
Subject: Tiberium Crystal War Dev Night

Posted by [zunnie](#) on Tue, 26 Mar 2013 22:24:09 GMT

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Tiberium Crystal War Developer Night

Amsterdam (Netherlands) Saturday, 30 March 2013, 17:00:00 CET UTC+1 hour

Calgary (Canada - Alberta) Saturday, 30 March 2013, 10:00:00 MDT UTC-6 hours

New York (U.S.A. - New York) Saturday, 30 March 2013, 12:00:00 EDT UTC-4 hours

London (United Kingdom - England) Saturday, 30 March 2013, 16:00:00 GMT UTC

Paris (France) Saturday, 30 March 2013, 17:00:00 CET UTC+1 hour

Moscow (Russia) Saturday, 30 March 2013, 20:00:00 MSK UTC+4 hours

Sydney (Australia - New South Wales) Sunday, 31 March 2013, 03:00:00 EDT UTC+11 hours

Beijing (China) Sunday, 31 March 2013, 00:00:00 CST UTC+8 hours

New Plymouth (New Zealand) Sunday, 31 March 2013, 05:00:00 NZDT UTC+13 hours

Introduction

Hello everyone i would like to announce that we are going to hold a new gaming event for Tiberium Crystal War.

Most, if not all, of our Developers and Testers will be available during this event so you can ask questions and or make comments about the current version 1.52 and the upcoming version 2.0 which is under construction.

Newcomers

If you are a newcomer to Tiberium Crystal War or never heard of it, go watch our video trailer first on homepage.

Tiberium Crystal War is a full standalone conversion of the Renegade W3D Engine, you do not need Renegade to play it and you can run it aside Renegade just fine.

It consists of structures, vehicles, units, sounds and many other assets from the game C&C 3: Tiberium Wars which were worked up by our Developers to work with Renegade.

There are 15+ maps and a few different game-modes such as the classic All Out War, Deathmatch, Co-Op and Domination.

If you want you can look at our Official Manual.

Where

You can download the Tiberium Crystal War v1.52 client from our website at

<http://www.tiberiumcrystalwar.com>

There are several mirrors available and all are hosted on 100mbits connections.

Thanks & Have fun

Thank you all for reading this and maybe joining up in this event, we haven't held any events for a while so we hope to see many people join up and have some good old fun.

I would really love to see many people ingame this time again so Please spread the word and let's have some bigass fun in there

Greetz the Tiberium Crystal War Development Team

TiberiumCrystalWar.com

Subject: Re: Tiberium Crystal War Dev Night
Posted by [zunnie](#) on Sat, 30 Mar 2013 13:14:38 GMT
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It starts in about 2.5 hours from now, all be there please
Let's kick some ass
