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# Burnout dominator pc

in: Burnout series, Burnout Dominator Comments Share Singleplayer, Multiplayer; Ad hoc WiFi (PSP), Split Screen (PS2) PlayStation 2PlayStation Portable March 6, 2007 (NA) March 22nd, 2007 (EU) March 23rd, 2007 (UK) March 29, 2007 (RUS, NZL) March 6, 2007 (RUS, NZL) March 6, 2007 (United Kingdom)March 29, 2007 (RUS, NZL) March 6, 2007 (UK)29 March 2007 (RUS, NZL) March 6, 2007 (UK)March 29, 2007 (RUS, NZL) March 6, 2007 (UK)29 March 2007 (RUS, NZL) March 6, 2007 (UK)29 March 2007 (RUS, NZL) March 6, 2007 (UK)29 March 2007 (RUS, NZL) March 6, 2007 (UK)29 March 2007 (RUS, NZL) March 6, 2007 (UK)29 March 2007 (RUS, NZL) March 6, 2007 (UK)29 March 2007 (RUS, NZL) March 6, 2007 (UK)29th March 2007 (RUS, NZL) March 6, 2007 (UK)29 March 2007 (RUS, NZ , NZL) March 6, 2007 (NA)Apr 26, 2007 (AU, EU) April 27, 2007 (UK)04.05.2007 (NZL)8 May 2007 (RUS)20. It is usually not considered an official entry in the Burnout Series. In December 2006, it was announced for PlayStation 2 and PlayStation Portable. The game retains the core gameplay of the series as players race at top speed through dozens of World Tour events testing ruthless skill-based driving techniques. It's the first Burnout game in the series since Burnout 2: Point of Impact for not having Crash Mode. At the time dominator was developed Criterion worked with Burnout Paradise. Boost Racing through Spiritual Gate, a track based in Kuala Lumpur. The main focus of Burnout Dominator is the return of burnout chains. Burnout is the result of emptying a complete boost bar while performing dangerous driving stunts to fill it. Boost meters in Burnout Dominator primarily have orange flames until it is filled at which point the flames turn blue and supercharge boost is activated. Driving dangerously while using the supercharge boost will light up the arrows on the boost bar. When all the arrows are lit, another burnout is ready. The process can be repeated continuously and is called a burnt-out chain. Burnout was last seen in Burnout 2: Point of Impact, but they also return in Burnout Paradise as the Speed boost. Vehicles Burnout Dominator has the second highest amount of returning vehicles, including the Custom Coupe Ultimate from Burnout 2, euro circuit racer from Burnout 3 and Low Rider from Burnout Revenge. Dominator also includes various original vehicles that are based on real-world vehicles. Main article: Vehicle (Burnout Dominator) Events The main single player mode known as the World Tour is divided into 7 different series based on the different classes of car that are in Dominator. These cars series are divided into Classic, Factory, Tuned, Hot Rod, Super, Race Specials and Dominator. The events and new challenges of the World Tour include; Race - Race against rivals to the finish line. Road Rage - Time-lapse event where the goal is to take down as many opponents as possible. Eliminator - The driver in last place every 30 minutes. Operation Challenge - Earn the required amount of Drift points within the specified target. Near Miss Challenge - Earn as many near misses as possible within Goal. Burnout Challenge – Perform as many burnouts as possible within the specified target. Record Breaker - Set high scores for race, road rage, time attack and maniac mode events without being limited to specific events, locations, or series. Main article: Events (Burnout Dominator) Places Burnout Dominator consists of 12 different tracks in 8 different locations all based on places in the real world. Each track has a forward and a reverse configuration. 2 additional slots have been released for the PlayStation Portable version of the game and can be downloaded via the Burnout HQ option in the game. Main article: Locations (Burnout Dominator) Soundtrack 33 licensed tracks are included as part of the EA Trax badge in Burnout Dominator. The title also includes a slightly revamped version of the theme song from Burnout 2: Point of Impact in the opening menu. Most of the songs in the game also appear again in Burnout Paradise. Main article: Soundtrack (Burnout Dominator) Notes Although EA Games was the only developer of Dominator, the Criterion Games logo still appears at the beginning of the game. There is a camera error in the PS2 version of the game during events that causes the camera to zoom in and invert when the player increases. The criterion never mentioned Burnout Dominator as part of the Burnout series in any of the Crash TV podcasts except during Crash TV Episode 17 where they refer to Burnout Dominator as a spin-off game. External links BurnoutAolic fan site Burnout Dominator Wikipedia page Burnout Series Burnout Dominator Community content is available under CC-BY-SA unless otherwise stated. Burnout DominatorDeveloper(s)EA UK[1]Publisher(s)Electronic ArtSeriesBurnoutEngineRenderWarePlatform(s)PlayStation 2PlayStation PortableReleasePlayStation 2NA: 6. MARCH 20, 2007AU: March 22, 2007EU: March 23, 20, 2007EU: April 27, 2007Genre(s)Single-player, multiplayer Burnouter Dominator is a racing video game developed by EA UK and released by Electronic Arts for PlayStation 2 and PlayStation Portable. It retains the core of the game in the series, as players race at top speed through dozens of World Tour events testing ruthless skill-based driving techniques. [2] This is the only Burnout game not developed by Criterion Games,[1] and the first Burnout game in the series since Burnout 2: Point of Impact that does not have Crash Mode. At the time Dominator was developed, criterion was busy working at Burnout Paradise and was waiting to reintroduce the mode into a new form of the latter title. [4] However, Criterion Games is listed as the creators of this game in the game manual and credited as a developer on the official Electronic Arts website. [5] Gameplay Spiritual Towers is based in Kuala Lumpur and is one of the first tracks to show the city in any racing game. players run through a building of Moorish architecture, modeled on the Sultan Abdul Samad Building. The main focus of Burnout Dominator is the return of Burnouts. Burnout is the result of drainage a complete boost meter without stopping. Boost meters in Burnout Dominator are primarily orange flames before a full boost meter, as the flames turn blue (known as Supercharge Boost). Driving dangerously while using the supercharge boost will light up the arrows on the boost meter, and once they are all lit, one can get a burnout once today's supercharge boost has drained. The process can be continuously repeated so that the player can get a burnt-out chain. Before Burnout Dominator, burnouts were last seen in Burnout 2: Point of Impact. Features removed from the previous game, Burnout Revenge, include traffic control (the ability to drive into smaller vehicles on the road in the same direction as the player's vehicle), Traffic Attack Mode, Crash Mode (a puzzle-oriented mode, in which one's vehicle is driven into an intersection full of traffic with the aim of causing the greatest possible damage) and online multiplayer support. Also, unlike all criterion developed Burnout games, the PlayStation 2 version of Burnout Dominator does not support USB steering wheel like Logitech Driving Force or Logitech Driving Force Pro. The main single player mode known as the World Tour is divided into 7 different series, based on the different classes of car that are in the game. The series is Classic, Factory, Tuned, Hot Rod, Super, Race Specials and Dominator. The car lineup is mostly new with some cars from previous two Burnout titles peppered into the game (such as Custom Coupe Ultimate, Euro Circuit Racer and Works M-Type). The events and new challenges of the World Tour include: Race (standard racing for the finish line) Road Rage (time-lapse updated event where the goal is to take down as many opponent drivers as possible) Eliminator (similar to race, but the driver in last place every 30th , air, meeting and close misses) Grand Prix (An event with three races on different tracks, the racer with the most points at the end of the Grand Prix winner) Drift Challenge (a challenge mode where the goal is to get as many feet as possible at drifting) Near miss challenge (same as drift challenge, but focuses on narrowly lack of traffic to earn scores) Burnout Challenge (same as Drift Challenge , but with a focus on obtaining burnout)[6] The other single-player mode in Burnout Dominator is known as the Record Breaker, and this mode allows one to set high scores for Race, Rage Road, Time Attack and Maniac Mode , without being specific combinations of events/locations/series found in World Tour mode. The PlayStation Portable version of the game is coordinated with Record Breaker mode and allows you to upload high scores via the Burnout HQ option, which can be viewed in the EA Nation section of the Burnout Dominator website. [7] Reception ReceptionResultsScorePS2PSPEdge7/10[8]N/AEurogamer8/10[9]8/10[10]Game Informer8/10[11]N/AGamePro4.2 5/5[12]4.5/5[13]GameRevolutionC[14]N/AGameSpot8.1/10[15]8.2/10[16]GameSpy [17 ][17]GameTrailers7.7/10[18]N/AGameZone8.2/10[19]7.7/10[20]IGN8/10[4]10[4]108.5/10[21]Overall scoreMetakritic76/100[22]76/100[23] Burnout Dominator received favorable reviews on both platforms according to video game review aggregator Metacritic. [22] References ^ a b Burnout Dominator Game Information. Archived from the original on 21 October 2011. Retrieved 17 May 2013. ^ Calvert, Justin (January 18, 2007). In 1999, the dominator became one of the best in 2018. Gamespot. Retrieved 14 September 2014. ^ Surette, Tim (December 7, 2006). 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