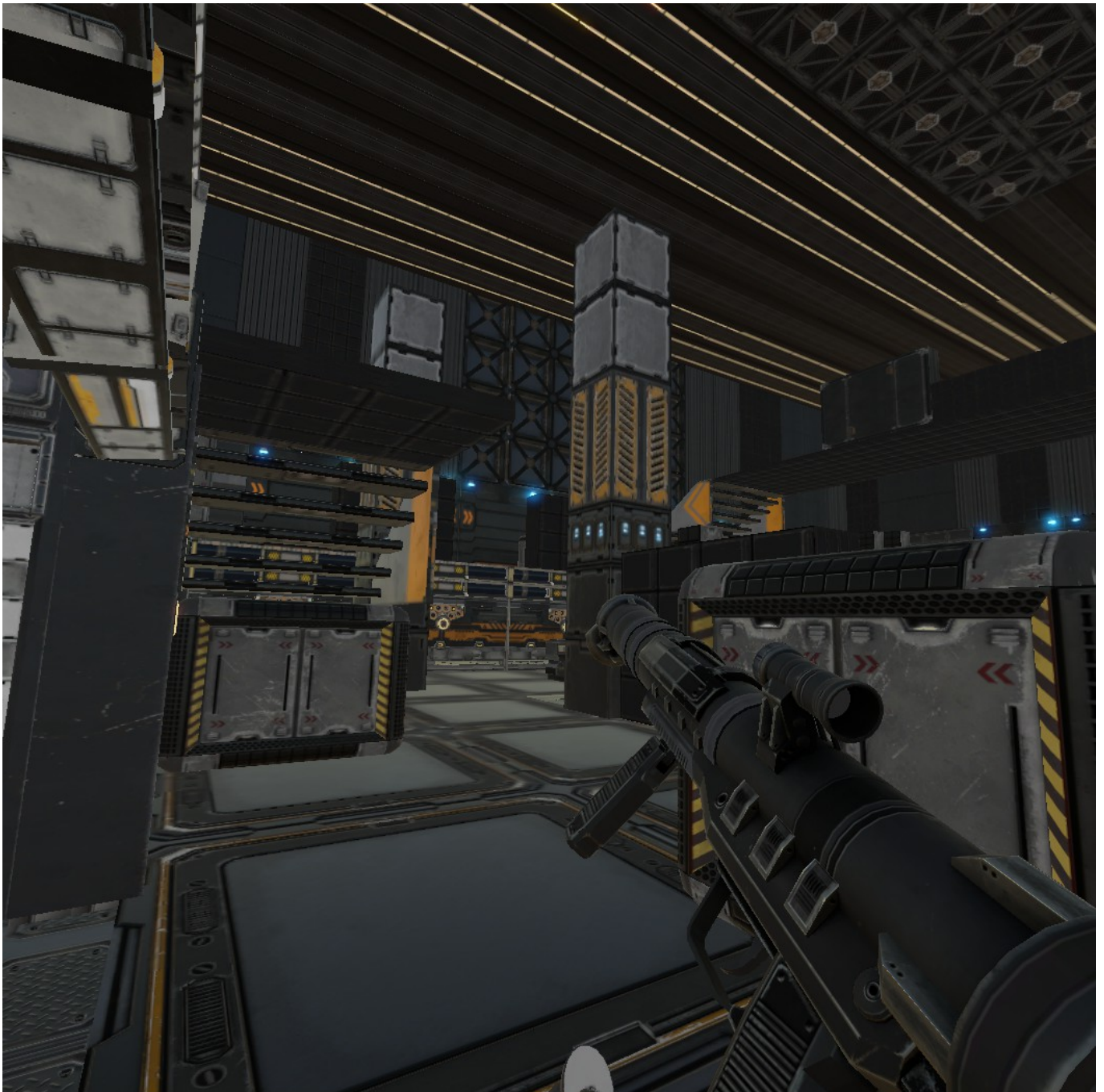

Battle Dome Activation Key Generator



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About This Game

Battle Dome is a 5 v 5 competitive SciFi VR shooter (There is a mouse and keyboard mode, but VR is recommended). You must work with your teammates to get to your opponent's base and destroy their core before they destroy yours. You must also spread your team's color (if playing a color map), since you can only teleport onto your teams colored tiles. Battle Dome also

features trackpad locomotion, which can be used to any non-color map.

Battle Dome features 23 different weapons and 15 different maps. Some maps also have special rules, including anti-gravity, jet packs, and bot opponents.

Battle Dome has 5 different PvP game modes:

Destroy the Core

Team Deathmatch

Capture the Flag

King of the Kill

You Only Live Once (1 life per round)

There are also 3 different co-op modes (including a horror mode).

Currently, there are 5 gun choices and 3 color gun choices., as well as a shield Battle Dome also features built in voice chat (team and all talk).

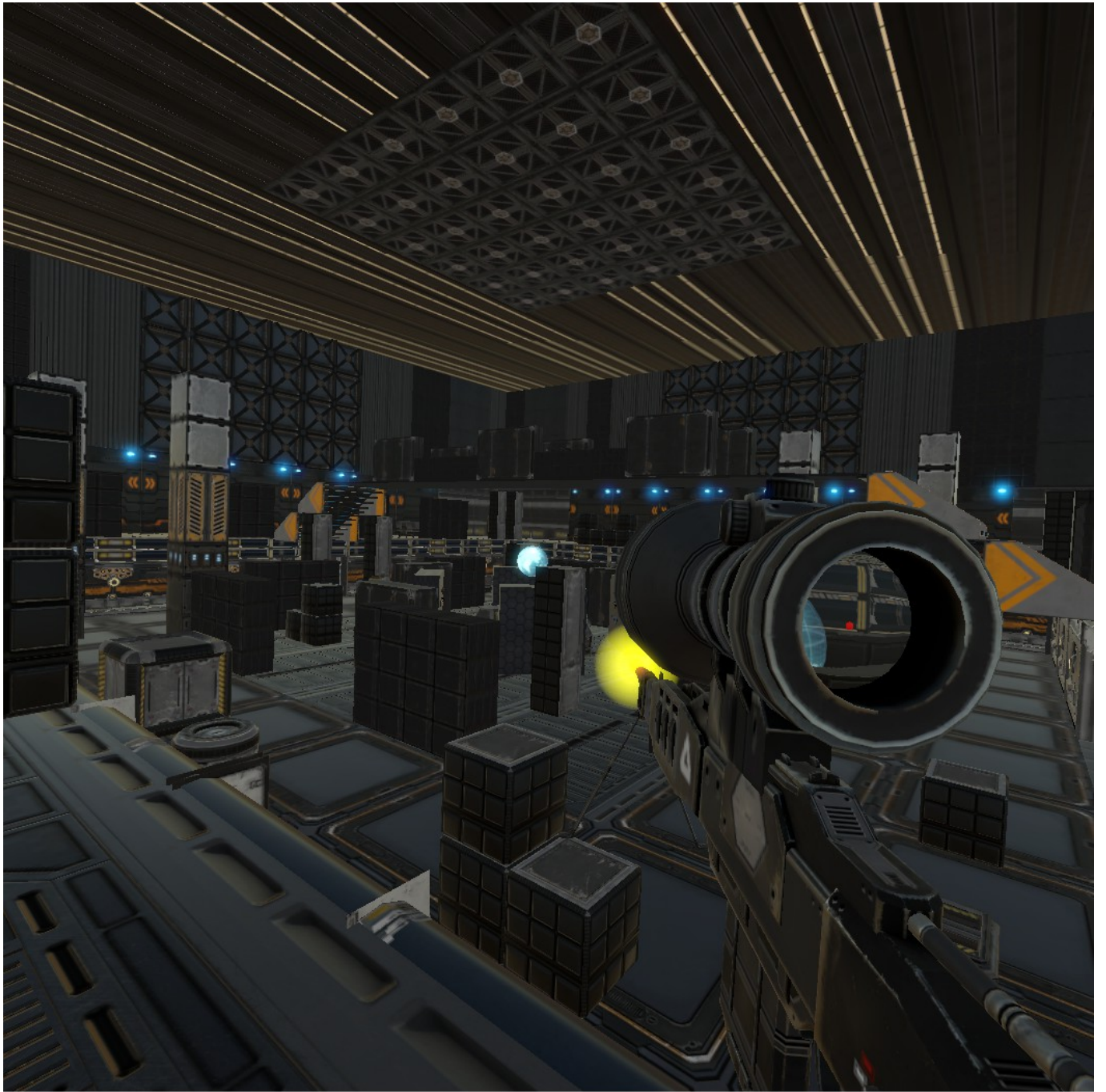
Battle dome also features stat tracking and leader boards. Getting enough kills will unlock bronze, silver, and gold weapon (and glove) skins.

[Available for Arcades on SpringboardVR](#)

Title: Battle Dome
Genre: Action
Developer:
Bad Bird Studios
Release Date: 8 Jun, 2017

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English







Destroy the Other Team's Core!

Use Your Color Gun to Spread
Your Team's Color

You Can Only Teleport Onto Your
Team's Color

Trigger - Fire

Menu Button (Right) - Select Option / Weapon

Menu Button (Left) - View Player Stats

Touchpad (Color Gun) - Teleport

Touchpad (Weapon) - Reload

Grip (Left) - All Talk

Grip (Right) - Team Talk

Left Hand

Right Hand

Two Handed

battle dome ost. battle dome pokemon showdown. battle dome. battle dome burning man. battle dome bubba king. battle dome qr code. battle dome neopets. battle dome imdb. battle dome minecraft server. battle dome brain. battle dome alor gajah. battle dome game parker brothers. battle dome meme. prestonplayz battle dome full diamond. battle dome prestonplayz. battle dome preston. watch battle dome online. battle dome terry crews. battle dome mike o'hearn. battle dome aerial kickboxing. pokemon battle dome episode. battle dome cast. naruto battle dome. battle dome pics. battle dome board game. battle dome japanese. battle dome ace tucker pokemon emerald. battle dome game. battle dome emerald strategy. battle dome jeromeasf. battle dome game show. battle dome leader. battle dome gif. minecraft battle dome logdotzip. minecraft mini game battle dome download. modded battle dome jerome. battle dome ip address. best team for battle dome emerald. jeromeasf battle dome. minecraft battle dome with jerome. battle dome the commander. battle dome frontier brain. battle dome rules

I just bought this game because it was recommended to me as an online multiplayer. There's not a single person online. refund please.. it might look crap graphically but my god what you get in gameplay more than makes up for it! if Splatoon and an arena shooter had a lovechild this would be the game that pops out! one of the best multiplayer games ive playe don the vive so far and it has a wide selection of weapons to choose from! if its this good now i cant wait to see it get better with future updates if you have a Vive get this now! worse case scenario and you dont like it then refund it but i guarantee you wont. **This will be the hardest review I ever write! A tear-jerker is forthcoming! I paid for this game at 15\$ when I got my Vive last year. This was the first MP shooter many of us played, and we were awestruck the first time we played it VR. I joined the Battle Dome chorizzo party when you could still team kill, and those were the good ol days of this game. My vive still had that plastic smell, and I was freaking out from joy 3 minutes into my first play. It went downhill from there from random updates and features, and a continued lack of polish to the aesthetic finally did get to be too much. The developer needed help, and probably could have found some.**

Everything seemed great! The graphics were garbage, but nobody cared, because but the gameplay was fun! I remember playing this game at my old apartment and ducking behind the walls, and shooting the other people, and it was a great multiplayer team battle, even though we were all just blue and red blobs! I loved the teleportation idea it employed at the beginning). You had to shoot goo from these guns to make areas where your team could teleport too and advance along the battlefield, and it added a nice teamplay dynamic. That WAS an excellent idea before it was removed/relegated. This idea needs to be refactored into a fps/vrts team deathmatch hybrid game. Someone please copy the original Battle Dome essence and actually make this game correctly!

Before long, the earnest, lone developer keep adding random features, modes and spread everything out over multiple levels, and had no real direction or vision, and it became a ghost town with nobody playing and a soup of different lobbies. You now locomote in different ways. At one point, non-vr support was going to be added. What? You wouldn't believe how many different gun models there are. It certainly makes hanging out in the lobby a bit more interesting. It's actually quite impressive and seems to hint that maybe Mr. Gooseman is just filling up the project with content before some focused Deus Ex Machina of a consolidation that makes it so there will be people playing, but it's out of early access, so I guess not.

I got my \$14.99 worth I think. I played it early enough to be fond of it and have some good memories. It's a labor of love, clearly, and the developer is learning alot and getting good at game development, but maybe not game design. Battle Dome's scope became so large that it is some kind of test bed for the developer to make about a half dozen shooter experiences. The zeitgeist is now Pavlov VR, which has players and is five dollars cheaper. Seriously, somebody needs to make a huge, gorgeous map, with support for lots of players, and we shoot teleportation goo, and build structures and shoot guns at each other. That server would always be up. <https://www.youtube.com/watch?v=xu6bO3r1O-Y>. 2 out of 10

[Playerbase is completely dead, this is a multiplayer game with no players so it's effectively useless. Gamers move on and this is magnified with mp VR games.](#)

[My score must reflect this glaring issue. Easily an 8 if there was anybody ever online. There are some solo scenarios versus AI, but they can't save this game, they are really terrible and not worth the bother.](#)

[Short review as saying much more is irrelevant. Shame, not the devs fault he's done a really good job in creating a fun mp shooter with some neat features. The game concept and execution are very good which makes it very sad to thumb down this game.. Summer 2016](#)

[This game was amazing when it was new and there were lots of people playing. One of the best gaming experiences in my whole life. That's not hyperbole; the online play was honestly the most fun I've had in an online shooter since](#)

BF1942\CoD1\Wolf:ET. It has...well, it HAD a kind of magic to it that is that rare.

Then the game designer made everything look realistic instead of cartoony\functional. Kind of ruined the game to be honest. I hope that the designer will roll the game back to the basic graphics, maybe then more people will play again. It played like a strategy shooter before, and now it just seems like the charm is gone.

(I don't know why it says I have only 2.6 hrs on record, I played a lot more than that in the Summer.). Basically Splatoon meets Halo. By far one of the most fun VR games released so far. Don't let the simple graphics deter you (this is early access after all - give it some time and I'm sure it'll become very polished).. About 45 minutes into getting this I'm getting frustrated because my team keeps losing. Boxed into the back of our base, I hear my team mates talking to people in their room, slowly figuring out the game, just as I did. I was the only one paiting, just barely holding the fort, hoping they figure it out (I don't have a mic). Then it clicks.

I'm in the back of the base trying to clear up the enemy teams paint when I hear, "We got your back bro lets do this." Just minutes earlier I heard the same dudes say "oohh that's how you move." I decide to trust him and I went for it, I moved up behind a barrier, knowing that I'd be in danger. I duck behind the barrier and paint while blind firing my pistol over my head. I'm feeling the pressure, but next thing I know it there is a team mate with a shield in front of me. He moved just in time because a hail of bullets and lasers start hitting his shield. I lean to my right and happen to have a perfect shot on the enemy and land a head shot.

I pop back behind the barrier and look behind me, there's my team mate on the other side of the barrier, he had my \u2665\u2665\u2665\u2665in' back! Everyone in the room is dead but us. The once clueless guy says over the mic, "Move up!." I moved up and began painting our path to victory, slowly and methodicly. We boxed the enemy team into their base, just as we were 30 minutes prior, except we were able to seal the deal for the win.

That was one of the best moments of team play I've experienced. I played baseball for 18 years of my life, as well as about 5 years of organized highly competitive gaming in team focused games (Team Fortress Classic and CS), that 1 hour was the most team play I've had playing any kind of game.

I wish I could've got those guys names, but after it happened I just had to set the Vive down and tell someone about how much fun I just had.

This is probably the most fun I have had with my vive since I got it.. Really fun battle simulator, I just wish more people were on. If you have a Vive, this is a must own game. Don't let the graphics fool you, when you put the Vive on you don't even notice. PvP in a first person shooter is way cooler than I could have imagined. The community is great, everyone is very friendly. The Dev is super fast and responsive on the discussion board and actively updating the game. Even in Early Access this title feels like a complete game. Dodging and using cover in VR is about the coolest thing I've done in a long time.

Teleportation is done right. The guns feel great. Everything feels very well balanced. From someone playing in S Korea lag is usually a problem, but I didn't even feel it in this game. Very well put together!

This will be the best 15 bucks you spend on your Vive.

here's a little gameplay footage of me getting rekt

<https://www.youtube.com/watch?v=49QQJsKxvjk>. Summer 2016

[This game was amazing when it was new and there were lots of people playing. One of the best gaming experiences in my whole life. That's not hyperbole; the online play was honestly the most fun I've had in an online shooter since BF1942/CoD1/Wolf:ET. It has...well, it HAD a kind of magic to it that is that rare.](#)

[Then the game designer made everything look realistic instead of cartoony/functional. Kind of ruined the game to be honest. I hope that the designer will roll the game back to the basic graphics, maybe then more people will play again. It played like a strategy shooter before, and now it just seems like the charm is gone.](#)

[\(I don't know why it says I have only 2.6 hrs on record, I played a lot more than that in the Summer.\). TL;DR Guys, don't be stupid. Drop what you are doing, buy, download, and play this game right now.](#)

[So I just finished playing this game for about an hour. The only reason why I had to stop was because I ran into my wall trying to get away from another player. I have been playing the Vive since mid-April. I have played over 30 VR games. NEVER have I felt so much immersion that I completely forgot my surroundings to that degree.](#)

[On that note, make sure to not have your chaperone set to "developer."](#)

[The teleportation in this game is timed so that you cannot simply spam it around the courses. In fact, when and where to teleport is part of the strategy. The brilliant part of this game is that every time you teleport you make a "pew" sound. This is like the foot falls of COD or Overwatch.](#)

[The shooting mechanics are superb and well-balanced. The sniper rifle is challenging but it works well if you have a steady hand \(which I don't and you can't just push the shift key\).](#)

[The voice chat is well done. The environments are amazing in terms of transporting you to another reality.](#)

[This is one of the best VR games out there. In my opinion, it is better than Hover Junkers...and that is saying a lot.](#)

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