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Subject: C&C Commando Development Screenshots  
Posted by [Fabian](#) on Sun, 04 Apr 2004 03:54:09 GMT  
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GenocideUnreal Tournament and Unreal are suprosingly from the same company, and another amazing thing is that both games can load the same format wow, i wonder what the difference is between the games?

Lets look into this a bit more:

Different Storyline

Different Gameplay

Different Models,Textures,Programming And So Forth.

Thus making it a complete unique game, go and read about unreal and unreal tournament on their website and dont waste your time around here posting about stuff you don't even know about.

As opposed to Renalert, which has a very similar gameplay style (destroy enemy base), similar HUD styles, exact same character animation, in-game credit system, point system, and not to mention it has to use WOL--Unreal and Unreal Tournament use seperate multiplayer components.

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