

Written by skie

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The upcoming game Redfall faced some pushback by the gaming community when it was announced that even to play single player, the game would require an online connection. With this weekend's Diablo 4 beta always requiring an online connection, we take a moment to "check in" about the always connected gaming debate. Have more gamers accepted that more games are just going to be connected online to sell battle passes? Are there generational differences in thinking? #ItsNotTelemetry We talk about all this and much more on another week of the longest running video game podcast, Orange Lounge Radio!

Also in the News:

* CounterStrike 2 announced

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

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