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Subject: Re: C&C Tiberium Crystal War Online DEMO Released

Posted by [reborn](#) on Fri, 16 Sep 2011 09:39:03 GMT

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I really enjoy the new features that the mod offers. Sure it's not complete, but it's a demo...

Some of the new things possible are really cool to do. I like how capturing the Tiberium Spike is slick. You get the credits as you would expect, but the spike actually changes team type and stuff, it's cool.

I know you've cut corners by ripping models out of CnC3, but I don't give a crap, the tactics and strategy has delivered great results very quickly.

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