Mortal Kombat 11 has released but not without some controversy around it's methods of unlocking cosmetic items in the game, and some of the extra currency that can be bought. We dig into the issue, as Rob explains how he has come close to purchasing the game but decided against it due to some of these reasons. We also tackle the controversy of crunch time in the industry, is it something that is helping or hurting the games that we enjoy?

Also in the news:

* Could this be the end of the 3DS?

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