
Subject: C&C Commando Development Screenshots
Posted by [v00d00](#) on Sun, 04 Apr 2004 03:52:47 GMT

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FPS vs FPS.. Well, story line is pretty much non-existent in most multiplayer ones.. Gameplay is exactly the same. Different models, textures, programming (can we say scripts?) - Hmmm.. sounds like RenAlert sums it up.
