



FOR IMMEDIATE RELEASE:

Tracks - Toybox Edition: Developer Diary Episode #2

Banbury, Oxfordshire – 29th October 2020

We are back again this week with another Tracks – Toybox Edition developer diary. Listen to lead developer Tom talk about some of the more visual aspects of the game such as how you can create different styles with the props, weather effects and time of day. Check out the full diary [here](#).

Press Copies

To register your interest for a press copy of **Tracks - Toybox Edition** on Nintendo Switch, please contact: wills@excalibur-games.com

All Links

Developer Diary #1: <https://youtu.be/xZfhpji-PXw>

Developer Diary #2: <https://youtu.be/sios8KU4UX4>

Announcement Trailer: https://youtu.be/ZEKkvoEX_pE

Tracks Official Discord: <https://discord.gg/DAX2ARK>

Tracks on Facebook: <https://www.facebook.com/tracksthetrainsetgame/>

Tracks on Twitter: https://twitter.com/Tracks_Game

Excalibur Games on Facebook: <https://www.facebook.com/ExcalPublishing/>

Excalibur Games on Twitter: <https://twitter.com/Excalpublishing>

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About the Developer – Whoop Group

Led by developer Tom Malinowski, Tracks began as a game jam project. The game has launched on PC and Xbox One with a Switch version being released November 2020.

About Excalibur Games

Excalibur Games is the publishing arm of parent company Contact Sales Ltd, which was founded in 1997. Excalibur Games has moved forward to release its own original products, in addition to widely recognised licensed titles.





Successful releases Jalopy, Tracks, Shoppe Keep 2 and Flashing Lights have propelled Excalibur's digital portfolio forward.

Excalibur has worldwide Microsoft™ Xbox One, Sony™ Playstation 4 and Nintendo™ Switch publisher status.

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