Energy Domes

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The article about the Energy Domes/Domed Cities in the storyline.

(This article is currently under construction!)

1 Information

The Energy Domes/Domed cities/Dome-Towns are massive, energy-intensive structures that are designed to shelter and protect surviving human population from the intense cosmic radiation bombardment and other environmental disasters on the planet's surface after the events of the Big Mistake.

2 Overview

The Domes (also referred to as Energy Domes, Domed Cities or Dome-Towns) are the main locations where all in-game environments take place due to their significant strategic values and importance, especially since that such advanced energy-intensive structures could only be practically installed over the most energetic regions of the Earth that are benefitting from the presence of the plasma-rich geo-pockets scattered around the globe, after their existence were discovered by the scientists and the technology to exploit them were developed.

The sizes and scales of the domed cities can vary greatly, and they are always fully encapsulated by dense energy wall barriers (which also serve as practical level size limits during the gameplay) that protect the inside zones and their inhabitants from all kinds of hazardous conditions and radiation contamination of the outside world, which had overtaken the entire planet's surface after the events of the Big Mistake. The connection between domed cities are maintained via extremely technologically advanced mass transporters, called Beam Gates.

The domes also usually possess extensive underground bunker systems where the inhabitants can further shelter themselves from dangers directly present inside the domes such as wars. Since the domed cities not only represent the most energy-rich regions of a great strategic importance, but also the last remaining human habitation areas and living spaces still installed on the planet's surface, both human and alien factions constantly wage wars across the globe to seize control of these highly valuable artificial structures and their plasma geo-pockets.

3 Background

After the Big Mistake, radiation has infected much of the Earth's surface. The depletion of the Earth's ozone layer allowed the unfiltered solar radiation to 'sunburn' the surface land and ocean alike, which marked the beginning of the subsequent catastrophes (both naturally and artificially precipitated) and the ubiquitous global chaos that entailed them. As a result, the majority of the planet's surface had been gradually rendered

uninhabitable due to the intense solar radiation bombardment and contaminated atmospheric environment, while the total habitable land area on the Earth started to significantly dwindle in its size, plunging the entire planet into new global wars with all-out nuclear strikes over scarce resources and lands.

The technology required to sustain human survival and protection had now become the emergency focal point of global research and scientific communities. Whilst a significant portion of the decimated world population that were lucky enough to survive amidst new world wars and catastrophic disasters have managed to preserve their existence by adapting to a new subterranean lifestyle in their underground bunker systems - abandoning the surface life in favour of improved safety and protection from hazards - many regions around the world also enjoyed the presence of plasma-rich geo-pockets, which the recent breakthrough in accelerated scientific technology research had allowed their exploitation as the new energy source.

With the advent of new advanced engineering technology for constructing the highly advanced, state-of-the-art domed cities being gradually pioneered, these massive energy structures had been since then installed over the most energy-intensive regions benefitting from the presence of the plasma-rich geo-pockets scattered around the globe. However, by the time the first domes were finished, the majority of the surviving population had been already long exposed to intense radiation and polluted atmospheric environment for an extended period of time, that most of them died in a few years from viral diseases regardless of the admittance.

4 Gameplay

During gameplay, all in-game levels are taking place inside an energy dome. The energy walls/barriers that are located at the edge of an energy dome both serve as the designated map borders and practical boundary limits of the levels, which the game objects cannot pass or interact beyond. The actual in-game map sizes do not include the energy wall border sectors.

Since domed cities are constructed over the plasma-rich geo-pockets, where the massive energy required to sustain energy domes can be sourced, the domed cities are completely self-sufficient at maintaining their own existences without external energy sources. The same condition also allows the constructions of the Power Stations over any sectors inside the domes.

5 Trivia

- In order to prevent and reduce any potential contamination or hazardous pollution factors to minimum, the domes are extremely sterile clean room environments.
- The domes are frequently referred in various nicknames such as fish bowls or aquariums by their inhabitants due to their controlled, enclosed and artificial natures.

6 Notes

Under Construction.