
Subject: Tiberian is hazardous to your health
Posted by [reborn](#) on Sun, 24 May 2009 18:15:43 GMT
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I never actually played in the Black-cell server when this feature was around, so I am designing this based on hear-say really.

Apparantly a crystal used to grow in the tiberian field, that you could pick-up and take back to your base's refinery for cash. The only thing was, it took your health away whilst holding the tiberian crystal. If your health got too low, then it would turn you into a visceroid.

Also, the value of the crystal depends on how long you allowed it to grow for. I have no idea whether or not there was any actual signs of the crystal growing or not, but I decided to make it that way, so there was a graphical representation of the crystals value.

It's no where near ready, but I thought I'd show a short movie of it because it's pretty cool to watch it grow and pick it up in my opinion.

I'm not sure how it was previously written, but I was thinking of adding some sort of tiberian processing machine to the ref so you could drop it in there...

To be honest, it's the first free time I've had in ages to actually do something, I may not finish it depending on people's reaction.

Movie Link
