

# **XTR-TRACK**

David J. Cruickshank

<b>COLLABORATORS</b>
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	<i>TITLE :</i> XTR-TRACK		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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<b>REVISION HISTORY</b>
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## Chapter 1

# XTR-TRACK

### 1.1 main

SKULL ARMY's CUP 1  
FIVE XTreme Racing Tracks  
Produced by  
David J. Cruickshank  
Skull Army Soft.

Welcome to my first ever release of 'XTreme Racing' Tracks using the new Track Designer found on Silltunna Software's Data Disk.

To use these Tracks you must own the full original game of XTR. The data disk release of XTR is not required for the first 4 tracks but is required for the 5th.

Please read:-

Important Copyright Page

Tracks- SkullArmy1 SkullArmy2 SkullArmy3 SkullArmy4 SkullArmy5B

Skull Army's Ad.

If you like these Tracks then please send me a post card or something!! Or BETTER still register to one of my great Shareware Games as above. You will NOT be disappointed.

Any one wishing to send me their own Tracks, then please do so. I will just 'Lap' them up. If you supply a stamped Addressed Envelope I will send you my latest tracks in return, if any. (I will only be able to do this for people living in England.)

Find also, a copy of my Lap Records File in which you can merge with your own.

Message to Silltunna Software:

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Excellent Game, THE BEST GAME EVER, But. . . . .

\* How about a mouse control. Play either Virtual Karting or Indy 500 with a mouse

and feel the difference.

- \* How about 3 Lap Records instead of 1? The (2nd, and 3rd) info could be put on a second 'Lap Records' file for compatibility with older versions of XTR.
- \* How about making an option to swap the 'Fire button' and 'Up' on the Joystick.
- \* How about fixing the bug, where the background graphics do not scroll at the same speed as the foreground graphics?
- \* As from version 2.0 of XTR, the computer players do not seem to fire any more? Not sure why?
- \* Tell me I should get a life?

Here's looking forward for XTR 2!!!!

Cheers!!! and Bye.

David J. Cruickshank  
58 Aln Street, Hebburn, Tyne & Wear NE31 1XT (ENGLAND)

## 1.2 Track 'Skull Army 1'

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|                        |                                                                                                                                                                                                                             |
|------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Track Name             | : Skull Army 1                                                                                                                                                                                                              |
| Track Type             | : Race                                                                                                                                                                                                                      |
| Release Date           | : 1-11-96                                                                                                                                                                                                                   |
| Version                | : 1.0                                                                                                                                                                                                                       |
| Track Author           | : David J. Cruickshank                                                                                                                                                                                                      |
| Contact Details        | : David J. Cruickshank<br>58 Aln Street<br>Hebburn<br>Tyne & Wear<br>NE31 1XT<br>England                                                                                                                                    |
| Graphics Set Used      | : Floating City                                                                                                                                                                                                             |
| Any Extra included Gfx | : No                                                                                                                                                                                                                        |
| Description            | : This is the first XTR track created by me.<br>I designed this while still learning how to<br>do things using the excellent step by step<br>read me guide.<br>So my apologies if it's not as good as it<br>should be. O.K. |

Difficulty Comments : Hard to learn but gets easier.  
Best Known Lap Time : 40.48 (DJC) David J. Cruickshank  
Time to Design : Too long!!!.  
Notes : Buy Alien F.F. O.K!!!!

### 1.3 Track 'Skull Army 2'

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Track Name : Skull Army 2  
Track Type : Race  
Release Date : 1-11-96  
Version : 1.0  
Track Author : David J. Cruickshank  
Contact Details : David J. Cruickshank  
58 Aln Street  
Hebburn  
Tyne & Wear  
NE31 1XT  
England  
Graphics Set Used : Floating City  
Any Extra included Gfx : No  
Description : A fast track based on a real life indoor  
Karting track.  
"Top Gear Karting", Durham, England.  
Difficulty Comments : Just right after a few hundred go's.  
Best Known Lap Time : 12.78 (DJC) David J. Cruickshank  
Notes : Buy Alien F.F. O.K!!!!  
Time to Design : 3.30 Hours + Days play-testing it.

### 1.4 Track 'Skull Army 3'

=====

Track Name : Skull Army 3  
Track Type : Race

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Release Date : 1-11-96

Version : 1.0

Track Author : David J. Cruickshank

Contact Details : David J. Cruickshank  
58 Aln Street  
Hebburn  
Tyne & Wear  
NE31 1XT  
England

Graphics Set Used : Road Circuit

Any Extra included Gfx : No

Description : A fast track based on a real life outdoor  
Karting track.  
Features include a very fast chicane, and a  
Pit Lane full of Bonus Squares.

Difficulty Comments : Just perfect.

Best Known Lap Time : 23.56 (DJC) David J. Cruickshank

Time to Design : 6.00 Hours + Days play-testing it, and  
adjusting it.

Notes : Buy 'Speed Racer FX'. O.K!!!!

## 1.5 Track 'Skull Army 4'

=====

Track Name : Skull Army 4

Track Type : Race

Release Date : 1-11-96

Version : 1.0

Track Author : David J. Cruickshank

Contact Details : David J. Cruickshank  
58 Aln Street  
Hebburn  
Tyne & Wear  
NE31 1XT  
England

Graphics Set Used : Toxic Refinery Tiles

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Any Extra included Gfx : No

Description : A speedy track with one cross over and lots of acid.

Difficulty Comments : Just right after a few hundred go's.

Best Known Lap Time : 23.24 (DJC) David J. Cruickshank

Notes : Buy Alien F.F. O.K!!!!

Time to Design : 6.00 Hours Total on and off.

## 1.6 Track 'Skull Army 5B'

=====

Track Name : Skull Army 5B

Track Type : Bonus Race

Release Date : 1-11-96

Version : 1.0

Track Author : David J. Cruickshank

Contact Details : David J. Cruickshank  
58 Aln Street  
Hebburn  
Tyne & Wear  
NE31 1XT  
England

Graphics Set Used : Hell Below. Graphic tiles Found on Silltunna Software Softs Data Disk.

Any Extra included Gfx : No

Description : A crap track with many, many boring 90 degree corners.

Difficulty Comments : Easy

Best Known Lap Time : 43.42 (DJC) David J. Cruickshank

Notes : Speed Racer FX. O.K!!!!

Time to Design : Not sure? Days.

## 1.7 Copyright

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### Track Author's Copyright / Permission Information

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These XTR Tracks can be freely distributed, but are Copyrighted to the Author David J. Cruickshank. You are not allowed to change any part of this release, or to sell it for a mass profit. You are NOT allowed to flog off this work as your own.

I the author, am in no way part of Silltunna Software.

### Silltunna Software's Disclaimer & Distribution Rules

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This file must be distributed with this section & below in unedited form. All tracks must be distributed with this file in the archive, and this shall be used as the basis for the file description for Aminet/BBS/Other locations.

Silltunna Software Ltd./Black Magic Software are NOT responsible for any damage caused directly or indirectly by the use or misuse of XTreme Racing and any related material whether written by us or otherwise. You use this software at your own risk.

### Distribution

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If you do wish to use Silltunna Software Tracks as the basis for your own tracks then please ensure they are sufficiently modified before releasing them publically. If we find tracks that have been released with very little modified then the Author will be in big trouble! Otherwise we will turn a blind eye.

By using this software you agree to accept and abide by all these rules.

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Email:

rich@xtreme.demon.co.uk [ Richard Whittall ]

Silltunna BBS : 10pm -> 7am : +44 (0)1789 842105

\* Call For All the Latest and Best Tracks \*

### Requirements

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XTreme Racing is (of course) required and is 23.99 + 1.00 P&P UK Sterling. XTR requires any AGA Amiga, and is very enhanced for those with accelerators.

This track works best with the XTR Upgrade which also includes 20 new tracks, new gfx, the full game/gfx/sfx editor and a major XTR upgrade.

Price : 9.99 + 1.00 P&P UK Sterling (Worldwide delivery)

Order from : Guildhall Leisure : +44 (0)1302 890000 (all major credit cards)  
Or write a cheque payable to Guildhall Leisure Services at :

Unit 15, Guildhall Industrial Estate, Kirk Sandall, Doncaster South Yorkshire  
DN3 1QR, England

PLEASE SUPPORT US. PLEASE DON'T PLAY PIRATE VERSIONS. A LOT OF WORK HAS GONE  
INTO THIS PRODUCT AND WE HOPE YOU APPRECIATE IT!

## 1.8 ADVERTISEMENT

Also available from me are 4 other games. These games are Shareware.  
Restricted versions of theses games can be found in the Public Domain. The  
full versions can be bought from me (the author) at a very cheap price.

The games are as follows:-

ALIEN FISH FINGER    Screen~Shot

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This game is a Flip Screen, Platform, Arcade, Shoot em'up. You control a  
bloke, named 'Frank Finger', around a deadly alien infested planet. You are  
armed with an upgradable super weapon, which comes complete with a deadly  
powerful Grenade launcher.

The game is a sort of 'Turrican' meets 'Worms'. If you don't own a copy, buy  
a copy now!

Mag. Review Quotes:-

"....your missions take you through some weird and wonderful worlds in which  
you explore numerous screens and shoot everything in sight...."

"...the sprites may be tiny, but you can clearly see what's going on, right down  
to the streams of blood flowing from open wounds."

"...the sprites move with surprising grace in all directions. Along the way  
you'll come across plenty of aliens and space craft, and it's all pretty  
impressive stuff to be honest." Amiga Action (September 95)

"In short, AFF is the best PD game I have ever played (and I've played a few)  
The difficulty level is set just right so you always find something new, the  
missions are poriginal and it is extremely addictive."

ShareWorld 7 Disk Magazine.                      Overall Score 94%

Price £3.99 (U.K. Sterling Pounds)

Countries other than the U.K. can pay by sending cash for £5.00 (U.K. Sterling  
Pounds)                      ↵

WIRED CHAOS

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A Multi-player light cycles clone with many power-ups and features. This is probably one of the best light cycle clones there is. If you don't take my word for it, check out what the magazines said about it.

"Occasionally a PD game comes in that we all play for hours. Wired Chaos is the best version of Light Cycles available. So there!....."

"...in fact basically, it's just about the best PD game we've come across in quite some time. I beg and implore you to buy the shareware version and encourage more top products like this." Amiga Action (Game of the Month)

"....Playability is present in copious amounts, and a good many hours could be spent crowded around the keyboard with a bunch of partially inebriated companions revelling in the addictive action." Amiga Computing (Game of the Month) ←

Price £3.75 (U.K. Sterling Pounds)

Countries other than the U.K. can pay by sending cash for £5.00 (U.K. Sterling Pounds) ←

#### HYDROZONE

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Fly through fast, speedy 3D tunnels trying not to crash.

Mag. Review Quotes of HydroZone:-

"This shareware effort, from little known Skull Army Software, could with a lot of polishing pass for a commercial release. As it stands at the moment it is far better than average PD games, the first in fact to earn our all-new PD games of the month accolade." Amiga Action (Game of the Month)

Plus also:-

#### SPEED RACER FX

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The Sequel to the above, but so much better. Race against Human or computer players, up to 6 in a league, through super fast 3D tunnels.

Plus define your own using the supplied Tunnel Designer.

A recommended buy, if you are a speed freak.

Buy Both 'HydroZone' and 'Speed Racer FX' for only £3.99 (U.K. Sterling Pounds)

Countries other than the U.K. can pay by sending cash for £5.00 (U.K. Sterling Pounds) ←

#### SKULL ARMY ACCOLADE PACK 1.1

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Four top Shareware games:- 'Alien F.F.', 'Wired Chaos', 'HydroZone', AND 'Speed Racer FX'. ←

(All Full Un-restricted versions.) Plus any available new XTR Tracks.

Price of only £9.99 (U.K. Sterling Pounds)

#### ADDRESS:

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David J. Cruickshank  
58 Aln Street

Hebburn  
Tyne & Wear NE31 1XT  
(ENGLAND)

Please include name, address and computer set-up when ordering. cheers!!!

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