leaving the company permanently.** All Fuse properties that I own on my account (TomorrowVerse, EpiCentral) will be safe and will remain intact past my departure. No new staff will be added/trusted to either property past my departure due to limitations on adding staff. We will explore potential avenues of copying both properties to empty plots owned by other Fuse Management members, however we cannot confirm anything yet. Succession plans for a potential new Director will be discussed soon after this letter is released and will be announced once we are ready. Fuse Entertainment started as a co-owned business, and it will stay that way even after my departure.

So, what are you doing afterwards? Starting a new company? Maybe applying for Palace Network?

No, I'm leaving for good.

*I'm taking my final bow.*

It's hard for me to let go of something I've been working on with close friends for around three years now, but I had to face the truth sooner or later. Shortly after my departure from Fuse and Palace as a whole, I'll be going on a two-year mission trip to spread what I believe. I'll admit, I rarely ever mention my religious beliefs in this community or to anyone else on Palace because I feel they aren't necessary to mention here and would get in the way of the goal of the team (other than the fact that I don't play on Sundays). However, I feel leaving without providing you with the "why" would be disrespectful. I'm willing to leave on this difficult trip and spend the next two years of my life doing something for a greater purpose than I would have done with those years otherwise.

After I leave, I will be 100% inactive over Discord, YouTube, the Palace Forums, and basically the entirety of the internet whatsoever until Summer 2023. However, I will do my best to ensure that I don't just





abandon the team, and that Fuse will continue to flourish afterwards. I'll be working to hire much, MUCH more staff members soon in the coming months as well as appoint an additional Director to ensure Fuse stays just as active (if not more) than after my departure.

This is also the reasoning why TPC 2021 is such a difficult event, because I've traditionally hosted and planned the majority of the event in the past. I can't host it if I'm gone, but I trust that the rest of the team can do it, even if it means it'll be different. That's also why I originally said TPC 2020 was over months ago, but in all honesty, TPC wasn't ever about me. It was about you. As long as there is a community to support it, there WILL be a TPC; I guarantee it (even if it's not the way it used to be).

To clarify, I'm not gone just yet. I'll still be here until around May or June, but I feel providing a warning as soon as possible is important, so I don't abandon anyone out of nowhere.

It's insane to consider the fact that I'll be leaving my passion project permanently. These past 4 years have shaped me more as a person than anything else, and I've gained a lot of amazing friends and met a bunch of spectacular people. Ever since Web Universe in 2016, TomorrowWorld in 2017, and then Fuse in 2018, Palace has remained a safe, friendly space where I can just chill and build some cool stuff with some cool people. Sure, we've had some bad times as well, but we've all grown from those, and I can't say I'd be the person I am today without Minecraft and without this community. As much as it'll hurt to leave, I'm also incredibly excited for what my future holds afterwards, even if I'll really miss doing this.

I've had so many awesome memories these past three years. Meeting Clock, Dis, Orlando, all of the wonderful staff members on our team, and everyone who ever visited the things we built. It's like what I wrote in my message at the start of this report- It's because of YOU that I've done this for so long. So, I hope you keep building in my absence. Keep creating. Keep dreaming. Build what only you can build. Try to bring people together in ways that excite them. Whether that's through our love of theme parks, or maybe something completely different. The core of Fuse Entertainment is to bring people together. To provide a safe haven to share our love of the things that matter to us. As long as that mission and passion remains, I'll never truly be gone.

Thank you for supporting Fuse all these years. Thank you for being a part of this community. It's been an honor being a part of this team, and I'm looking forward to making even more memories with you all in the coming months.

*And then, after that, it'll be your turn onstage.*

Director - Fuse Entertainment Company

*If you'd like to reach out or contact me, I'm available on Discord at TheWebCon#8423.*



