
Subject: Tiberium Crystal War Demo v 1.1
Posted by [zunnie](#) on Fri, 23 Dec 2011 03:29:13 GMT
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DOWNLOAD HERE:

<http://www.moddb.com/mods/tcw/downloads/cc-tiberium-crystal-war-demo-game-11>

Run Ren_IP.exe and enter the path to your game.exe

Then enter your nick and the serverip:

IP = 50.97.1.171

Port = 7800

We have released a new demo for Tiberium Crystal War which features CNC3 units, structures, sounds and more stuff.

It has the following maps:

TCW_Center_Point (capture node to trigger carrier attack on enemy base)

TCW_Centre (all out war)

TCW_Cruising (coop)

TCW_Dominatrix (capture nodes for points)

TCW_Gobi (all out war)

TCW_Mediterranean (all out war)

TCW_Midnight_Light (coop)

TCW_Snow (all out war)

TCW_SnowWarfare (christmas infantry map)

TCW_Spikewar (all out war)

TCW_Temple (all out war)

TCW_The_Moon (all out war)

TCW_Tropical (all out war)

TCW_Walls (all out war) (renegade port)

Here are plenty of screenshots: <http://www.zunnie.net/tcw/img/>

Please note that we have changed our website to <http://www.multiplayerforums.com> in case you didnt know yet

[#mpf-tcw](http://irc.multiplayerforums.com)

Greetz zunnie

Subject: Re: Tiberium Crystal War Demo v 1.1
Posted by [NACHO-ARG](#) on Fri, 23 Dec 2011 05:35:29 GMT

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nice! downloading!

Subject: Re: Tiberium Crystal War Demo v 1.1
Posted by [zunnie](#) on Sat, 24 Dec 2011 18:01:54 GMT

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How do you like it so far ?

We've played lots the last few days and i must say i am happy with how it plays out now (4x4 and 5x5 games done so far).

We need moar people to test bigger games

All go try it

Greetz zunnie
