DH0:xtr19g

COLLABORATORS

	TITLE : DH0:xtr19g		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		April 15, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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DH0:xtr19g

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                    Alexi's Magic Tracks release 2



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1.2   introduction

Welcome to the second release of my XTR tracks.

Included is a completely new race track and the three old deathmatch
tracks which have been updated slightly.

1.3   Installation

To install to harddisk, copy the files from the "Tracks" directory to
the "XTR/Tracks" directory on your harddrive. Then copy the files
from the "Layouts" directory to the "XTR/Layouts" directory on your
harddrive. Then copy the files from the "worlds" directory to the
"XTR/Worlds" directory on your harddrive.

Also copy this guide to anywhere on your harddrive.

To install to floppy, I have no idea, try buying a harddrive. :P

1.4   Legal stuff

Copyright / Permission Information
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
The tracks can be freely distributed but you are not allowed to change any
part of this release or flog off this work as your own.

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.

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

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!

1.5 Race

Track Name   : Alexi's Magic Road 1

Track Type   : Race

Release Date   : 24/6/98

Version   : 1.0

Track Author   : Alexi Tzitzas

Contact Details   : 15 Chester Ave
        Dukinfield
        Cheshire
        SK16 5BN
        ENGLAND

        Email me at alexi.t@ukonline.co.uk

        http://web.ukonline.co.uk/alexi.t/index.html

Track Testers   : Me, Antony Greensmith and Trevor Myers

Graphics Set Required : Road

Description   : A big track with a lot of cross overs

Difficulty Comments : Could be hard or easy, I haven't tested it much

Best Known Lap Time : I haven't tested it much

Notes   : The computer routes might be crap because
        I haven't tested the track much.

Time to Design   : months on and off

Other Tracks by Author : Alexi's Magic Snow,
        Alexi's Magic Beach and
        Alexi's Lava cross

1.6   Deathmatch (snow)

Track Name   : Alexi's Magic Snow

Track Type   : Deathmatch

Release Date   : 24/6/98

Version   : 1.1

Track Author   : Alexi Tzitzas

Contact Details   : 15 Chester Ave
        Dukinfield
        Cheshire
        SK16 5BN
        ENGLAND

        Email me at alexi.t@ukonline.co.uk

        http://web.ukonline.co.uk/alexi.t/index.html

Track Testers   : Alexi Tzitzas, Antony Greensmith, Gary Hinsley,
        Trevor Myers

Graphics Set Required : Snow (From CU Amiga cover disk 127)

Description   : Magic Snow is a square with a wall bit in the
        middle

Difficulty Comments : Depends how good your friends are

Notes   : There is a secret bit on the track

Time to Design   : Can't remember

Other Tracks by Author : Alexi's Magic Road,
        Alexi's Magic Beach and
        Alexi's Lava Cross

1.7   Deathmatch (Beach)

Track Name   : Alexi's Magic Beach

Track Type   : Deathmatch

Release Date   : 24/6/98

Version   : 1.1

Track Author   : Alexi Tzitzas

Contact Details   : 15 Chester Ave
        Dukinfield
        Cheshire
        SK16 5BN
        England

        Email me at alexi.t@ukonline.co.uk

        http://web.ukonline.co.uk/alexi.t/index.html

Track Testers   : Alexi Tzitzas, Antony Greensmith, Gary Hinsley,
        Trevor Myers

Graphics Set Required : Island (on the data disks)

Description   : Magic beach is two big squares connected
        together by a bridge

Difficulty Comments : crossing the bridge can be hard

Notes   : There is a secret bit on the track

Time to Design   : Can't remember

Other Tracks by Author : Alexi's Magic Road,
        Alexi's Magic Snow and
        Alexi's Lava Cross

1.8   Deathmatch (lava)

Track Name   : Alexi's Lava Cross

Track Type   : Deathmatch

Release Date   : 23/6/98

Version   : 1.1

Track Author   : Alexi Tzitzas

Contact Details : 15 Chester Ave
        Dukinfield
        Cheshire
        SK16 5BN
        England

        Email me at alexi.t@ukonline.co.uk

        http://web.ukonline.co.uk/alexi.t/index.html

Track Testers   : Alexi Tzitzas, Antony Greensmith, Gary Hinsley,
        Trevor Myers

Graphics Set Required : Volcanic (on the data disks)

Description   : Magic Lava Cross is four rectangles connected
        together with a cross, three rectangles have
        walls so you can't fall in the lava but the
        cross and the dark rectangle don't :(

Difficulty Comments : The cross bit can be hard

Notes   : There is a secret bit on the track

Time to Design   : Can't remember

Other Tracks by Author : Alexi's Magic Road,
        Alexi's Magic Snow and
        Alexi's Magic Beach

1.9 World image

I had no idea of what to put on my world image gfx thing so I
just stuck some pictures on.

The picture of the F1 cars is from Virtual GP (Alien F1) which I
bet is going to be a great game.
The picture at the bottom left corner is Legends of Valour
The picture in the bottom right is Lori Petty from tank girl.
The picture of the cat is my cat Sammi catching a bird.
And the power Amiga ball thingy is at the top right corner

1.10 Lori Petty

Phoorww, I like her.

1.11 LOV

             Someone Please help me with this game.

I've freed king wilf But when I get back to the surface all I can
do is ask the people "where is Sven" and they say "he's left town".
  If anybody will help me to figure out what to do next I will give
them
             anything
              they want. PLEASE HELP ME I'M DESPERATE.

1.12 ;-)

Well, not anything but I will be very greatful.

1.13 Hello to

Greets:
  Alistair Murray (for his excellent Hanger 18)

  David J Cruickshank (for his Skull Army tracks)

  CKD (for his SFX)

  Dave Higton (for his Green Woods tracks)

  Ilija Hodak (for his Ace tracks)

  Aron Postma (for his forest,masacre,chaosphere and crossroad tracks)

  Barry Beukhof (for his many different tracks)

  Paul Naylor (for his Splash & mudbath tracks)

  Jason Frecknail (for his Fire run tracks)

  David Johnson (for his alien skyway,Grasslands 4 and spaceport 4)

  Ross Kirk (for his RK tracks)

  Silltunna Software

  Gateway 2000

  Kees Puttock (for his Ultimate Guide Generator)

  And all the AMIGA people

1.14 Me

 If you would like to contact me to tell me about bugs in my tracks
 or for anything else my address is below:

            Alexi Tzitzas
            15 Chester Ave
            Dukinfield
            Cheshire
            SK16 5BN
            ENGLAND

         Send a email to alexi.t@ukonline.co.uk

Visit my web site for Cannon Fodder stuff, XTR stuff and my own game :)

http://web.ukonline.co.uk/alexi.t/index.html

The spec of my Amiga is:

A1200T (Eyetech)
240 MHz PowerPC with 040/25/MMU/FPU
32 Meg Fast
4.3 Gig Harddrive
24 speed CD-ROM drive
extra disk drive
Pace 56K modem
and a dodgy 1084 monitor

Is anyone else having problems getting XTR to work on a PowerPC
board as it keeps crashing on mine unless I deactivate my PowerPC
board first which then makes the game look crap. Contact me if you
know how to fix it.