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Subject: Tiberium Crystal War New Dev Night  
Posted by [zunnie](#) on Fri, 04 Jan 2013 23:30:30 GMT  
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### Tiberium Crystal War Developer Night

Amsterdam (Netherlands) Saturday, 19 January 2013, 21:00:00 CET UTC+1 hour  
Calgary (Canada - Alberta) Saturday, 19 January 2013, 13:00:00 MST UTC-7 hours  
New York (U.S.A. - New York) Saturday, 19 January 2013, 15:00:00 EST UTC-5 hours  
London (United Kingdom - England) Saturday, 19 January 2013, 20:00:00 GMT UTC  
Paris (France) Saturday, 19 January 2013, 21:00:00 CET UTC+1 hour  
Moscow (Russia) Sunday, 20 January 2013, 00:00:00 MSK UTC+4 hours  
Sydney (Australia - New South Wales) Sunday, 20 January 2013, 07:00:00 EDT UTC+11 hours  
Beijing (China) Sunday, 20 January 2013, 04:00:00 CST UTC+8 hours  
New Plymouth (New Zealand) Sunday, 20 January 2013, 09:00:00 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.

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 guides: [n00b guide](#) & [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.

Seeya ingame

Greetz the Tiberium Crystal War Development Team

<http://www.tiberiumcrystalwar.com>

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Subject: Re: Tiberium Crystal War New Dev Night  
Posted by [EvilWhiteDragon](#) on Sat, 05 Jan 2013 13:45:37 GMT  
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Please, post this in the community section. It's there for a reason, and your posts are moved there for a reason as well.

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Subject: Re: Tiberium Crystal War New Dev Night  
Posted by [zunnie](#) on Fri, 18 Jan 2013 16:27:21 GMT  
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Tomorrow is the game gamers  
At around 8-9PM people will start to join i hope to see 20+ again  
All be there

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