

Written by skie
Sunday, 07 May 2017 21:46

It's a slower news week due to holidays in Japan and E3 incoming, but we take a moment to catch up with our gaming backlogs! What priorities do we have in gaming before the end of the year? Will we possibly ever be able to clear our gaming backlogs? And why do we let them build up?? We then get into the news for the week which includes the closure of Oculus Story Studio.

Also in the News:

- * Phantom Dust Remaster

- * Steam Refund Stats

- * Breath of the Wild DLC 1

- * Nintendo Playstation fixed to work!

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

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