

Written by skie
Sunday, 15 May 2016 20:22

The Disney Infinity series came to an abrupt end this week as it was announced that no more games would be made after the next two character packs are released. Are we surprised at this turn of events, or was the shelf life of the toy to game space always going to be limited? Also, in the opening of our show we talk a bit about the huge backlog of games we have to conquer, and what games we might try to tackle first.

Also in the news:

- * Xbox One Backwards Compatibility soon to add multi-disc

- * Civilization 6 announcement

- * Pokemon Sun/Moon details

- * Project Spark ends

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

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