

Dome (Domed City)

Table Of Contents

- [1 Information](#)
- [2 Overview](#)
- [3 Background](#)
- [4 Gameplay](#)
- [5 Trivia](#)
- [6 Notes](#)

The article about the domes/domed cities in the storyline.

(This article is currently under construction!)

1 Information

The Domes/Domed cities are massive, [energy](#)-intensive structures that are designed to shelter and protect surviving human population from the intense radiation bombardment on the planet's surface after the events of the Big Mistake.

2 Overview

The domes (also referred to as 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 by fact that such advanced resource-intensive structures could only be practically installed over the energy-rich 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.

The sizes and scales of the domed cities can vary greatly, and they are always fully encapsulated by dense energy wall barriers (which also acts as a practical level size limit during the gameplay) which protects the inside zones and their inhabitants from all kinds of hazardous conditions and radiation pollution of the outside world, which had overtaken the entire planet's surface after the events of the Big Mistake.

Because the domed cities not only represent the most energy-rich regions of a great strategic importance, but also the last remaining human inhabitable areas placed on the planet's surface, both humans and aliens [factions](#) constantly wage wars across the globe to seize control of these highly valuable assets for their own purposes.

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 land and ocean alike, which marked the beginning of the subsequent catastrophes (both natural and artificial) and the total global chaos that entailed them. As a result, the majority of the planet's surface had been gradually rendered uninhabitable due to the intense radiation bombardment and pollution, while the total habitable land area on the Earth started to dwindle significantly in its volume.

The technology required to sustain human survival had now become an emergency and 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 natural 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 increased safety and protection - 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 exploiting them as a new energy source.

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

4 Gameplay

During gameplay, the in-game levels are all taking place inside the domed cities. The energy barriers/walls located at the edge of domed cities serve as a practical border limit of the levels, which the game objects cannot pass beyond.

Since domed cities are constructed over the plasma-rich geo-pockets, the domes are completely self-sustaining to maintain their existences. Such conditions also allow power stations to be constructed over any sectors in the domes.

5 Trivia

Under Construction.

6 Notes

Under Construction.