XTR-TRACK

David J. Cruickshank

COLLABORATORS			
	TITLE : XTR-TRACK		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	David J. Cruickshank	July 25, 2024	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

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:
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

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'

==

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
                          58 Aln Street
                          Hebburn
                          Tyne & Wear
                          NE31 1XT
                          England

Graphics Set Used   : Floating City

Any Extra included Gfx : No

Description   : This is the first XTR track created by me.
                          I designed this while still learning how to
                          do things using the excellent step by step
                          read me guide.
                          So my apologies if it's not as good as it
                          should be. O.K.

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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!!!!!
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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.
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1.4 Track 'Skull Army 3'

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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!!!!!
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1.5 Track 'Skull Army 4'

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=================================================================

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
```

```
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.
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1.6 Track 'Skull Army 5B'

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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

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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None of the materials provided by Silltunna Software may be distributed in any
form, INCLUDING graphics and track related materials. Only tracks designed
TOTALLY by the user may be legally distributed, and no profit may be made from
ANY CUSTOM TRACKS and related data without permission and relevant royalty
payments to Silltunna Software Ltd.

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
~~~~~~~~~~~~~~~~~~
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
~~~~~~~~~~~~

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)

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HYDROZONE
~~~~~~~~~~
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
~~~~~~~~~~~~~~~~
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)

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SKULL ARMY ACCOLADE PACK 1.1
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Four top Shareware games:- 'Alien F.F.', 'Wired Chaos', 'HydroZone', AND 'Speed ↩
   Racer FX'.
(All Full Un-restricted versions.) Plus any availble new XTR Tracks.

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

ADDRESS:
~~~~~~~~~
David J. Cruickshank
58 Aln Street

Hebburn
Tyne & Wear NE31 1XT
(ENGLAND)

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