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Subject: Re: Just in case you thought Renegade was dying...

Posted by [Jecht](#) on Tue, 14 Feb 2006 02:48:28 GMT

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MaidenTy1 wrote on Mon, 13 February 2006 05:41 since the XWIS changeover, the percentage of players who don't know how to upgrade their character, fix a building or speak any specific language has risen from 65% to 98%. Long live Renegade

I would rather kill noobs then stare at a "gameplay pending" screen waiting for people to join. Eventually they'll get somewhat better.

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