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Subject: Tiberium Crystal War 2.0  
Posted by [zunnie](#) on Thu, 19 Nov 2015 19:34:52 GMT  
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C o m i n g - S o o n

Website: <http://www.tiberiumcrystalwar.com>  
IndieDB: <http://www.indiedb.com/games/tcw-w3d>  
Forums: <http://multiplayerforums.com/forum/14-cc-tiberium-crystal-war/>

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Subject: Re: Tiberium Crystal War 2.0  
Posted by [SSnipe](#) on Sat, 21 Nov 2015 23:31:11 GMT  
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Download Game & SDK links down

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Subject: Re: Tiberium Crystal War 2.0  
Posted by [zunnie](#) on Sun, 22 Nov 2015 11:06:04 GMT  
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Yea, the game wasn't officially released yet.  
You can however download a test installation to help provide the last glitches and balance issue before we do a release.  
Read this please: <http://www.renegadeforums.com/index.php?t=msg&th=41020&start=0&>

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Subject: Re: Tiberium Crystal War 2.0  
Posted by [reborn](#) on Mon, 23 Nov 2015 16:58:30 GMT  
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Looks pretty neat. It's a long way from inf|Recon mode, but at the same time, not really...

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