

Written by skie

Sunday, 29 March 2015 21:40 - Last Updated Sunday, 29 March 2015 21:40

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Tonight we welcome Gabriel and Briana from the Sacramento Chapter of the International Game Developers Association. We discuss the upcoming Sacramento Indie Arcade event that VOG will be broadcasting live from on April 11th, and also discuss games from Gabriel's studio, including the recently released demo of Crumple. Our guests join us along with our live chatters to discuss the week's news in gaming, including a delay of Zelda for the Wii U into 2016.

Also in the News:

- \* Twitch.TV Security Breach

- \* Remove region locking on digital goods?

- \* Halo Online (in Russia)

- \* Ready Player One movie adaptation

All this and more on the show where EVERY gamer has a voice-- Orange Lounge Radio!

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## Orange Lounge Radio Episode 592 - 3/29/15

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