
Subject: Tiberium Crystal War Dev Night Aug 31th @ 4PM

Posted by [zunnie](#) on Sun, 25 Aug 2013 18:28:27 GMT

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Tiberium Crystal War Developer Night

Amsterdam (Netherlands) Saturday, 31 August 2013, 16:00:00 CEST UTC+2 hours

Calgary (Canada - Alberta) Saturday, 31 August 2013, 08:00:00 MDT UTC-6 hours

New York (U.S.A. - New York) Saturday, 31 August 2013, 10:00:00 EDT UTC-4 hours

London (United Kingdom - England) Saturday, 31 August 2013, 15:00:00 BST UTC+1 hour

Paris (France) Saturday, 31 August 2013, 16:00:00 CEST UTC+2 hours

Moscow (Russia) Saturday, 31 August 2013, 18:00:00 MSK UTC+4 hours

Sydney (Australia - New South Wales) Sunday, 1 September 2013, 00:00:00 AEST UTC+10 hours

Beijing (China) Saturday, 31 August 2013, 22:00:00 CST UTC+8 hours

New Plymouth (New Zealand) Sunday, 1 September 2013, 02:00:00 NZST UTC+12 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 on homepage.

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 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 and 1gbit 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.

I would really love to see many people ingame this time again so Please spread the word and let's have some bigass fun in there

Greetz the Tiberium Crystal War Development Team

