

Written by skie

Sunday, 18 September 2016 20:59

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Well, in what is becoming quite the norm in the gaming industry, two more big anticipated titles were delayed into 2017 this week. We talk a bit about if delays are really such a bad thing, but if we need to start taking release dates a little less seriously.

We are joined this week as well by Indie Developer Sam from Remote Games, creator of Silent Earth, a mobile phone title that puts a whole new perspective on an arcade classic. We talk about the development of the game, which has been well documented for others to read up on!

Also in the News:

- \* Metal Gear Survive commented on by Kojima

- \* Layoffs at Sony

- \* One game company sues Steam users

- \* Shovel Knight: Spectre of Torment

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## Orange Lounge Radio Episode 658 - 9/18/16

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