:::R E L E A S E D::: Command & Conquer: Tiberium Crystal War 1.52 :::R E L E A S E D:::

Official Website: http://www.tiberiumcrystalwar.com
IndieDB Profile & Updates: http://www.indiedb.com/games/tcw-w3d
Download Mirrors for the Game listed below:

Game Download Mirror 1 (New York USA):
http://www.tiberiumcrystalwar.com/downloads/TiberiumCrystalWar152.exe (100MBit)
Game Download Mirror 2 (Amsterdam NL):
http://eu.tiberiumcrystalwar.com/tcw/TiberiumCrystalWar152.exe (1Gbit)
Game Download Mirror 3 (Texas USA):
http://main.multiplayerforums.com/tcw/TiberiumCrystalWar152.exe (100Mbit)
Game Download Mirror 4 (Dallas USA): http://tcw.nite-serv.com/TiberiumCrystalWar152.exe
(100Mbit)

What is it?
An awesome total standalone conversion of the Renegade W3D Engine with CnC3
structures, units, sounds and assets in a First Person Shooter environment.
This installer is up2date to 1.52, the older installer downloaded two updates,
this one does not and you can play right after installation.

Is it free and/or stand alone?
Yes! It is 100% FREE. You install it into its OWN folder and can run it standalone.

Got any screenshots or video's?
Official Video Trailer: http://www.youtube.com/watch?v=IvuFhUev0h0
Screenshot Spikewar Map:
http://www.tiberiumcrystalwar.com/images/promo/tcw_spikewar_full.png
Screenshot Temple Map: http://www.tiberiumcrystalwar.com/images/promo/tcw_temple_full.png
Screenshot Tropical Map: http://www.tiberiumcrystalwar.com/images/promo/tcw_tropical_full.png
Screenshot Mediterranean Map:
http://www.tiberiumcrystalwar.com/images/promo/tcw_mediterranean_full.png

What's new?
---10/03/2013 3:23PM
Upgraded installer to support Windows 8
---09/11/2012 11:13PM
Added extra Wallpapers and Logo's created by Kenz3001 and Hunter-Seeker
Updated TCW-Launcher icon with a nicer one
Updated tcw.ico icon file with a nicer one
Added forgotten map Mission03 which is based on Westwood's map M03 in Coop style
---07/09/2012 3:20PM

New Map: Winter_Dawn large All Out War Map
New Map: Snipers based on Westwoods Renegade Tutorial for Sniping Only
New Map: Ferk in DM Style, 1 vehicle per team + Harvesters & Tiberium Spike
Various small fixes
---07/03/2012 3:04AM
Add Character and Vehicle veterancy
Add new Domination map Frost
Add new Domination map Bridge Control
Add new All Our War map Hijkel
Fix steeringwheel image when in tanks
Set Tiberium Spike capture time to 15 seconds
Add extra health to current health for unit upgrades rather than require repairs to full health for benefit
Add defenses to Mediterranean
Fix defenses granting veteran points
Fix Commando C4 message/sound
New music for Cruiser attacks on Center Point by Tessa
Fix Secondary Ammo for Hero Mammoth tanks to Rockets
Set Vehicles to the team that last exited it for 10 seconds for vet-points
Increase Superweapon Charge time to 4 minutes
Unteam Domination CP Vehicles
Add PowerPacks Upgrade to the game
Change color for unit upgrade messages to blue
Update all maps for compatibility with the new Veterancy System
---Earlier
Updated code the latest TT 4.0 Beta 5
Update the Launcher with the latest version in a slick CnC3 style
Added Vehicle unit veterancy
Fix Orca purchase locations on Cruising
Add defenses to map Tropical
Add the new launcher from CireX
Redo all PT icons
Fix hijack sound on Dominatrix for Nod Chinook
Fix rare bug with Beacons not being available when they should be
Fix music message on Tropical not displaying the correct song title
Change music on Tropical to Frank Klepacki - Roll Out
Button for Online Manual is now present in the Launcher
Fixed all presets their SightArc in objects.ddb which was bugged by a previous version of tt
You get slightly more credits for attacking and repairing
The Tiberium Crystal War Client and Server code is now available for modders to create custom mods for TCW 1.50
Rebalanced all Timed C4's used in the game
It takes 8 Standard Timed C4 to destroy a War Factory
It takes 3 Shadow Timed C4 to destroy a War Factory
It takes 4 Soldier Timed C4 to destroy a War Factory
It takes 1 Commando Timed C4 to destroy a War Factory or any other building
GDI Rifle Soldiers and Nod Militant Rifle Soldiers now have a Timed C4 too which detonates after 20 seconds

GDI Guardian Cannon made 50% smaller than the testversion by Goldy58
New Purchase Terminal icons by Hunter-Seeker
You can no longer exit flying vehicles on top of the rocks in the Nod base on the Coop map TCW_Cruising
Reduced the superweapon charging time to 3 minutes instead of 7 minutes
Added new radio commands with the voice of SgtSavage67
Fixed a repairbug on the map Center_Point with the Control Point
Fixed vehicles not respawning in Domination mode when they were killed after capturing a point
Fixed the "Control Point Lost" sound for enemy repaired points when they were not teamed to your team
Fixed a bug in the Domination code where teamed points would team to the other team when you slightly damaged the point and immediately after repaired it again
Added new Coop map TCW_MCV_Escort where you must escort a MCV to the GDI Base, Music by Epic Games - Go Down
The maps Temple, The Moon, Snow, Dominatrix, Nodewar, Tropical and Centre now have base defenses
All characters had a +25hp on their health, some +50hp
Re-arranged Always*.dat files with DDS formats rather than TGA reducing filesizes significantly which results in faster loadtimes
Enemy tanks now trigger a "Hijacked" sound once when stolen by the opposing team
Fixed a few purchase sound/text errors
Unit Lost sound now displays what type of unit was lost
Changed music on Dominatrix to an Epic Games track called Strident
New Taunts: coffee, rage, hunter, indeed, madness, sparta
Composite Armor Upgrade now grants Missile Soldiers, Rifle Soldiers and Grenadiers an additional +75hp
Unit purchase sounds are now somewhat more random
Free Dedicated Server executable updated with a nice TCW icon
New icon for the TCW Level Editor: An Engineer
Chat and Teamchat fontsize increased by 2 pixels so it is easier to read on large and widescreen monitors
Tiberium Spikes now play a sound when they are lost and destroyed
Changed Secondary keys for Sniperrifle zooming to G and H
Reduce Orca rockets to 6 like in CnC3. Adjust damage done.
Add PowerPacks Upgrade to the game, code is done and working (needs PT W3D Texture)
Change music on Tropical to Frank Klepacki - Roll Out
Change zonetrooper clipsize to 5
Increase Spawn repair rate a bit
Add Unit Veterancy to vehicles
Adjust Explosion damage from tanks to infantry
Adjust health/armor of the flamerguy a little higher
Finalize the map Yulapo

Thanks
Thanks for downloading Tiberium Crystal War Seeya ingame

Greetz the TCW Dev Team

Subject: Re: Tiberium Crystal War Release 1.52 Full
Posted by zunnie on Thu, 03 Oct 2013 13:25:23 GMT
View Forum Message <> Reply to Message

I've today finally updated the Installer to support Windows 8.
You can download it from any of the mirrors below which is closest to your location for optimal speeds:

Game Download Mirror 1 (New York USA):
http://www.tiberiumcrystalwar.com/downloads/TiberiumCrystalWar152.exe (100MBit)
Game Download Mirror 2 (Amsterdam NL):
http://eu.tiberiumcrystalwar.com/tcw/TiberiumCrystalWar152.exe (1Gbit)
Game Download Mirror 3 (Texas USA):
http://main.multiplayerforums.com/tcw/TiberiumCrystalWar152.exe (100Mbit)
Game Download Mirror 4 (Dallas USA): http://tcw.nite-serv.com/TiberiumCrystalWar152.exe
(100Mbit)