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Subject: Tiberium Crystal War - UDK  
Posted by [zunnie](#) on Sun, 25 Dec 2011 11:20:12 GMT  
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It's Official guys and girls, Tiberium Crystal War is branching out to new mediums and has begun development on UDK version. Think of this as a Christmas present to all C&C fans!

Tiberium Crystal War is a FPS multiplayer shooter that will be based on the events from 'Command And Conquer 3'.  
Experience first hand, the third Tiberium war and it's futuristic weapons, vehicles and apocalyptic world of 2047 on Unreal Engine.

We are working really hard behind the scenes, to produce something that all C&C fans will enjoy!  
So please stay tuned as we have some more updates coming in the new year!

Official Forums - <http://www.multiplayerforums.com>  
Official IndieDB - <http://www.indiedb.com/games/tcw-udk>  
Official IRC Channel - IP: [Irc.Multiplayerforums.com](irc://irc.multiplayerforums.com) Port: 6667 Channel: #MPF-TCW-UDK

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Subject: Re: Tiberium Crystal War - UDK  
Posted by [Aircraftkiller](#) on Sun, 25 Dec 2011 17:06:05 GMT  
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I hope you intend to build a version that uses your own models and paint work instead of something that EA developed for an RTS game.

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Subject: Re: Tiberium Crystal War - UDK  
Posted by [Mauler](#) on Sun, 25 Dec 2011 20:32:46 GMT  
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Yea not this time around. Everything in the UDK project will be solely created by our artists. Some structures i had personally created for W3D will be edited for use in UDK. I'm hopeful we can get a 'Renegade-X' quality game out

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Subject: Re: Tiberium Crystal War - UDK  
Posted by [halo2pac](#) on Sat, 31 Dec 2011 20:36:01 GMT  
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Looks pretty cool guys.

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Subject: Re: Tiberium Crystal War - UDK

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Posted by [GEORGE ZIMMER](#) on Sun, 01 Jan 2012 05:54:42 GMT

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Please, PLEASE do not make everything look as if it's straight C&C3 but in an FPS. Go creative-make it much more in depth. Make it look more like Tiberium (the unreleased FPS) in terms of atmosphere.

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Subject: Re: Tiberium Crystal War - UDK

Posted by [kamuixmod](#) on Sun, 01 Jan 2012 16:30:12 GMT

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if u knew, we will. Especially the Game Modes will be great.

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Subject: Re: Tiberium Crystal War - UDK

Posted by [Sir Kane](#) on Tue, 03 Jan 2012 18:37:46 GMT

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UDK lol. Shitty engine!

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Subject: Re: Tiberium Crystal War - UDK

Posted by [Mauler](#) on Tue, 03 Jan 2012 20:40:35 GMT

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W3D is so much better.

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Subject: Re: Tiberium Crystal War - UDK

Posted by [YazooGang](#) on Tue, 03 Jan 2012 21:37:54 GMT

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You can reach many different game genres/types with UDK. W3D(renegade) is just only for shooters, and it tends to stick to C&C Mode the most.

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Subject: Re: Tiberium Crystal War - UDK

Posted by [Gen\\_Blacky](#) on Sat, 07 Jan 2012 04:00:52 GMT

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Mauler wrote on Tue, 03 January 2012 13:40W3D is so much better.

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Subject: Re: Tiberium Crystal War - UDK  
Posted by [roszek](#) on Sat, 07 Jan 2012 04:31:14 GMT  
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Subject: Re: Tiberium Crystal War - UDK  
Posted by [iRANian](#) on Sat, 07 Jan 2012 12:03:41 GMT  
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He was being sarcastic.

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Subject: Re: Tiberium Crystal War - UDK  
Posted by [Mauler](#) on Mon, 09 Jan 2012 00:02:46 GMT  
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