

xtrtracks

COLLABORATORS

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REVISION HISTORY

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Chapter 1

xtrtracks

1.1 Titlepage

Hello and welcome to my guide about my xtr-tracks and other stuff.

About my tracks

My opinions

About Me

Copyright

1.2 My tracks

As soon as I got the XTR-datadisk I began making tracks and swapping them with the ones my friend made. He also gave me tracks he got from cover-cd's (I don't have a cd-drive) and I downloaded tracks from the internet using my dad's pc. (I don't have an internet connection for my amiga either, although I wish I would, it would make the pc downstairs obsolete.)

Some time ago, my friend had the great idea of sending our tracks to an Amiga-magazine, so here they are.

I catagorized them to make life easier.

Crossroads

Masacre

Chaosphere

Forest

NOTE: With track integrity I mean how well it works.

1.3 Crossroads

About Crossroads in general

Crossroads 1

Crossroads 2

Crossroads 3

Crossroads 4

Crossroads 5

Crossroads 6

Crossroads 7

1.4 About Crossroads in general

The idea for Crossroads is very simple and born from the desire to annoy my friend who hates crossroads. Each Crossroads-track features at least one crossroad. Some of the tracks do something special and some of them have great crossroads! ckeck out number 5 and 7.

1.5 Crossroads 1

Crossroads 1 is the first track I made and as such it is not very good. Well it would be if it worked properly. Don't judge my tracks on this one!

Name	: Crossroads 1
Difficulty	: N/A, it doesn't work well enough to judge.
The lap record	: 00.28.02 BAR
Integrity	: about 38%

1.6 Crossroads 2

My second track, and the first a human player can complete. For some reason, the computer is absolutely crap at this track. Also, the track is very thin, so you fall off constantly.

Name : Crossroads 2
Difficulty : Hard
The lap record : 00.19.64 VOS
Integrity : 78%

1.7 Crossroads 3

My third track, and the first one that works! It has one crossing point filled with acid, so you must jump over it, but if you bump into another car, you fall in! This is also great for people who forget what direction they have to take on a crossroad. There's also a small bug that causes the first three cars to be picked up at the start of the race.

Name : Crossroads 3
Difficulty : Medium
The lap record : 00.14.92 VOS
Integrity : 93%

1.8 Crossroads 4

A real speedy track with 3 crossroads. There's nothing much to say except this is one of the first tracks with no errors.

Name : Crossroads 4
Difficulty : Easy
The lap record : 00.19.06 BAR
Integrity : 99%

1.9 Crossroads 5

I'm really proud of this track, it's great!
Instead of a boring old 4-way crossroad it
has an 8-way square!

Name : Crossroads 5

Difficulty : Medium

The lap record : 00.29.76 VOS

Integrity : 99%

1.10 Crossroads 6

A fallback in quality, for some reason
it's full of errors.

Name : Crossroads 6

Difficulty : N/A, it's integrity is too low.

The lap record : 00.24.00 VOS

Integrity : 31%

1.11 Crossroads 7

My newest creation, this one features 9
crossroads.

Name : Crossroads 7

Difficulty : Hard

The lap record : 00.38.26 VOS

Integrity : 99%

1.12 massacre tracks

About Masacre in general

Masacre 1

Masacre 2

Masacre 3

Masacre 4

1.13 Masacre in General

The Masacre set of tracks are meant to kill you, not to let you finish. They feature a lot of bonus tiles, obstacles, or something like that.

1.14 Masacre1

Masacre 1 is a track with two long streets and two turns which are filled with bonus tiles. For some reason, the first three cars are picked up at the start of the race.

Name	: Masacre 1
Difficulty	: Medium
The lap record	: 00.15.72 VOS
Integrity	: 71%

1.15 Masacre 2

The only 'serious' track in the Masacre series, it is also the hardest track I produced.

Name	: Masacre 2
Difficulty	: Very Hard
The lap record	: 00.17.40 BAR
Integrity	: 89%

1.16 Masacre 3

If you're sad about the fact that Carmageddon isn't available on the Amiga this is your chance to experience the thrill of running over little creatures.

Name	: Masacre 3
Difficulty	: Hard

The lap record : 00.12.80 BAR

Integrity : 67%

1.17 massacre 4

If the other massacre-tracks were too hard for you, this one will certainly light up your day!

Name : Masacre 4

Difficulty : Hard

The lap record : 00.19.02 VOS

Integrity : 85%

1.18 Chaosphere Tracks

About chaos in general

Chaosphere 1

1.19 Chaos in general

With the Chaosphere series I tried to turn around the world, shame it didn't work.

Only one track was produced in this series and it will be the only one.

1.20 chaos1

The first and only chaos-track, it simply reverses the ground.

Unfortunately, XTR doesn't really lend itself for this kind of abuse.

Name : Chaosphere 1

Difficulty : Hard

The lap record : 00.13.04 VOS

Integrity : 94%

1.21 Forest Tracks

About Forest in general

Forest 1

Forest 2

1.22 Forest in general

The Forest Series were used by me to introduce my first made object. It was supposed to be animated but that didn't work.

1.23 Forest 1

Forest 1 was made to test the various things I wanted to do with it. Namely include my first object and test the background.

Name	: Forest 1
Difficulty	: Very Easy
The lap record	: 00.6.56 VOS
Integrity	: 99%

1.24 Forest 2

Forest 2 is just another track in the Forest Series. Nothing special.

Name	: Forest 2
Difficulty	: Medium
The lap record	: 00.20.70 VOS
Integrity	: 97%

1.25 About me

I don't know if you ever look in these
parts of .guide files, but if you do,
I might as well tell you something!

I could say I own an Amiga, but you know that
already.
I could say I hate PC's, but who doesn't?
I could tell you about my Amiga:

A1200 with Blizzard/IV
'030 50MHZ
2 MB CHIP, 8 MB FAST
203 MB HD
that's it, but I do have a monitor!

Perhaps I could tell you my name, very well
then, I'm Aron Postma, from the Netherlands.

By the way, my e-mail adress is:
tammy@dolfijn.nl

1.26 My opinion about some things

My opinion about games I bought.

My opinion about games my friend bought.

My opinion about games I didn't buy.

My opinion about Magic, the Gathering

My opinion about various animals.

1.27 Opinions about games I bought.

Let's see, what can I tell?
It's very hard to get games for
the Amiga in The Netherlands,
so it's quite a short list.

Ruff 'n Tumble

The Chaos Engine

Worms

Gloom

Wing Commander

Xtreme Racing

Nemac IV

Titus the Fox

Sabre Team

Rock 'n Roll

Walker

Toki

1.28 Ruff 'n Tumble

It's about a little kid with a big gun!

Run around shooting robots is a great way to wash away those spare hours you might have.

graphics : 7/10

Sound : 8/10

Playability : 8/10

Lastability : 7/10

HDinstall? : no, but you can get an installer on the internet.

Conclusion : 8/10

Suggestions : None, keep it this way.

1.29 The Chaos Engine

I bought this after playing it at my friends house, and it's quite good.

graphics : 7/10

Sound : 7/10

Playability : 8/10

Lastability : 7/10

HDinstall? : No, but you can get an installer from the Internet.

Conclusion : 7/10

Suggestions : None

1.30 Worms

There's nothin I can say about Worms
that hasn't already been said.

graphics : 7/10

Sound : 9/10

Playability : 9/10

Lastability : 8/10

HDinstall? : Yes

Conclusion : 8/10

Suggestions : Don't know, I've got the original, and there
are a lot of differences between this and
Worms DC.
How about releasing Worms2 for the Amiga,
after all, it spawned from the Amiga as well.

1.31 Gloom

I bought Gloom because I wanted a
3D-Shootmup. Unfortunately, it was
too slow at first, and when I got a
Blizzard, I had bought Nemac IV,
which is much better.

Anyway, Gloom is quite a bloody game,
and it amused me for a short while.

graphics : 6/10

Sound : 5/10

Playability : 7/10

Lastability : 5/10

HDinstall? : yes

Conclusion : 6/10

Suggestions : Don't know, maybe a descent save-game routine,
instead of saving your position after each

world.

1.32 Wingcommander

Great game, I even liked it when I played it on a friend's pc.

So the graphics suck, the sound is almost non-existent, but the game is so cool, just flying around in your spaceship is pretty neat, but throw in the storyline and you get a dream of a game.

Whilest the quality of the graphics and sound is horrible, they are very good.

graphics : 6/10

Sound : 6/10

Playability : 8/10

Lastability : 9/10

HDinstall? : yes

Conclusion : 8/10

Suggestions : Better sound and graphics are nice and all, as long as they don't slow the game down too much.
And release the mission-disks!

1.33 Xtreme Racing

Again, I bought this after playing at my friend's place, and I like it.

Having the ability to expand the game and add your own tracks and graphics really boosts a game.

graphics : 8/10

Sound : 8/10

Playability : 8/10

Lastability : 9/10

HDinstall? : yes

Conclusion : 8/10

Suggestions : A more powerfull editor would really kick ass! I'dd really like the possibility to click on a tile, and alter the surfaces there, so you can drop tiles with those surfaces.

1.34 Nemac IV

At the same computerfest where I bought my Blizzard, I bought Nemac 4. I wanted a game that took advantage of the tremendous boost in speed and memory I now posessed and had a choice between this and the Killing Grounds.

Good thing I chose this, it is one of the best games I've ever played, and it has an intro and outro too!

graphics : 8/10

Sound : 6/10

Playability : 7/10

Lastability : 7/10

HDinstall? : Required.

Conclusion : 7/10

Suggestions : Dunno.

1.35 Titus the Fox

I bought this game just because I'm crazy about foxes, at least I got a cool poster! It is one of the worst games I've ever player on my Amiga. Granted, I've only played one plat-formgame on the pc that's any good.

graphics : 5/10

Sound : 3/10

Playability : 6/10

Lastability : 3/10

HDinstall? : No installer, but you can copy all the files

to HD.

Conclusion : 5/10

Suggestions : Could have been much better, but if you'd try to make it better, you'd end up with another game.

1.36 Sabre Team

I honestly don't know why I bought this.

graphics : 7/10

Sound : 7/10

Playability : 6/10

Lastability : 6/10

HDinstall? : No

Conclusion : 6/10

Suggestions : Sigh

1.37 Rock 'n Roll

When I saw this in a pawn shop, sweet memories appeared in front of me, I'm in love with this classic game. It's so simple, yet so addictive.

graphics : 6/10

Sound : 4/10

Playability : 8/10

Lastability : 8/10

HDinstall? : Maybe, didn't work for me but it's one disk, so what the heck?

Conclusion : 8/10

Suggestions : An AGA version would rule! It's 9 years old and a new version would kick ass!

1.38 Walker

Who wouldn't want to walk around in a big
robot blasting everything in sight?
Eight levels full of cannon fodder.

graphics : 7/10

Sound : 9/10

Playability : 8/10

Lastability : 8/10

HDinstall? : No, get an installer from the internet.

Conclusion : 8/10

Suggestions : Again, an AGA version would be great.

1.39 Toki

Puke, I bought this because someone said it
was great, but it sucks! First, no full screen
action, why not? Secondly, it doesn't work to
well on my Amiga, so there's little room left
for fun

graphics : 6/10

Sound : 4/10

Playability : 5/10

Lastability : 3/10

HDinstall? : No

Conclusion : 4/10

Suggestions : Forget it.

1.40 Opinion about games my friend bought

My friend owns both an Amiga and a
N64. So I included a list of games
from both computers.

Lylat Wars (N64)

James Bond (N64)

Rise of the Robots

Banshee

Litil Divil

Microcosm

1.41 Lylat Wars

Another game with a fox, and it's better than Titus the Fox! Unfortunately, it's not any bit as good as Wing Commander.

graphics : 9/10

Sound : 7/10

Playability : 5/10

Lastability : 4/10

HDinstall? : N/A

Conclusion : 6/10

Suggestions : A better storyline, descent animations.

1.42 James Bond

I hate this game, just because you've got neither a mouse nor a keyboard. Anyway, you play a guy with tons of bodyarmor (even Duke Nukem dies when he's hit by a rocket) and you walk around shooting people. The lack of keyboard means you have to cycle through weapons rather than selecting them.

graphics : 9/10

Sound : 7/10

Playability : 5/10

Lastability : 6/10

HDinstall? : N/A

Conclusion : 7/10

Suggestions : Nothing here.

1.43 Rise of the robots

A beatmup with robots.
And it's crap too.

graphics : 7/10
Sound : 4/10
Playability : 5/10
Lastability : 2/10
HDinstall? : Haven't got a clue
Conclusion : 5/10
Suggestions : Sorry, can't think of anything.

1.44 Litil Divil

Quite amusing, but way too hard.

graphics : 9/10
Sound : 6/10
Playability : 6/10
Lastability : 5/10
HDinstall? : Don't think so
Conclusion : 6/10
Suggestions : Tone down the difficulty.

1.45 Microcosm

At least it's better than the Sega version.
Incredibly boring, ugly, and difficult.

graphics : 6/10
Sound : 3/10
Playability : 4/10
Lastability : 3/10
HDinstall? : Nope

Conclusion : 4/10

Suggestions : Try something else.

1.46 Banshee

The best 2D-shootmup I've ever played!
I can't think of a way this could be
any better.
It has everything you could dream of.

graphics : 8/10

Sound : 8/10

Playability : 8/10

Lastability : 8/10

HDinstall? : Yes

Conclusion : 8/10

Suggestions : Keep it just the way it is.

1.47 My opinions of games I didn't buy

Don't think these are games I copied!
most of these games are pc-games, and
ADOM is freeware!

ADOM

Duke Nukem

Doom

Quake

Command & Conquer

1.48 Ancient Domains of Mystery

A freeware RPG available on the internet,
it is the best game I know of.
The realism is good, even though the game
has neither graphics nor sound. It uses
ASCII-karacters yet is a bit slow.

graphics : 2/10
Sound : 0/10
Playability : 8/10
Lastability : 9/10
HDinstall? : You have to
Conclusion : 8/10
Suggestions : Download it from <http://www.members.aol.com/adomdev> !

1.49 Duke Nukem

One of the few 3D games I played on a pc.
It uses sprites instead of polygons.

graphics : 7/10
Sound : 7/10
Playability : 7/10
Lastability : 6/10
HDinstall? : It's a PC.
Conclusion : 7/10
Suggestions : Release an Amiga version.

1.50 Doom

Claimed to be the mother of all 3D games,
(which it isn't, by the way) this is a
fast and hard action game. Perhaps a
little overhyped.

graphics : 6/10
Sound : 6/10
Playability : 8/10
Lastability : 7/10
HDinstall? : It's a PC
Conclusion : 7/10

Suggestions : Release an Amiga version.

1.51 Quake

One of the first 3D games that uses polygones.
The only real thing this changes is that objects
don't 'turn around' while you walk past them.
Way too dark and boring.

graphics : 9/10

Sound : 7/10

Playability : 7/10

Lastability : 5/10

HDinstall? : It's a, you get the point.

Conclusion : 7/10

Suggestions : Release a Amiga version.
O, wait a minute, never mind.

1.52 Command & Conquer

A dune2 style strategygame, Command
is slow, big and dull, even the
add'ons don't add joy to the game.

graphics : 9/10

Sound : 9/10

Playability : 7/10

Lastability : 5/10

HDinstall? : Still a PC

Conclusion : 7/10

Suggestions : Play dune2 instead, except that doesn't have
a multi-player mode I know of.

1.53 Magic the Gathering

Magic is a Collectable Card Game, which I started
playing end of 96, because I saw some other kids
playing it and it seemed a good game.

And it is. Two or more (The highest ever is 200.) wizards oppose each other, summon creatures and casting spells to defeat the other players. Each spell is depicted by a card, and each card is of a different type, with several different colors.

There are eight different kind of cards, including five basic colors, lands, artifacts and multicolored cards.

Each color has its own character, white being the color of good, with lots of protection and knights. Blue is the color of water and air, and specializes in manipulation and illusion. Black is the color of evil, and specializes in speed and death, at the cost of your own life force. Red is the color of chaos, and specializes in mass-destruction and direct damage. Lastly, green is the color of life and nature, and like real nature, can bring both soothing serenity and devastating destruction.

While lands and artifacts are colorless, multicolored cards feature a combination of two or even three colors.

With every set released, the number of features increases, and most expansions have a story as well. Tempest is the most recent expansion. For example, Antiquities™ is about the Brother's War, two artificers battle each other using diabolic machines, while nature tries to survive in this war.

Overall, Magic is a great game, and really worth buying. Some people say it is a very expensive game, which actually depends on the way you buy and collect cards. Besides, games like Warhammer are far more expensive.

Artwork: Gets better all the time, the Alpha, Beta etc artwork wasn't very good, especially the lands, but it's really improving.

Ease of play: Just playing the game isn't that hard, but delving deep in the rules is.

Collectibility: The older sets are expensive, with common cards costing about a pound, while the same cards from a newer sets can be as cheap as 10 cents!

1.54 My opinion about several animals

I like animals, most of them at least, especiaibly foxes!

Foxes

Cats

Dogs

Raccoon

Scunk

Wolves

1.55 Foxes

I've been in love with foxes since about 7 years,
and I collect everything about them.

There just so cute and pretty, smart and quick,
shame there aren't a lot of them in the town I
live in!

Favorite Specimen: Tamara K. Vixen, also known as Tammy,
a character created by Eric Schwartz.

I play Tammy a lot on a Dutch chatbox,
if you'd like to talk to her (and if
you speak Dutch, I speak English but
it's a Dutch chatbox, so adapt.)
go to www.chat.io.nl .

Reason I (dis)like them: Too many reasons, I guess I have
a spirit link with them.

1.56 Cats

We uses to have cats in the house, and sometimes,
a cat walks into our house nowadays, I really
miss having one on my lap and stroking him.

Favorite Specimen: None specific

Reason I (dis)like them: There so independant from us, a
reason I hate dogs is that
they hang around with humans
a the time.

1.57 Dogs

I hat dogs, I really do. Big, stupid, ugly, indecent,
horrible dogs, Yech!

Favorite Specimen: A dead one would be nice.

Reason I (dis)like them: See above

1.58 Raccoons

No raccoons in the Netherlands I'm affraid,
the only one I really know is Rachel.

Favorite Specimen: Rachel Raccoon, another fictional character
created by Leslie Dietz this time.

Reason I (dis)like them: There tough little rascals.

1.59 Skunks

I use this part as an excuse to declare my love
for someone. Sabrina Skunk, created by Eric Schwartz
again. She even has her own comic! Check it out at:

www.coax.net/people/erics

Favorite Specimen: Sabrina!

Reason I (dis)like them: I love Sabrina, she's the prettiest,

nicest, funniest person I know
of. It might seem stupid, being
in love with a cartoon character,
but how many men are in love with
a model or some other unreachable
woman? After all, the one most
important thing about a dream is
that it may never become
reality, because at that instant,
it's no longer a dream.
Besides, it's good to dream, just
don't overdo it.

1.60 Wolves

Quite extinct, wolves are everything a dog isn't.

Favorite Specimen: Thomas Wolffe, a character uses by Eric Schwartz
in his Sabrina Online comic.

Reason I (dis)like them: see above.

1.61 Copyright Notices

I'd like to start with saying that none of my
tracks have any type of copyright at all, and
thus may be altered or distributed any way
you like, I don't care.
In other words, if you redistribute these
tracks, you can rip the archives apart any
way you like, you may modify the tracks if
you want to (If you improve one, mail it to
me!), you may use the backgrounds and object
for your own tracks, and you may even try to
sell my tracks, but I'd be surprised if
anybody would buy them!

Furthermore, you'll notice I use tiles, backdrops,
objects and more from both the original disks
and archives I aquired through time.
Some people might not be very happy about that, but
I've got three reasons for this:

First, I have absolutely no idea how to make my
own tilesets (Again, if you can tell me, mail me!),

and my objects and backdrops look quite crap, so my tracks wouldn't be so much fun to play.

Secondly, I'd rather spend time making the tracks than drawing objects and backgrounds for them.

Thirdly, and most importantly, if you don't want people to use your stuff, don't put them on the internet and/or magazines and keep them for yourself like the selfish bastard you are.

Thank you.
