

---

Subject: Dev Night: Tiberium Crystal War  
Posted by [zunnie](#) on Sat, 24 Dec 2011 20:18:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

FRIDAY THE 30TH OF DECEMBER 2011  
8 PM DUTCH TIME  
7 PM UK TIME  
2 PM USA NY TIME

Hello people

We are proud and excited to announce an old years Dev Night for Tiberium Crystal War v1.1  
You are all invited to come play with the Devs, Official Testers and other players  
We will be playing a dozen maps including All Out War, Co-Op and our new game-mode  
Domination  
where you capture -by repairing- certain nodes which give you points. When the target amount of  
points has been reached (5000) your team will win

If you do not have Tiberium Crystal War yet, download it here:  
moddb: <http://www.moddb.com/mods/tcw/downloads/cc-tiberium-crystal-war-demo-game-11>  
mpf: <http://www.multiplayerforums.com/downloads/index.php?act=view&id=314>

Some map highlights:

#### TCW\_Center\_Point

On Center Point your team has to 'capture' the console in the center of the map.  
When it is fully repaired, the countdown will inniate and after 60 seconds the  
Aircraft Carrier in the map will attack the enemy base.  
When the Countdown Point is captured, additional vehicles will spawn in the area.  
The enemy team \*must\* destroy the Countdown Point to stop the Aircraft Carrier attacks.  
The game ends when either base is destroyed.

#### TCW\_Dominatrix

This map was designed with a Domination gamemode in mind.  
Your team must capture as many Control Points as possible and maintain them to gather  
points. When a Control Point is captured your team will receive additional vehicles  
at its location and gain points as well. Type !status for the score ingame.  
This map also has random character spawning which means you spawn as a random character.

#### General Information

##### - Tiberium Spikes

These neutral buildings can be captured with an engineer(GDI) or saboteur(Nod). You simply

walk into a Tiberium Spike and remain in the center of the building for about 20 seconds then the Tiberium Spike will become your team's and grants your whole team \$5 per second.

- Stealing Technology

Technology from the War Factories can be stolen by entering the enemy War Factory construction zone with an Engineer(GDI) or Saboteur(Nod) for about 15 seconds. Then technology is stolen and

Purchase Terminal options for enemy vehicles will light up.

- Commando's

The Nod Commando will stealth when standing still. Both the GDI and Nod Commando are excellent

anti-infantry units but useless against vehicles.

They are equipped with 3 Timed C4's which can blow up buildings easily, some require 1, 2 or 3 C4's to be blown up. Note that Commando's cannot enter vehicles as the driver, only passenger.

- Pitbulls

Pitbulls will detect enemy stealth units and decloak them when they are within range. This works for both GDI and Nod depending which team the vehicle belongs to.

- Stealth Tanks

Stealth Tanks are 100% invisible in Tiberium Crystal War. This means they are not visible at any range for the enemy to see. Note that Stealth Tanks are somewhat weaker armor wise and it is best

to avoid enemy tanks.

We hope to see you all in the Tiberium Crystal War Dev Night

Greetz the TCW Dev Team.

---

Subject: Re: Dev Night: Tiberium Crystal War  
Posted by [Gohax](#) on Sat, 24 Dec 2011 23:55:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

I'd love to play this on the day, but I'll be heading back home on that day on a plane all day.

---

Subject: Re: Dev Night: Tiberium Crystal War  
Posted by [Mauler](#) on Sun, 25 Dec 2011 09:52:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

I'm sure there will be more dates planned in the new year.