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Subject: Tiberium Crystal War: Dev Night 21st of July @ 7PM

Posted by [zunnie](#) on Fri, 20 Jul 2012 01:22:45 GMT

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Intro

Welcome Commanders,

this upcoming Saturday we will hold a Dev Night where you can play and talk together with the Developers and Testers of Tiberium Crystal War.

Most of our Developers and Official Testers will be present during this event and we hope to see new players ingame having a good time.

Times

When will all this great happen?:

Saturday 21st of July @7PM Amsterdam Time (UTC+1)

Saturday 21st of July @1PM New York Time (UTC-5)

Saturday 21st of July @6PM London Time (UTC)

Sunday 22nd of July @3AM Sydney Time (UTC+11)

What is it?

An awesome total standalone conversion of the Renegade W3D and UDK Engine with CnC3 structures, units, sounds and assets in a First Person Shooter environment.

Video Trailer

<http://www.youtube.com/watch?v=lvuFhUev0h0>

Don't have TCW yet?

You can download it on our official website at <http://www.tiberiumcrystalwar.com>

Thanks

Thanks for reading this and potentially joining our games. Please feel free to spread this feature news on your clan- and or game-forums and websites.

Greetz Tiberium Crystal War Development Team

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Subject: Re: Tiberium Crystal War: Dev Night 21st of July @ 7PM

Posted by [Aircraftkiller](#) on Fri, 20 Jul 2012 03:28:01 GMT

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No.

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Subject: Re: Tiberium Crystal War: Dev Night 21st of July @ 7PM

Posted by [sla.ro\(master\)](#) on Fri, 20 Jul 2012 06:09:42 GMT

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Aircraftkiller wrote on Fri, 20 July 2012 06:28No.

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Subject: Re: Tiberium Crystal War: Dev Night 21st of July @ 7PM

Posted by [zunnie](#) on Fri, 20 Jul 2012 11:46:46 GMT

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It starts in a couple of hours people, hope to see you ingame

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