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Subgenre of strategy video gameThis article has multiple issues. Please help improve it or discuss these issues on the talk page. (Learn how and when to remove these messages) This article possibly contains original research. Please improve it by verifying the claims made and adding inline citations. Statements consisting only of original research should be removed. (November 2020) (Learn how and when to remove this message)This article may contain an excessive amount of intricate detail that may only interest a particular audience. Please help by spinning off or relocating any relevant information, and removing excessive detail that may be against Wikipedia's inclusion policy. (January 2022) (Learn how and when to remove this message) (Learn how and when to remove this message)Tower defense (TD) is a subgenre of strategy games where the goal is to defend a player's territories or possessions by obstructing the enemy attackers or by stopping enemies from reaching the exits, usually achieved by placing defensive structures on or along their path of attack.[1] This typically means building a variety of different structures that serve to automatically block, impede, attack or destroy enemies. Tower defense is seen as a subgenre of real-time strategy video games, due to its real-time origins,[2][3] even though many modern tower defense games include aspects of turn-based strategy. Strategic choice and positioning of defensive elements is an essential strategy of the genre.The tower defense genre can trace its lineage back to the golden age of arcade video games in the 1980s. The object of the arcade game Space Invaders, released in 1978, was to defend the player's territory (represented by the bottom of the screen) against waves of incoming enemies. The game featured shields that could be used to strategically obstruct enemy attacks on the player and assist the player in defending their territory, though not to expressly protect the territory. The 1980 game Missile Command changed that by giving shields a more strategic role. In the game, players could obstruct incoming missiles, and there were multiple attack paths in each attack wave.[4] Additionally, in Missile Command, the sole target of the attackers is the base, not a specific player character.[4]While later arcade games like Defender (1981) and Choplifter (1982) lacked the strategy element of Missile Command, they began a trend of games that shifted the primary objective to defending non-player items. In these games, defending non-players from waves of attackers is key to progressing. Parker Brothers' 1982 title Star Wars: The Empire Strikes Back for the Atari 2600 was one of the first tie-ins to popularize the base defense style. The concept of waves of enemies attacking the base in single file (in this case AT-ATs) proved a formula that was subsequently copied by many games as the shift from arcade to PC gaming began. Players were now able to choose from different methods of obstructing attackers' progress.[5] Sorcerer's Apprentice for the Atari 2600 featured Mickey Mouse and was first published in 1983.Green House, a popular 1982 handheld game by NintendoNintendo's popular 1980s Game & Watch handheld games featured many popular precursors. With their fixed sprite cells with binary states, games with waves of attackers following fixed paths were able to make use of the technical limitations of the platform yet proved simple and enjoyable to casual gamers. Vermin (1980), one of the first, tasked players with defending the garden (a theme followed by many later games) from relentless horde of moles. The following years saw a flood of similar titles, including Manhole (1981), Parachute (1981), and Popeye (1981). 1982 saw multiple titles with the primary object of protecting buildings from burning: Fire Attack, Oil Panic and Mickey & Donald. The later titles utilized multiple articulating screens to increase the difficulty for players. With two screens these games introduced basic resource management (e.g. oil and water), forcing players to multitask. Green House (1982) was another popular two screen game in which players use clouds of pesticide spray to protect flowers from waves of attacking insects. Despite the early rush of archetypal titles, ultimately there was a general decline in fixed-cell games, due to their technical limitations, simplistic gameplay, and the rise of personal computers and handhelds the Game Boy; correspondingly, this genre also declined. A rare exception was Safebuster (1988 multi-screen) in which the player protects a safe from a thief trying to blow it up.By the mid-1980s, the strategy elements began to further evolve. Early PC gaming examples include the 1984 Commodore 64 titles Gandalf the Sorcerer, a shooter with tower defense elements, and Imagine Software's 1984 release Pedro. Pedro, a garden defense game, introduced new gameplay elements, including different enemy types as well as the ability to place fixed obstructions, and to build and repair the player's territory.[6]Rampart, released in 1990, is generally considered to have established the prototypical tower defense.[7] Rampart introduced player-placed defenses and has distinct phases of build, defend and repair. These are now staple gameplay elements of many games in the genre. It was also one of the first multiplayer video games of its kind.[8]While Rampart was popular, similar games were rarely seen until the widespread adoption of the computer mouse on the PC. The DOS title Ambush at Sorinor (1993) was a rare exception from this era.[8] Tower defense gameplay also made an appearance on consoles with several minigames in the Final Fantasy series, including a tower-defense minigame in Final Fantasy VI (1994)[9] and the Fort Condor minigame in Final Fantasy VII (1997), which was also one of the first to feature 3D graphics. Attack of the Mutant Penguins for the Atari Jaguar and MS-DOS was released in 1995. Dungeon Keeper (1997) had players defend the Dungeon Heart, a gigantic gem at the centre of your dungeon, which, if destroyed, would cause the player to lose the game.[10] Fortress was released for the Game Boy Advance in 2001.As real-time strategy games gained popularity in PC gaming, the easy proliferation of user-created scenarios on Battle.net expanded the genre rapidly. Custom maps for StarCraft: Brood War such as Turret Defense (May 2000)[11] and Sunken Defense (November 2001)[12] were early examples of the genre that retained popularity for decades. Both were released early in the game's lifecycle and had various versions evolve in parallel over time due to the open-source nature of maps.Warcraft III (2002), another real-time strategy game capable of such scenarios, added role-playing elements to them. The Frozen Throne expansion (2003) included a secret tower-defense scenario in one of the official campaigns. Custom maps included Element TD and Gem Tower Defense, from February 2006, which were initially created in Warcraft III World Editor.[7]Between 2007 and 2008, the genre became a phenomenon, due in part to the popularity of the tower defense mode in real time strategy games, but mainly due to the rise of Adobe Flash independent developers as well as the emergence of major smartphone app stores from Apple and Google. The first stand-alone browser games emerged in 2007.[13] Among them were the extremely popular titles Flash Element Tower Defense released in January,[14] Desktop Tower Defense released in March[15][16] and Antbuster released in May.[17][18] Desktop Tower Defense earned an Independent Games Festival award,[19] and its success led to a version created for the mobile phone by a different developer.[20] Another significant Flash title released in 2008 was GemCraft.[21] Handheld game console were not ignored in the boom and titles included Lock's Quest and Ninjatown released in September and October respectively.[22] Bloons Tower Defense was first published in 2007, one of many in a series of balloon themed multi-platform games released.The genre's success also led to new releases on PC and video game consoles. Popular 2008 titles included PixelJunk Monsters released in January, Defense Grid: The Awakening[23] and Savage Moon in December.[7] Also released in 2008 were geoDefense Swarm, geoDefense, GemCraft, Fieldrunners, Harvest: Massive Encounter and Crystal Defenders. GauntNet was released in April 2009.[24] Plants vs. Zombies released in May 2009 was another highly popular tower defense which became a successful series on mobile devices.[25] Also released that year were Sentinel, TowerMadness, Babel Rising, Creeper World, Sol Survivor, Comet Crash, Final Fantasy Crystal Chronicles: My Life as a Darklord, South Park Let's Go Tower Defense Play!, Starship Patrol and Trenches.With the arrival of Apple's App Store tower defense developers adapted quickly to the touchscreen interface and the titles were among the most downloaded[citation needed], many of them ported directly from Flash.[citation needed] Kingdom Rush, first released in 2011, sold more than seventeen million copies both on App store and Play store.A screenshot from Defenders of ArdaniaBy the end of the boom, most tower defense games were still using side scrolling, isometric, or top-down perspective graphics. Iron Grip: Warlord, released in November, 2008 unsuccessfully pioneered the first person perspective shooter with the genre.[26] The awkward combination of experimental tower defense mechanics with 3D graphics was not well received, but later titles refined its execution paving the way for a popular new breed of games. Dungeon Defenders, released in October 2010, was one of the first tower defense games to bring the genre to the third person perspective. It sold over 250,000 copies in first two weeks of release[27] and over 600,000 copies by the end of 2011.[28] 2010 saw the release of SteamWorld Tower Defense, Protect Me Knight, The Tales of Bearsworth Manor, Revenge of the Titans, Arrow of Laputa, Toy Soldiers and Robocalypse: Beaver Defense.The 2011 title Sanctum, and its 2013 sequel popularized the first person shooter hybrid that was pioneered by these earlier games.[29] Orcs Must Die! also integrated the FPS genre into a fully 3D environment and went to have several sequels. Anomaly: Warzone Earth released in 2011 introduced a variation of gameplay which has been described as "reverse tower defense",[30] "tower attack",[31] and "tower offense".[32] In the game, the player must attack the enemy bases protected by numerous defenses. Sequels and other games have since experimented further with both styles of tower defense.[33] Tiny Heroes, Army of Darkness: Defense, Iron Brigade, Rock of Ages and Trenches 2 were also released in 2011.Defender's Quest, Bad Hotel, Toy Defense, Strikefleet Omega, Unstoppable Gorg, Defenders of Ardania, Orcs Must Die! 2, Fieldrunners 2, Dillon's Rolling Western, Oil Rush and Elf Defense Eng all came out in 2012. Around this period the genre matured, gaining recognition as a distinct sub-genre of strategy games and returning in numerous upgraded versions. Chain Chronicle and CastleStorm were released in 2013. Plants vs. Zombies 2 came out and Prime World: Defenders featured deck-building mechanics. 2014 saw a number of brand new titles including Space Run, Dungeon of the Endless, Island Days, Final Horizon and The Battle Cats as well the return of Age of Empires: Castle Siege, Defense Grid 2 and TowerMadness 2. Deathtrap and Krinkle Krusher were first published in 2015.More recent titles in the genre include Rock of Ages 2: Bigger & Boulder (2017), Tower Battles (2017) and Orcs Must Die! Unchained (2017), Dillon's Dead-Heat Breakers (2018), Eden Rising: Supremacy (2018), Aegis Defenders (2018), Bloons TD 6 (2018), Arknights (2019), Taur (2020), Element TD 2 (2020), Buster's Tower Defense (2021), and Path to Nowhere (2022).With the advent of social networking service applications, such as the Facebook Platform, tower defense has become a popular genre with titles such as Bloons TD and Plants vs. Zombies Adventures making the transition to turn-based play.[34] Recent releases include Star Fox Guard and McDroid which came out in 2016.Simple 1-bit tower defense game for ArduboyThe basic gameplay elements of tower defense are:territories, possessions, domiciles, (collectively, the "base") that must be defended by the player or players[1]waves of multiple incoming "enemies" that must be defended againstplacement of "tower" elements, such as towers, or obstructions along the path of attacking enemies[1]What distinguishes tower defense base defending games from other base defending games (such as Space Invaders, or other games where bases are defended) is the player's ability to strategically place, construct or summon obstructive constructions and constructive obstructions in the path of attacking enemies.In a tower defense, the player's main character is often invincible, as their primary objective is the survival of the base rather than the player.Some features of modern tower defense:Player-placed obstructions that can damage or kill enemy attackers before they destroy the baseAbility to repair obstructionsAbility to upgrade obstructionsAbility to repair upgrades to obstructionsSome sort of currency with which to purchase upgrades and repairs, this can be time, in-game currency or experience points, such as being earned by the defeat of an attacking unit.[35]Enemies capable of traversing multiple paths at onceEach wave usually has a set number and types of enemiesUnlock new maps and levelsTower that have the ability to moveMany modern tower defense games evolved from real-time to turn-based, cycling through distinct gameplay phases such as build, defend, repair, and celebrate.Many games, such as Flash Element Tower Defense feature enemies that scamper through a "maze", which allows the player to strategically place "towers" for optimal effectiveness.[36] However, some versions of the genre force the user to create the "maze" out of their own "towers", such as Desktop Tower Defense.[37] Some versions of the genre are a hybrid of these two types, with preset paths that can be modified to some extent by tower placement, or towers that can be modified by path placement, or modifications that can be placed by tower paths.Often an essential strategy is "mazing", the tactic of creating a long, winding path of towers (or "maze") to lengthen the distance the enemies must traverse to get past the defense. Sometimes "juggling" is possible by alternating between barricading an exit on one side and then the other side to cause the enemies to path back and forth until they are defeated. Some games also allow players to modify the attack strategy used by towers to be able to defend for an even more tantalizingly reasonable price.[38]The degree of the player's control (or lack thereof) in such games also varies, from games where the player controls a unit within the game world, to games where the player has no direct control over units at all, or even no control over the game whatsoever.A common theme in tower defense games to have occasional "air" units which ignore the layout of the board (i.e. maze paths or obstructions) and travel directly to the end destination, or enemies which prioritize different targets than their main destination.Some tower defense games or custom maps also require the player to not only defend their own board but send out enemies to attack their opponents' game boards (or opponent-controlled areas of a common game board) in return. Such games are also known as tower wars game boards.On June 3, 2008, COM2US Corporation was awarded the trademark for the term "Tower Defense", filed on June 13, 2007 serial number 3442002. The corporation started enforcing the trademark: in early 2010, developers of games on Apple's App Store received messages requiring name changes for their games, citing trademark violation.[39][40] Adding the phrase "Tower Defense" (in capital letters) to the description of an app submission to iTunesConnect and the app store automatically triggers a warning that the submission is likely to be rejected for use of the term; however, writing the phrase in lower case is still acceptable as "tower defense" is a valid description of a game style.[citation needed]^ a b c "Best Tower Defense Games of All Time. Damon Reece. April 27, 2015 "Best Tower Defense Games of All Time". April 27, 2015. Archived from the original on March 29, 2016. Retrieved March 29, 2016.^ Dugan, Patrick (January 30, 2007). 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Archived from the original on May 18, 2015. Retrieved May 8, 2015.Retrieved from " 2Genre of strategy-based video and board gamesThis article is about the board and video game subgenre. For other uses, see 4X (disambiguation).Detailed empire management, seen here in Freeciv, is a central aspect of 4X strategy games.Part of a series onStrategy video gamesSubgenres4XAuto battlerGrand strategyDeck-buildingRoguelike deck-buildingMultiplayer online battle arenaReal-time strategyTime managementReal-time tacticsTactical RPGTower defenseTurn-based strategyTurn-based tacticsArtilleryWargameListsList of 4X video gamesList of artillery video gamesList of grand strategy video gamesList of massively multiplayer online real-time strategy gamesList of massively multiplayer online turn-based strategy gamesList of multiplayer online battle arena video gamesList of real-time strategy video gamesList of real-time tactics video gamesList of tactical role-playing video gamesList of turn-based strategy video gamesList of turn-based tactics video gamesvte4X (abbreviation of Explore, Expand, Exploit, Exterminate) is a subgenre of strategy-based computer and board games,[1][2][3] and includes both turn-based and real-time strategy titles.[4][5] The gameplay generally involves building an empire.[6] Emphasis is placed upon economic and technological development, as well as a range of military and non-military routes to supremacy.The earliest 4X games borrowed ideas from board games and 1970s text-based computer games. The first 4X computer games were turn-based, but real-time 4X games were also common. Many 4X computer games were published in the mid-1990s, but were later outsold by other types of strategy games. Sid Meier's Civilization is an important example from this formative era, and popularized the level of detail that later became a staple of the genre. In the new millennium, several 4X releases have become critically and commercially successful.In the board (and card) game domain, 4X is less of a distinct genre, in part because of the practical constraints of components and playing time. The Civilization board game that gave rise to Sid Meier's Civilization, for instance, includes neither exploration nor extermination. Unless extermination is targeted at non-player entities, it tends to be either nearly impossible (because of play balance mechanisms, since player elimination is usually considered an undesirable feature) or certainly unachievable (because victory conditions are triggered before extermination can be completed) in board games.4X computer games such as Master of Orion II let empires explore the map, expanding by founding new colonies and exploiting their resources. The game can be won by becoming an elected leader of the galaxy, exterminating all opponents, or eliminating the Antarans.The term "4X" originates from a 1993 preview of Master of Orion in Computer Gaming World by game writer Alan Emrich where he rated the game "XXXX" as a pun on the XXX rating for pornography. The four Xs were an abbreviation for "EXplore, EXpand, EXploit and EXterminate".[7] Emrich wrote, "Quadruple-X - I give MOO a XXXX rating because it features the essential four X's of any good strategic conquest game: EXplore, EXpand, EXploit and EXterminate. In other words, players must rise from humble beginnings, finding their way around the map while building up the largest, most efficient empire possible. Naturally, the other players will be trying to do the same, therefore their extermination becomes a paramount concern. A classic situation, indeed, and when the various parts are properly designed, other Xs seem to follow. Words like EXcite, EXperiment and EXcuses (to ones significant others) must be added to a gamers X-Rating list."[8]By February 1994, another author in the magazine said that Command Adventures: Starship "only pays lip service to the four Xs",[9] and other game commentators adopted the "4X" label to describe similar games.[1]The 4X game genre has come to be defined as having the four following gameplay conventions:[1][2][3]Explore means players send scouts across a map to reveal surrounding territories.Expand means players claim new territory by creating new settlements, or sometimes by extending the influence of existing settlements.Exploit means players gather and use resources in areas they control, and improve the efficiency of that usage.Exterminate means attacking and eliminating rival players. Since in some games all territory is eventually claimed, eliminating a rival's presence may be the only way to achieve further expansion.These gameplay elements may happen in separate phases of gameplay, or may overlap with each other over varying lengths of game time depending on game design.[10] For example, the Space Empires series and Galactic Civilizations II: Dark Avatar have a long expansion phase, because players must make large investments in research to explore and expand into all areas.[11][12][13]Emrich later expanded his concept for designing Master of Orion 3 with a fifth X, eXperience, an aspect that came with the subject matter of the game.[14]In modern-day usage, 4X games are different from other strategy games[15][16][17] such as Command & Conquer[16][18] by their greater complexity and scale,[19] and their complex use of diplomacy.[15]Reviewers have also said that 4X games feature a range of diplomatic options,[20][21][22][23] and that they are well known for their large detailed empires and complex gameplay.[22][6] In particular, 4X games offer detailed control over an empire's economy, while other computer strategy games simplify this in favor of combat-focused gameplay.[19]4X computer and board games are a subgenre of strategy games,[1][2][3] and include both turn-based and real-time strategy titles.[4][5] The gameplay involves building an empire,[6] which takes place in a setting such as Earth,[24] a fantasy world, or in space.[10] Each player takes control of a different civilization or race with unique characteristics and strengths. Most 4X games give each faction unique economic and military bonuses. One part of Freeciv's technology tree. Note the complex dependencies between technologies.4X games typically feature a technology tree, which represents a series of advancements that players can unlock to gain new units, buildings, and other capabilities. Technology trees in 4X games are typically larger than in other strategy games, featuring a larger selection of different choices.[15][25] Empires must generate research resources and invest them in new technology.[26] In 4X games, the main prerequisite for researching an advanced technology is knowledge of earlier technology.[16] This is in contrast to non-4X real-time strategy games, where technological progress is achieved by building structures that grant access to more advanced structures and units.[27]Research is important in 4X games because technological progress is an engine for conquest.[28] Battles are often won by superior military technology or greater numbers, with battle tactics playing a smaller part.[29][30] In contrast, military upgrades in non-4X games are sometimes small enough that technologically basic units remain important throughout the game.[31]Combat is an important part of 4X gameplay, because 4X games allow a player to win by exterminating all rival players, or by conquering a threshold amount of the game's universe.[32] Some 4X games, such as Galactic Civilizations, resolve battles automatically, whenever two units from warring sides meet.[33] This is in contrast to other 4X games, such as Master of Orion, that allow players to manage battles on a tactical battle screen.[33][34] Even in 4X games with more detailed control over battles, victory is usually determined by superior numbers and technology, with battle tactics playing a smaller part.[29][30] 4X games differ from other combat-focused strategy games by putting more emphasis on research and economics.[7][19] Researching new technology will grant access to new combat units. Some 4X games even allow players to research different unit components. This is more typical of space 4X games, where players may assemble a ship from a variety of engines, shields, and weaponry.[33]4X games allow rival players to engage in diplomacy.[20][21][22][23] While some strategy games may offer shared victory and team play, diplomatic relations tend to be restricted to a binary choice between an ally or enemy. 4X games often allow more complex diplomatic relations between competitors who are not on the same team.[15][16][17] Aside from making allies and enemies, players are also able to trade resources and information with rivals.[5]In addition to victory through conquest, 4X games offer peaceful victory conditions or goals that involve no extermination of rival players (although war may still be a necessary by-product of reaching said goal).[19] For example, a 4X game may offer victory to a player who achieves a certain score or the highest score after a certain number of turns.[35] Many 4X games award victory to the first player to master an advanced technology, accumulate a large amount of culture, or complete an awe-inspiring achievement.[33] Several 4X games award "diplomatic victory" to anyone who can win an election decided by their rival players,[36][37] or maintain peace for a specified number of turns.[35]Galactic Civilizations has a diplomatic victory which involves having alliances with at least four factions, with no factions outside of one's alliance; there are two ways to accomplish this: ally with all factions, or ally with at least the minimum number of factions and destroy the rest.4X games are known for their complex gameplay[22][23] and strategic depth.[6][4][38] Gameplay usually takes priority over elaborate graphics.[25][39] Whereas other strategy games focus on combat, 4X games also offer more detailed control over diplomacy, economics, and research;[7][19] creating opportunities for diverse strategies.[40] This also challenges the player to manage several strategies simultaneously, and plan for long-term objectives.[41]To experience a detailed model of a large empire, 4X games are designed with a complex set of game rules.[22] For example, the player's productivity may be limited by pollution.[42][43] Players may need to balance a budget, such as managing debt,[44] or paying down maintenance costs.[45] 4X games often model political challenges such as civil disorder,[32][42] or a senate that can oust the player's political party or force them to make peace.[42][46] FreeCol is typical of 4X games where there is a separate interface for managing each settlement.Such complexity requires players to manage a larger amount of information than other strategy games.[38] Game designers often organize empire management into different interface screens and modes,[19] such as a separate screen for diplomacy,[47][48] managing individual settlements, and managing battle tactics.[33][34] Sometimes systems are intricate enough to resemble a minigame.[41][49] This is in contrast to most real-time strategy games. Dune II, which arguably established the conventions for the real-time strategy genre, was fundamentally designed to be a "flat interface", with no additional screens.[27]Since 4X games involve managing a large, detailed empire, game sessions usually last longer than other strategy games.[19] Game sessions may require several hours of play-time, which can be particularly problematic for multiplayer matches.[50] For example, a small-scale game in Sins of a Solar Empire can last longer than twelve hours.[22] However, fans of the genre often expect and embrace these long game sessions;[51] Emrich wrote that "when the various parts are properly designed, other X's seem to follow. Words like EXcite, EXperiment and EXcuses (to one's significant others)".[7] Turn-based 4X games typically divide these sessions into hundreds of turns of gameplay.[41][52]Because of repetitive actions and long-playing times, 4X games have been criticized for excessive micromanagement. In early stages of a game this is usually not a problem, but later in a game directing an empire's numerous settlements can demand several minutes to play a single turn. This increases playing-times, which are a particular burden in multiplayer games.[50] 4X games began to offer AI governors that automate the micromanagement of a colony's build orders, but players criticized these governors for making poor decisions. In response, developers have tried other approaches to reduce micromanagement,[53] and some approaches have been more well received than others. Commentators generally agree that Galactic Civilizations succeeds, which GamingNexus.com attributes to the game's use of programmable governors.[54] Sins of a Solar Empire was designed to reduce the incentives for micromanagement,[55] and reviewers found that the game's interface made empire management more elegant.[23][38] On the other hand, Master of Orion III reduced micromanagement by limiting complete player control over their empire.[56][57]Most 4X and similar strategy games feature multiple possible ways to win the game. For example, in Civilization, players may win through total domination of all opposing players by conquest of their cities, but may also win through technological achievements (being the first to launch a spacecraft to a new planet), diplomacy (being elected the world leader by other nations), or other means. Multiple victory conditions help to support the human player who may have to shift strategies as the game progresses and opponents secure key resources before the player can. However, these multiple conditions can also give the computer-controlled opponents multiple pathways to potentially outwit the player, who is generally going to be over-powered in certain areas over the computer opponents. A component of the late-game design in 4X games is forcing the player to commit to a specific victory condition by making the cost and resources required to secure it so great that other possible victory conditions may need to be passed over.[58]Sid Meier (in 2010), the creator of the Civilization seriesEarly 4X games were influenced by board games, such as Stellar Conquest published by Metagaming Concepts in 1974, and text-based computer games from the 1970s.[59] Cosmic Balance II, Andromeda Conquest and Reach for the Stars were published in 1983, and are now seen retrospectively as 4X games. Although Andromeda Conquest was only a simple game of empire expansion, Reach for the Stars introduced the relationship between economic growth, technological progress, and conquest.[28] Trade Wars, first released in 1984, though primarily regarded as the first multiplayer space trader, included space exploration, resource management, empire building, expansion and conquest. It has been cited by the author of VGA Planets as an important influence on VGA Planets 4.[60]In 1991, Sid Meier released Civilization and popularized the level of detail that has become common in the genre.[61] Sid Meier's Civilization was influenced by board games such as Risk and the Avalon Hill board game also called Civilization. A notable similarity between the Civilization computer game and board game is the importance of diplomacy and technological advancement. Sid Meier's Civilization was also influenced by personal computer games, such as the city management game SimCity and the wargame Empire.[62] Civilization became widely successful and influenced many 4X games to come;[61] Computer Gaming World compared its importance to computer gaming to that of the wheel.[63] Armada 2525 was also released in 1991 and was cited by the Chicago Tribune as the best space game of the year.[64] A sequel, Armada 2526, was released in 2009.[65]In 1991, two highly influential space games were released. VGA Planets was released for the PC, while Spaceward Ho! was released on the Macintosh. Although 4X space games were ultimately more influenced by the complexity of VGA Planets, Spaceward Ho! earned praise for its relatively simple yet challenging game design.[66] Spaceward Ho! is notable for its similarity to the 1993 game Master of Orion,[7][67] with its simple yet deep gameplay.[34] Master of Orion drew upon earlier 4X games such as Reach for the Stars,[7][68] and is considered a classic game that sets a new standard for the genre.[34][50] In a preview of Master of Orion, Emrich coined the term "XXXX" to describe the emerging genre.[7] Eventually, the "4X" label was adopted by the game industry, and is now applied to several earlier game releases.[69]Following the success of Civilization and Master of Orion, other developers began releasing their own 4X games. In 1994, Stardock launched its first version of the Galactic Civilizations series for OS/2,[70] and the long-standing Space Empires series began as shareware. Ascendancy and Stars! were released in 1995, and both continued the genre's emphasis on strategic depth and empire management.[69] Meanwhile, the Civilization[71] and Master of Orion[72] franchises expanded their market with versions for the Macintosh. Sid Meier's team also produced Colonization in 1994 and Civilization II in 1996,[73] while Simtex released Master of Orion in 1993, Master of Magic in 1994 and Master of Orion II in 1996.[74]By the late 1990s, real-time strategy games began outselling turn-based games.[75] As they surged in popularity, major 4X developers fell into difficulties. Sid Meier's Firaxis Games released Sid Meier's Alpha Centauri in 1999 to critical acclaim, but the game fell short of commercial expectations.[76] Civilization III encountered development problems followed by a rushed release in 2001.[77] Despite the excitement over Master of Orion III, its release in 2003 was met with criticism for its lack of player control, poor interface, and weak AI.[57] Game publishers eventually became risk-averse to financing the development of 4X games.[6]Firaxis has continued to develop the Civilization series, with Civilization IV (2005), Civilization V (2010),[78] Civilization VI (2016), and Civilization VII (2025),[79] along with expansion packs for each. Among major changes to the series have been new victory conditions, switching from a square to a hex-based grid, de-stacking military units to encourage more strategic battles, and more customizable options for governance and culture. Firaxis also developed Civilization Revolution (2008) and its sequel (2014) as lightweight, console-friendly versions of 4X games,[80] but brought the full Civilization experience to consoles with Civilization VI. Firaxis also developed a spiritual sequel to Sid Meier's Alpha Centauri with Civilization: Beyond Earth (2014). As of 2021, the Civilization series has sold more than 57 million units.[81]The Total War series remains in development, with the latest title, Total War: Pharaoh released in 2023.Stardock entered the market through a remake of the 1993 OS/2 game, Galactic Civilizations (2003), a space-themed 4X game. The game was successful and was compared favorably to Master of Orion, and led Stardock to continue the series with Galactic Civilizations II: Dread Lords (2007), Galactic Civilizations III (2015), and Galactic Civilizations IV (2022).[82][83]Paradox Interactive is a company that was spun out from developing video game adaptions of board games from Target Games. Through 2000 and 2003, the company began producing their own grand strategy video games, which included the Europa Universalis series dealing with conflicts in early modern Europe, the Crusader Kings series set in the Middle Ages, the Victoria series set in the Victorian period, and the Hearts of Iron series involving World War II. These series, as of 2023, remain under active development at Paradox, along with Stellaris (2016), a grand strategy title based on space conflict.[58] Paradox also acquired the Age of Wonders series, which is a 4X series based on a high fantasy world that includes elements of magic.[84]Amplitude Studios entered the 4X venue with Endless Space (2012) and its sequel (2017),[85] Endless Legend (2014),[86] and Humankind (2021).[87][88]The 4X genre has also been extended by gamers who have supported free software releases such as Freeciv,[89] FreeCol,[90] Freeorion, Golden Age of Civilizations,[91] and C-evo.[92] Indie game developers have also contributed towards the 4X genre during the 2010s and 2020s.Grand strategy games, such as Hearts of Iron, Crusader Kings, or Stellaris, are a sub-genre or sister genre of 4X that typically require even more detailed planning and execution than games like Civilization or Master of Orion. Within the realm of tabletop wargaming where grand strategy games originate, they are conventionally defined as those games in which the player governs all the capacities of a nation-state, including its economy, diplomacy, and internal politics, with a focus on grand strategy (a nation-state's generalised prerogative in defining and pursuing its interests on the world stage), as against games where the player mostly commands the military during wartime. In computer gaming, this definition holds considerable overlap with that of 4X games, thus a more restrictive set of defining traits are usually used.Grand strategy games are typically more strategically open than 4X games, which often have well-defined, instantaneous victory conditions such as "conquer everyone" or "win the space race". Grand strategy games typically lack such victory conditions and instead scope themselves over a definite period of time, with specific starting and ending dates. As in 4X games, players are usually ranked on their overall achievements at the end of a campaign, and in grand strategies this is usually the only factor accounted for in victory. This results in longer, more complex and free-form campaigns structured largely by player-driven goals.Grand strategy games can also differ from traditional 4X games in being "asymmetrical", meaning that players are bound to play out specific (often historical) starting conditions, rather than play as a set of equally free factions exploring and progressing in an open world. For example, 4X Civilization starts all players on equal footing, as small tribes in a largely ahistoric wilderness, while some grand strategies seek to at least approximately represent the actual conditions of their time period, even when those are not fairly balanced toward all players.The open-ended, sprawling, and convoluted nature of grand strategy campaigns makes even major asymmetries strategically tractable: with no hard victory conditions, players in grand strategy games are not implicitly engaged to compete in a race to the finish. As there is no way for players to "rush" toward instant victory thresholds (military or otherwise), and thus no simple way for any one player to credibly brandish the threat of imminent and irremediable defeat against the others, contest in grand strategies typically emerges more organically than in 4X games, when and where it is geopolitically meaningful, rather than as the inevitable outcome of a game's initial configuration as a battle royal.[93]Eventually real-time 4X games were released, such as Imperium Galactica in 1997,[4] Starships Unlimited in 2001,[5] and Sword of the Stars in 2006, featuring a combination of turn-based strategy and real-time tactical combat. The blend of 4X and real-time strategy gameplay led Ironclad Games to market their 2008 release Sins of a Solar Empire as a "RT4X" game.[2][94] This combination of features earned the game a mention as one of the top games from 2008, including GameSpot's award for best strategy game, and IGN's award for best PC game.[95][96][97][98] The Total War series, debuting in 2000 with Shogun: Total War, combines a turn-based campaign map and real-time tactical battles.Cross-fertilization between board games and video games continued. For example, some aspects of Master of Orion III were drawn from the first edition of the board game Twilight Imperium.[99] Even Sins of a Solar Empire was inspired by the idea of adapting the board game Buck Rogers Battle for the 25th Century into a real-time video game.[100] Going in the opposite direction, in 2002 Eagle Games made a board game adaptation of Sid Meier's Civilization, entitled simply Sid Meier's Civilization: The Boardgame,

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Archived from the original on April 1, 2017. Retrieved August 13, 2017.^ "Mechanism: 4X | Family | BoardGameGeek". boardgamegeek.com. Archived from the original on 2021-02-18. Retrieved 2021-03-01.Retrieved from " 3Genre of strategy-based video and board gamesThis article is about the board and video game subgenre. For other uses, see 4X (disambiguation).Detailed empire management, seen here in Freeciv, is a central aspect of 4X strategy games.Part of a series onStrategy video gamesSubgenres4XAuto battlerGrand strategyDeck-buildingRoguelike deck-buildingMultiplayer online battle arenaReal-time strategyTime managementReal-time tacticsTactical RPGTower defenseTurn-based strategyTurn-based tacticsArtilleryWargameListsList of 4X video gamesList of artillery video gamesList of grand strategy video gamesList of massively multiplayer online real-time strategy gamesList of massively multiplayer online turn-based strategy gamesList of multiplayer online battle arena video gamesList of real-time strategy video gamesList of real-time tactics video gamesList of tactical role-playing video gamesList of turn-based strategy video gamesList of turn-based tactics video gamesvte4X (abbreviation of Explore, Expand, Exploit, Exterminate) is a subgenre of strategy-based computer and board games,[1][2][3] and includes both turn-based and real-time strategy titles.[4][5] The gameplay generally involves building an empire.[6] Emphasis is placed upon economic and technological development, as well as a range of military and non-military routes to supremacy.The earliest 4X games borrowed ideas from board games and 1970s text-based computer games. The first 4X computer games were turn-based, but real-time 4X games were also common. Many 4X computer games were published in the mid-1990s, but were later outsold by other types of strategy games. Sid Meier's Civilization is an important example from this formative era, and popularized the level of detail that later became a staple of the genre. In the new millennium, several 4X releases have become critically and commercially successful.In the board (and card) game domain, 4X is less of a distinct genre, in part because of the practical constraints of components and playing time. The Civilization board game that gave rise to Sid Meier's Civilization, for instance, includes neither exploration nor extermination. Unless extermination is targeted at non-player entities, it tends to be either nearly impossible (because of play balance mechanisms, since player elimination is usually considered an undesirable feature) or certainly unachievable (because victory conditions are triggered before extermination can be completed) in board games.4X computer games such as Master of Orion II let empires explore the map, expanding by founding new colonies and exploiting their resources. The game can be won by becoming an elected leader of the galaxy, exterminating all opponents, or eliminating the Antarans.The term "4X" originates from a 1993 preview of Master of Orion in Computer Gaming World by game writer Alan Emrich where he rated the game "XXXX" as a pun on the XXX rating for pornography. The four Xs were an abbreviation for "EXplore, EXpand, EXploit and EXterminate".[7] Emrich wrote, "Quadruple-X - I give MOO a XXXX rating because it features the essential four X's of any good strategic conquest game: EXplore, EXpand, EXploit and EXterminate. In other words, players must rise from humble beginnings, finding their way around the map while building up the largest, most efficient empire possible. Naturally, the other players will be trying to do the same, therefore their extermination becomes a paramount concern. A classic situation, indeed, and when the various parts are properly designed, other Xs seem to follow. Words like EXcite, EXperiment and EXcuses (to ones significant others) must be added to a gamers X-Rating list."[8]By February 1994, another author in the magazine said that Command Adventures: Starship "only pays lip service to the four Xs",[9] and other game commentators adopted the "4X" label to describe similar games.[1]The 4X game genre has come to be defined as having the four following gameplay conventions:[1][2][3]Explore means players send scouts across a map to reveal surrounding territories.Expand means players claim new territory by creating new settlements, or sometimes by extending the influence of existing settlements.Exploit means players gather and use resources in areas they control, and improve the efficiency of that usage.Exterminate means attacking and eliminating rival players. Since in some games all territory is eventually claimed, eliminating a rival's presence may be the only way to achieve further expansion.These gameplay elements may happen in separate phases of gameplay, or may overlap with each other over varying lengths of game time depending on game design.[10] For example, the Space Empires series and Galactic Civilizations II: Dark Avatar have a long expansion phase, because players must make large investments in research to explore and expand into all areas.[11][12][13]Emrich later expanded his concept for designing Master of Orion 3 with a fifth X, eXperience, an aspect that came with the subject matter of the game.[14]In modern-day usage, 4X games are different from other strategy games[15][16][17] such as Command & Conquer[16][18] by their greater complexity and scale,[19] and their complex use of diplomacy.[15]Reviewers have also said that 4X games feature a range of diplomatic options,[20][21][22][23] and that they are well known for their large detailed empires and complex gameplay.[22][6] In particular, 4X games offer detailed control over an empire's economy, while other computer strategy games simplify this in favor of combat-focused gameplay.[19]4X computer and board games are a subgenre of strategy games,[1][2][3] and include both turn-based and real-time strategy titles.[4][5] The gameplay involves building an empire,[6] which takes place in a setting such as Earth,[24] a fantasy world, or in space.[10] Each player takes control of a different civilization or race with unique characteristics and strengths. Most 4X games give each faction unique economic and military bonuses. One part of Freeciv's technology tree. Note the complex dependencies between technologies.4X games typically feature a technology tree, which represents a series of advancements that players can unlock to gain new units, buildings, and other capabilities. Technology trees in 4X games are typically larger than in other strategy games, featuring a larger selection of different choices.[15][25] Empires must generate research resources and invest them in new technology.[26] In 4X games, the main prerequisite for researching an advanced technology is knowledge of earlier technology.[16] This is in contrast to non-4X real-time strategy games, where technological progress is achieved by building structures that grant access to more advanced structures and units.[27]Research is important in 4X games because technological progress is an engine for conquest.[28] Battles are often won by superior military technology or greater numbers, with battle tactics playing a smaller part.[29][30] In contrast, military upgrades in non-4X games are sometimes small enough that technologically basic units remain important throughout the game.[31]Combat is an important part of 4X gameplay, because 4X games allow a player to win by exterminating all rival players, or by conquering a threshold amount of the game's universe.[32] Some 4X games, such as Galactic Civilizations, resolve battles automatically, whenever two units from warring sides meet.[33] This is in contrast to other 4X games, such as Master of Orion, that allow players to manage battles on a tactical battle screen.[33][34] Even in 4X games with more detailed control over battles, victory is usually determined by superior numbers and technology, with battle tactics playing a smaller part.[29][30] 4X games differ from other combat-focused strategy games by putting more emphasis on research and economics.[7][19] Researching new technology will grant access to new combat units. Some 4X games even allow players to research different unit components. This is more typical of space 4X games, where players may assemble a ship from a variety of engines, shields, and weaponry.[33]4X games allow rival players to engage in diplomacy.[20][21][22][23] While some strategy games may offer shared victory and team play, diplomatic relations tend to be restricted to a binary choice between an ally or enemy. 4X games often allow more complex diplomatic relations between competitors who are not on the same team.[15][16][17] Aside from making allies and enemies, players are also able to trade resources and information with rivals.[5]In addition to victory through conquest, 4X games offer peaceful victory conditions or goals that involve no extermination of rival players (although war may still be a necessary by-product of reaching said goal).[19] For example, a 4X game may offer victory to a player who achieves a certain score or the highest score after a certain number of turns.[35] Many 4X games award victory to the first player to master an advanced technology, accumulate a large amount of culture, or complete an awe-inspiring achievement.[33] Several 4X games award "diplomatic victory" to anyone who can win an election decided by their rival players,[36][37] or maintain peace for a specified number of turns.[35]Galactic Civilizations has a diplomatic victory which involves having alliances with at least four factions, with no factions outside of one's alliance; there are two ways to accomplish this: ally with all factions, or ally with at least the minimum number of factions and destroy the rest.4X games are known for their complex gameplay[22][23] and strategic depth.[6][4][38] Gameplay usually takes priority over elaborate graphics.[25][39] Whereas other strategy games focus on combat, 4X games also offer more detailed control over diplomacy, economics, and research;[7][19] creating opportunities for diverse strategies.[40] This also challenges the player to manage several strategies simultaneously, and plan for long-term objectives.[41]To experience a detailed model of a large empire, 4X games are designed with a complex set of game rules.[22] For example, the player's productivity may be limited by pollution.[42][43] Players may need to balance a budget, such as managing debt,[44] or paying down maintenance costs.[45] 4X games often model political challenges such as civil disorder,[32][42] or a senate that can oust the player's political party or force them to make peace.[42][46] FreeCol is typical of 4X games where there is a separate interface for managing each settlement.Such complexity requires players to manage a larger amount of information than other strategy games.[38] Game designers often organize empire management into different interface screens and modes,[19] such as a separate screen for diplomacy,[47][48] managing individual settlements, and managing battle tactics.[33][34] Sometimes systems are intricate enough to resemble a minigame.[41][49] This is in contrast to most real-time strategy games. Dune II, which arguably established the conventions for the real-time strategy genre, was fundamentally designed to be a "flat interface", with no additional screens.[27]Since 4X games involve managing a large, detailed empire, game sessions usually last longer than other strategy games.[19] Game sessions may require several hours of play-time, which can be particularly problematic for multiplayer matches.[50] For example, a small-scale game in Sins of a Solar Empire can last longer than twelve hours.[22] However, fans of the genre often expect and embrace these long game sessions;[51] Emrich wrote that "when the various parts are properly designed, other X's seem to follow. Words like EXcite, EXperiment and EXcuses (to one's significant others)".[7] Turn-based 4X games typically divide these sessions into hundreds of turns of gameplay.[41][52]Because of repetitive actions and long-playing times, 4X games have been criticized for excessive micromanagement. In early stages of a game this is usually not a problem, but later in a game directing an empire's numerous settlements can demand several minutes to play a single turn. This increases playing-times, which are a particular burden in multiplayer games.[50] 4X games began to offer AI governors that automate the micromanagement of a colony's build orders, but players criticized these governors for making poor decisions. In response, developers have tried other approaches to reduce micromanagement,[53] and some approaches have been more well received than others. 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Through 2000 and 2003, the company began producing their own grand strategy video games, which included the Europa Universalis series dealing with conflicts in early modern Europe, the Crusader Kings series set in the Middle Ages, the Victoria series set in the Victorian period, and the Hearts of Iron series involving World War II. These series, as of 2023, remain under active development at Paradox, along with Stellaris (2016), a grand strategy title based on space conflict.[58] Paradox also acquired the Age of Wonders series, which is a 4X series based on a high fantasy world that includes elements of magic.[84]Amplitude Studios entered the 4X venue with Endless Space (2012) and its sequel (2017),[85] Endless Legend (2014),[86] and Humankind (2021).[87][88]The 4X genre has also been extended by gamers who have supported free software releases such as Freeciv,[89] FreeCol,[90] Freeorion, Golden Age of Civilizations,[91] and C-evo.[92] Indie game developers have also contributed towards the 4X genre during the 2010s and 2020s.Grand strategy games, such as Hearts of Iron, Crusader Kings, or Stellaris, are a sub-genre or sister genre of 4X that typically require even more detailed planning and execution than games like Civilization or Master of Orion. Within the realm of tabletop wargaming where grand strategy games originate, they are conventionally defined as those games in which the player governs all the capacities of a nation-state, including its economy, diplomacy, and internal politics, with a focus on grand strategy (a nation-state's generalised prerogative in defining and pursuing its interests on the world stage), as against games where the player mostly commands the military during wartime. In computer gaming, this definition holds considerable overlap with that of 4X games, thus a more restrictive set of defining traits are usually used.Grand strategy games are typically more strategically open than 4X games, which often have well-defined, instantaneous victory conditions such as "conquer everyone" or "win the space race". Grand strategy games typically lack such victory conditions and instead scope themselves over a definite period of time, with specific starting and ending dates. As in 4X games, players are usually ranked on their overall achievements at the end of a campaign, and in grand strategies this is usually the only factor accounted for in victory. This results in longer, more complex and free-form campaigns structured largely by player-driven goals.Grand strategy games can also differ from traditional 4X games in being "asymmetrical", meaning that players are bound to play out specific (often historical) starting conditions, rather than play as a set of equally free factions exploring and progressing in an open world. For example, 4X Civilization starts all players on equal footing, as small tribes in a largely ahistoric wilderness, while some grand strategies seek to at least approximately represent the actual conditions of their time period, even when those are not fairly balanced toward all players.The open-ended, sprawling, and convoluted nature of grand strategy campaigns makes even major asymmetries strategically tractable: with no hard victory conditions, players in grand strategy games are not implicitly engaged to compete in a race to the finish. As there is no way for players to "rush" toward instant victory thresholds (military or otherwise), and thus no simple way for any one player to credibly brandish the threat of imminent and irremediable defeat against the others, contest in grand strategies typically emerges more organically than in 4X games, when and where it is geopolitically meaningful, rather than as the inevitable outcome of a game's initial configuration as a battle royal.[93]Eventually real-time 4X games were released, such as Imperium Galactica in 1997,[4] Starships Unlimited in 2001,[5] and Sword of the Stars in 2006, featuring a combination of turn-based strategy and real-time tactical combat. The blend of 4X and real-time strategy gameplay led Ironclad Games to market their 2008 release Sins of a Solar Empire as a "RT4X" game.[2][94] This combination of features earned the game a mention as one of the top games from 2008, including GameSpot's award for best strategy game, and IGN's award for best PC game.[95][96][97][98] The Total War series, debuting in 2000 with Shogun: Total War, combines a turn-based campaign map and real-time tactical battles.Cross-fertilization between board games and video games continued. For example, some aspects of Master of Orion III were drawn from the first edition of the board game Twilight Imperium.[99] Even Sins of a Solar Empire was inspired by the idea of adapting the board game Buck Rogers Battle for the 25th Century into a real-time video game.[100] Going in the opposite direction, in 2002 Eagle Games made a board game adaptation of Sid Meier's Civilization, entitled simply Sid Meier's Civilization: The Boardgame, significantly different from the board game that had inspired the computer game in the first place.[101] Another remake based on that series, under a very similar title, Sid Meier's Civilization: The Board Game, was released in 2010 by Fantasy Flight Games, followed by Civilization: A New Dawn in 2017.[102][103]Through the Ages: A Story of Civilization is a board game for 24 players designed by Vlaada Chvatil and published by Czech Board Games in 2006. Its theme is the development of human civilization and the players determine the progress of their own civilization in different fields including culture, government, leadership, religion and science.[104] The game won multiple awards including the International Gamers Awards in 2007 and Game of the Year in Poland in 2010, where it was published as Cywilizacja: Poprzez Wieki.[105] Scythe is a board game for one to five players designed by Jamey Stegmaier and published by Stonemaier Games in 2016. Set in an alternate history version of 1920s Europe, players control factions that produce resources, develop economic infrastructure, and use dieselpunk war machines, called "mechs", to engage in combat and control territories.[106] Players take up to two actions per turn using individual player boards, and the game proceeds until one player has earned six achievements. At this point, the players receive coins for the achievements they have attained and the territories they control, and the player with the most coins is declared the winner.[107] As of June 2023[update], BoardGameGeek listed slightly over 200 board games classified under 4X type, including titles such as Eclipse (2011) and Heroes of Land, Air & Sea (2018).[108]List of 4X video games^ a b c d Habib, J. "PyroFalkon" (2006-08-17). "Civilization IV: Warlords Guide". IGN. Archived from the original on 2012-03-12. Retrieved 2014-05-05.^ a b c d "Gameplay". Sins of a Solar Empire. Ironclad Games. Archived from the original on December 17, 2007. Sins of a Solar Empire is a "RT4X" game, blending the epic strategy and empire management of the 4X genre with the fast-paced and tactical elements of a real-time strategy title.^ a b c "Moby Games' 4x games Group Description". MobyGames. Archived from the original on 18 June 2008. Retrieved 2008-06-23.^ a b c d Butts, Steve (2008-02-15). 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increasing the damage of Golden Towers. However I never used Golden Scout but I think Below increase its damage.Worst Towers1.Freezer: Freezer's slow down Freeze Time is too quick. It's not useful, even the damage is not even great at all. Zombies easily escape Freezer. 2. Pyromancer (Yep, we should have seen this coming): Pyro make enemies quick, however it does damage but it's not even useful. Pyromancer doesn't slow down enemies, instead it makes them fast instead.3. Sniper: Sniper has the slowest DPS. Sniper doesn't shoot quickly. Ranger doesn't shoot quickly too but he has the best damage in Lvl 1-5 while Sniper doesn't. Sniper can do 5 damage in 1st Lvl and later in Max Lvl, 60 damage, I don't think it's useful since Ranger has better damage tbh.4. Soldier: No changes, Soldier's shooting is not even that useful. Soldier shoots slowly, even when he does it, it doesn't even have the best damage tbh.5. Medic: Medic is not really that useful in all levels. However the Ability can be useful but the stun bug still shows later. Medic doesn't quite have the best ability compared to other towers. This is still useful since Commander can't heal the towers anymore.6. Paintballer: I think Paintballer has no damage, tbh. However, I think I heard it slows down enemies in a short time. So I think it can be good but not for long like Freezer.7. Demoman: Demoman is useful in Early Game because of the strong explosions. I don't even want to spam this tower since there are better towers like Mini.8. Militant: Militant is like Mini but it has reload since it's quite annoying tbh.9. Mortar: Mortar is like Sniper but it has an OKAY damage. Still not useful but can be useful in games sometimes like Badlands or Frost Event.10. Electroshocker: Electro is good actually, Idc what people say. It has low damage but the slow down is good actually. Too bad, you can only have 4. Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. The Tower Defense Simulator Tier List will assist you in choosing the best towers in the game so you can dominate. When you know what the best towers in Tower Defense Simulator are, you will be able to progress faster and dominate other players, which means that you will become a powerful player. Inside a game, you will come across a lot of different towers that you can get and use. Each one of them is unique, with different amounts of CD, damage, rarity, power, etc. On top of that, some towers will dominate almost every aspect of the game. Some of them will underperform, and you do not want to waste your time and energy on using them. So in order for you to know who the best and the worst towers in the game are, we created a Tower Defense Simulator Tier List. There are some factors that you have to take into consideration when you are deciding what towers you will use, like your in-game progression, your goal, what towers you already have, and your play style. The majority of players simply do not care about these factors, and if you are one of them, then you can simply use towers that are rated as Tier S and Tier A. They are the best in the game, and you can not go wrong with them. Make sure that you do not use towers that are rated as Tier C and below because they are underperforming so much. Tier System and grades Tier S Overpowered Tier A Balanced Tier B Slightly Underpowered Tier C Underpowered Tier D The Worst Tower Defense Simulator Tier List TOWERTier RatingRole AcceleratorSOffensive Ace PilotBOffensive + Support ArcherCOffensive CommanderASupport CommandoDOffensive CowboyCOffensive + Economy Crook BossBOffensive DemomanBOffensive DJ BoothSSupport ElectroshockerDSupport Elf CampSOffensive EngineerSOffensive ExecutionerCOffensive FarmSEconomy FreezerDSupport Frost BlasterDOffensive + Support GladiatorAOffensive Golden CowboySOffensive + Economy Golden Crook BossAOffensive Golden MinigunnerAOffensive Golden PyromancerAOffensive + Support Golden ScoutBOffensive Golden SoldierAOffensive HunterCOffensive MedicASupport + Offensive MilitantCOffensive Military BaseBOffensive MinigunnerAOffensive MortarDOffensive PaintballerCOffensive PursuitAOffensive PyromancerBOffensive + Support RangerAOffensive RocketeerDOffensive ScoutCOffensive ShotgunnerSOffensive SlasherDOffensive SledgerAOffensive + Support SniperCOffensive SoldierBOffensive SwarmerAOffensive Toxic GunnerBOffensive + Support TurretAOffensive WardenSOffensive + Support There are a lot of things that we took into consideration in order to get the best possible rating for the Tower Defense Simulator Tier List, like using high-end accounts, testing each tower in the best possible condition, consulting with veteran players, etc. There are some factors that we could not control, like skill, chance, buffs, and debuffs, but they had no impact rating because you are part of the game and you will be impacted by them. Each tier list, including the Tower Defense Simulator Tier List, is debatable. If you do not agree with some of our ratings, please leave a comment down below so we can discuss it. The Tower Defense Simulator Tier List will assist you in selecting the best towers that the game has to offer and make you more powerful, but you still have to test them on your own if you want to become even more powerful and skilled. When you test a tower on your own, you will discover its abilities, powers, how to use them, when to use them, and so on. You will get a better understanding of the game, and you will be able to determine what towers are best for you even when they change with each update. So go and test them on your own to become a powerful and skilled player. Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Updated July 1, 2025: We checked for new codes! The Tower Defense genre has existed for decades and had a couple of titles released in the 80s and 90s, but it wasnt a worldwide success. Then, as time passed, mods for known RTS games such as Warcraft kept sprouting before. Finally, the smartphone era allowed the genre to have a crazy, almost viral expansion. Roblox is not immune to the Tower Defense genre, and one of the most popular Tower Defense Experiences in Roblox is the All Star Tower Defense. In ASTD, you use many famous anime and manga characters to defend yourself against endless hordes of enemies. Of course, the Roblox Experience wouldnt be a Roblox Experience without promotional codes that you can enter to give yourself some sort of advantage, and Prima Games is here to deliver a list of all working codes for Roblox All Star Tower Defense Experience. Click on a link below to automatically scroll to that section: The codes which we have found and gathered in this article mostly grant you Gems and/or Stardust, amongst other things. Make sure to also check out the following Roblox articles: superdaydaykid100ksubsRedeem for 220 Stardust and 9000 Gems (Requires 5 mins and level 40) (New) sbrupdateRedeem for 240 Stardust and 9000 Gems (Requires 5 mins and level 40) (New) omgupdate2024Redeem for 240 Stardust and 9000 Gems (Requires 10 mins and level 80) (New) animecardbattleGrants you Stardust and Gems blamspot500kcodeunitreleaseGrants you new unit egoupdateGrants you 220 Stardust and 9000 Gems (Requires 5 mins and level 50) fraudkunaupdateGrants you 220 Stardust and 9000 Gems (Requires 10 mins and level 50) miniupd393Grants you 140 Stardust and 8600 Gems (Requires 10 mins and level 60) tradingupdateGrants you 140 Stardust and 8600 Gems (Requires 10 mins and level 60) HunterStarPassGrants you 140 Stardust and 4500 Gems (Requires 10 mins and level 40) hope2024Grants you 140 Stardust and 1.5k Gems (Requires 10 mins and level 40) Tsukuyomi2024Grants you 140 Stardust and 4.5k Gems (Requires 10 mins and level 40) animeroulette1Grants you 150 Stardust (Requires a badge) thankyoufor6bvisitsGrants you 475 Stardust, 9500 Gems, and a Worm Assassin Unit (Requires 10 mins and level 40) 24hoursupdateGrats you a Worm Assassin (Revived) Unit (Requires 15 mins and level 40) videocode12135Grants you 100 Stardust and 2400 Gems EnumaElish2024Grants you 400 Stardust and 7300 Gems (Requires 10 mins and level 60) tournamentstartGrants you 150 Stardust and 5000 Gems (Requires 10 mins and level 40) newupdate1121Grants you 200 Stardust and 7500 Gems (Requires 10 mins and level 40) UpdateThisWeekGrants you 150 Stardust and 5000 Gems (Requires 5 mins and level 40) sorry4delayGrants you 150 Stardust and 5000 Gems (Requires 5 mins and level 40) happyholidays2Grants 200 Stardust and 5000 Gems (Requires 20 mins and level 100) happyholidays1Grants 200 Stardust and 5000 Gems (Requires 2 mins and level 40) PreChriistmas2023Grants you 150 Stardust and 2750 Gems newstarpass69Grants you 150 Stardust happy3yearanniversaryGrants you 300 Stardust and 2750 Gems srry4delayGrants you 200 Stardust and 2750 Gems happyspookymonthGrants you 200 Stardust and 2750 Gems (Requires 30 mins and level 40+) newupdatecodeGrants you 150 Stardust (Requires 30 mins) NewWorld2Grants you 150 Stardust TheDrumsOfLiberation2Grants you 50x Stardust (Requires 2 Hours of gameplay) TheDrumsOfLiberationGrants you 2500x Gems, 150x Stardust (Requires level 40+) 6billionvistsGrants you 2500x Gems, 200x Stardust (Requires level 40+) sorryfordelayupdate2Grants you 2000x Gems, 200x Stardust (Requires level 40+) lvlreqnyGrants you 150 Stardust, 2023 Gems, and XP(You must be level 60+) happyholidaysGrants you 89 Stardust and 2022 Gems(New) world3ishereGrants you 50x Stardust, 10x Exp IV, and 4000 Gems (You must be level 115+) winterguy19Grants you 105 Stardust and 250 Gems bigwinterupdatesoonGrants you 90 Stardust and 90 Gems (Must be level 40+ to claim) 2milfavoriteupGrants you 150x Stardust, 10x Exp IV, and 8000 Gems (Must be level 70+ to claim) 2yearanniversaryduoGrants you 95 Stardust, 10 EXP IV, and 5000 Gems (Must be level 40+ to claim) timechamberfixGrants you 100 Gems and 20 Stardust newstarcodeGrants you 90 Stardust mbshutdown Grants 50 Stardust and 10x Exp 2milfavoriteupGrants you 150x Stardust, 10x Exp IV, and 8000 Gems (Must be level 70+ to claim) 1millikesGrants you 650 Gems and an Omega Rare IV 2yearanniversaryduoGrants you 95 Stardust, 10 EXP IV, and 5000 Gems (You must be at least level 40 to claim) 2yearanniversaryGrants you 10,000 Gems, 100 Stardust, and 10 EXP IV (You must be at least level 40 to claim) ASTDDragonoidBakuganGrants you a Dragonoid Mount Halloween2022Grants you Ice Queen (Hollow) changesjuneGrants you 450 Gems newstarcodeGrants you 90 Stardust owouchGrants you 400 Gems stardustupdateGrants you 5000 Gems summerwoo2022Grants you 750 Gems and an Omega-Rare EXP IV timechamberfixGrants you 100 Gems and 20 Stardust Redeeming these codes is simple. When you are in the Experience: Click the cogwheel in the bottom-right to enter the Settings. A new window will pop up and you will see a text bar that reads Enter Code. Click it and type it in. Or rather, just copy/paste it to evade typos, wrong capitalizations, accidental spaces, etc. Press Enter. A message will notify you if the activation was a success and you will be informed about what youve got. The codes we have assembled usually grant you Gems and Stardust bonuses, but there is other cool stuff you can redeem too. We try to update the active codes list regularly, so stay tuned by bookmarking this article. There are two common reasons why a code is not working: You have made a typo (codes are case-sensitive). The code has expired because the developers of All Star Tower Defense have removed it. Most of these are available for a limited time only! All Star Tower Defense is an Experience in Roblox that allows you to use some of your favorite anime and manga characters in a Tower Defense setting, where you are defending yourself against hordes of enemies. It is a whacky spinoff to the usual Roblox shenanigans so give it a try! You can trust VideoGamer. Our team of gaming experts spend hours testing and reviewing the latest games, to ensure you're reading the most comprehensive guide possible. Rest assured, all imagery and advice is unique and original. Check out how we test and review games here Like many other tower defense games, Tower Defense Simulator on Roblox offers a wide variety of towers to pick from. As you progress through the game, you will unlock more potent and powerful towers, each bringing something unique to the field once deployed. As is often the case, some are more powerful than others. Our Tower Defense Simulator tower tier list ranks all towers in the game, from strangers to least useful. Roblox Tower Defense Simulator tier list We have ranked the towers from S-tier down to D-tier. As you can see, most of the towers in the game are fairly strong and useful, indicating a very balanced meta. The Starter towers in general will help you progress until you reach Intermediate and Advanced, which is where the true power spike occurs. As always, its best to use Tower Defense Simulator codes to get to the point faster. With that, lets take a look at our tier list. TierTowers (Rarity)S-tierFarm (Intermediate)DJ Booth (Advanced)Commander (Advanced)Accelerator (Hardcore)Engineer (Hardcore)Elf Camp (Exclusive)Golden Minigunner (Golden Perks)Gladiator (Exclusive)Medic (Intermediate)Ranger (Advanced)Pursuit (Advanced)Golden Soldier (Golden Perks)Mortar (Advanced)Frost Blaster (Exclusive)Jester (Exclusive)War Machine (Exclusive)Mecha Base (Exclusive)A-tierWarden (Advanced)Golden CowboyBrawler (Hardcore)Shotgunner (Intermediate)Minigunner (Advanced)Gatling Gun (Advanced)Turret (Advanced)Golden Pyromancer (Golden Perks)Golden Crook Boss (Golden Perks)Ace Pilot (Intermediate)Crook Boss (Intermediate)Golden Scout (Golden Perks)Executioner (Exclusive)Archer (Exclusive)Pyromancer (Intermediate)Militant (Intermediate)Cowboy (Advanced)Freezer (Intermediate)Mercenary Base (Advanced)Necromancer (Hardcore)Trapper (Intermediate)Cryomancer (Exclusive)Snowballer (Exclusive)Elementalist (Exclusive)B-tierSwarmer (Exclusive)Sledger (Exclusive)Soldier (Starter)Toxic Gunner (Exclusive)Sniper (Starter)Scout (Starter)Demoman (Starter)Hunter (Starter)Commando (Exclusive)Hallow Punk (Exclusive)Harvester (Exclusive)Firework Technician (Exclusive)Electroshocker (Advanced)Rocketeer (Intermediate)C-tierMilitary Base (Intermediate)D-tierPaintballer (Starter)Slasher (Exclusive) If you like TD games, also check out our codes articles for Anime Last Stand and SpongeBob Tower Defense. By subscribing, you agree to our Privacy Policy and may receive occasional deal communications; you can unsubscribe anytime. Looking for the perfect tower combination to dominate in Tower Defense Simulator? You've come to the right place! In Roblox TDS, your loadoutthe five towers you bring into battlecan make or break your success against incoming enemy waves. Since the game's release, certain towers have maintained their dominance while others rise and fall with each update. This comprehensive guide covers the most effective loadouts for every game mode, from beginner-friendly options to advanced strategies for Fallen and Hardcore modes. Like any other tower defense game, loadouts/team composition plays a vital role in determining the outcome of a game. The best loadout changes from update to update according to the current Meta. Still, towers likeCommander,DJ Booth, andFarmhave been an integral part of any team composition since their release. So, let's look at some of the best team composition in the game that is viable in every mode. Before diving into specific loadouts, it's important to understand that the perfect combination typically includes a mix of early-game defense, economic towers, support units, and high-damage dealers for later waves. Our recommended loadouts are based on several factors: Current meta analysis as of the May 2025 update Community feedback from top TDS players Practical testing across different maps and difficulty levels Balance between accessibility and effectiveness While some loadouts may require premium or event towers, we've included alternatives wherever possible to accommodate all players. There are various types of units in the Roblox Tower Defense Simulator likeSupport,Damage,Early Game, andEconomy. A good team should incorporate at least one of each mentioned type to have an upper hand in each stage of a match. For optimal performance, most successful loadouts follow this structure: 1-2 Early Game towers (for waves 1-10) 1-2 Economy towers (to generate money) 1 Support tower (to boost other towers) 1-2 High DPS towers (for mid to late game) The May 2025 update has shifted the TDS meta significantly: Accelerator received a slight damage nerf but remains top-tier Farm's economy potential was boosted by 15% Several new towers were introduced, with Quantum Blaster quickly rising to meta status Golden variants now provide 25% more effectiveness compared to regular versions Scout Sniper Militant Farm DJ Booth Pros: All towers are easily obtainable for new players Simple to execute strategy Works well on most beginner maps Cons: Struggles against late-game bosses Limited effectiveness on higher difficulties Strategy Tip: Place Scouts early to handle first waves, then focus on placing and upgrading Farms. Get DJ Booth by wave 10 to boost your defenses Military Base Farm DJ Booth Minigunner Commander Pros: Strong scaling throughout the game Commander support significantly boosts DPS Good balance of early and late game power Cons: Requires some grinding to unlock Commander Less effective on maps with multiple paths Strategy Tip: Military Base can handle early waves alone, letting you focus entirely on economy until wave 15. Minigunner Ranger Commander Farm Military Base Suitable Mode: Normal, and Fallen Why This Works:This balanced loadout provides excellent early game coverage with Military Base, strong economy with Farm, and scaling damage with Minigunner and Ranger. Commander's ability to boost attack speed makes this composition particularly effective against high HP enemies. Pros: Excellent early to mid-game coverage Good scaling into late game Commander buffs significantly increase DPS Cons: Can struggle against flying enemies without proper placement Lacks the highest DPS potential for Hardcore mode Substitutions: Replace Ranger with Pursuit if available Military Base can be swapped with Gladiator for players who have it Farm Commander Accelerator Gladiator/Pursuit DJ Booth Suitable Mode: Normal, Fallen, and Molten Why This Works:This meta loadout focuses on maximizing Accelerator's damage potential through support towers. The combination of Commander, DJ Booth, and strong economy from Farm creates a powerhouse setup that can handle most challenges the game throws at you.Pros: Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. It can be tough to figure out what to upgrade in Roblox Tower Defense Simulator. With so many towers doing so many different things, its hard to know what to prioritize. It seems as though support towers are growing in viability due to the valuable abilities they provide. Players need to inflict damage to beat the game, making the debate over which tower is best very heated. Which towers are best to use in Roblox Tower Defense Simulator?5) Farm EnFarm allows Roblox Tower Defense Simulator players to earn expensive weapons (Image via Paradoxum Games) It can be scary using a tower with no offensive capabilities. With Farm, though, the money that users receive will be worth it. Farm just gives a large amount of extra money for towers. Once things get upgraded and stronger towers are bought, its easy to see why this tower is so good. 4) DJ BoothDJ Booth is one of the best support characters in Roblox Tower Defense Simulator (Image via Premium Salad)This is yet another tower that doesnt deal damage. With DJ Booths speakers, though, every tower gets much appreciated extra range. This tower synergizes well with other towers that might lack range, like the Accelerator, for instance. 3) Golden CowboyThe Golden Cowboy helps Roblox Tower Defense Simulator players get extra cash (Image via Extremez)The Golden Cowboy tower simply has excellent damage output. It may not have the highest fire rate, but that can be overlooked. The Golden Cowboy generates extra cash as well. This is definitely a great tower to bring for any gamers who dont want to use Farm (even though Farm is really good). 2) RangerRangers can shoot from perches in Roblox Tower Defense Simulator (Image via Wikia Colors)This tower is one of the more expensive ones, but it certainly is worth it. The Ranger perks itself on a cliff, shooting targets from far away as well as sniping airborne enemies. The Ranger can even damage lead enemies once it levels up a bit. 1) Commander This tower is highly valued in Roblox Tower Defense Simulator due to its Call to Arms ability.It gives all towers in range a considerable increase in fire rate. It also allows the Commander itself to use a weapon, meaning it can deal damage while playing a supportive role at the same time.Note: This article reflects the authors views. About the author Edited by Ravi Iyer Bitcoin Miner is a game in Roblox by PolandGameBuilders in which you build a bitcoin mining farm, earn bitcoin, and expand your operations. By redeeming codes, you get various items in the game, which can help you progress faster or become stronger. In this post, you will find a full list of all current active codes and friend codes for Bitcoin Miner, as well as a guide on how to redeem codes in the game. You can redeem one friend code in Bitcoin Miner through the invite friends system to get some premium coins and then an unlimited number of active codes. After redeeming a code, you can earn more premium coins by sharing your code. Make sure to also check out our Roblox Promo Codes List for clothing and other accessories, as well as our guide on How to Earn Robux. We update this post frequently to make sure its up to date. Therefore, we recommend coming back once in a while to make sure you dont miss out on new active codes. Here are the currently active codes in Bitcoin Miner, as well as the rewards from each code. Updated as of the 6th of March 2024: 2 new codes added CODEREWARD(S)22XDBoostE7R6Boost85H9Boost6wi0Boost45dzBoost43DBBoost2WP5Boost46EZBoostThxFor2MCard54L5BoostUGCUpdateBoostB7FQBoostthxfor150MCardKB34BoostNewLampBoostBoostGreenWallBoostRockBoostBoostLightningSpeedBoostPowerfulBoostBoostPurplePrismBoostStoneBoostBoostGPUBoostBoost Here are some friend codes to redeem in Bitcoin Miner. CODEREWARD(S)GAMER8decf43a10 Premium Coins You can leave your friend code in the comment section if you wish to do so. Table of Contents You can only redeem one code in Bitcoin Miner, which will give you 10 premium coins, and the players code you redeemed will receive 15 premium coins. The list below features some different players codes, including our own. We add some random players code to this list that comments their code in the comment section below. Redeeming codes in Bitcoin Miner will help you progress faster in the game. The premium coins you can get from redeeming codes can be used to purchase powerful graphic cards that generate a lot of bitcoins quickly. To ensure active codes work, type them in, in the exact same capitalization as shown in the list below. If you notice that any active codes listed below have expired, please let us know in the comments. Codes are generated by players in Bitcoin Miner once they unlock the Invite Friends feature. We occasionally add new friend codes to this list, so leave your code in the comment section below for a chance of your code being added. Active Codes These are all the current active codes that you can redeem in Bitcoin Miner. 22XD E7R6 85H9 6wi0 45dz 43DB 2WP5 46EZ ThxFor2M 54L5 UGCUpdate B7FQ thxfor150M KB34 NewLampBoost GreenWall RockBoost LightningSpeed PowerfulBoost PurplePrism StoneBoost GPUBoost Friend Codes These are all active friend codes you can redeem for extra rewards. Expired Codes All the following codes have previously worked but have now expired. 50Mil Patch FreeBoost WhiteTree GiveLantern ExchangeSkulls UpBoost AnotherBlock NewUI EvenMoreCodes NotAPlate AnotherCodeOnARock truckboost GrassWall BoostOnSign AgainBoost QuadBoost NotATrashCan ExtraBooster extra PlantWalls ChargedUpdate BoosterCode Anotherblock FreeLvl SandFloor WeekIV Week3 BoosterCode In Bitcoin Miner, you can redeem both regular codes and one friend code. Here is how to redeem regular codes: Open up Bitcoin Miner from the Roblox website or app. Go to the small orange house that has the text CODES on it. When close to the orange house, click E to interact with it. Type in an active code in the Enter Code field. Click the green Redeem button, and youll receive the rewards of the code. To redeem a friend code in Bitcoin Miner, follow these steps: Open up Bitcoin Miner from the Roblox website or app. Go to the small blue house that has the text INVITE FRIENDS on it. When close to the blue house, click E to interact with it. Type in a friend code and click redeem. You will then receive 10 premium coins. If you do not see the Invite Friends button on the left side of the screen, you havent unlocked it yet. We unlocked it at level 8, but its likely that it will appear after youve played the game for a specific amount of time. Codes are special codes generated by other Bitcoin Miner players for other players to redeem. When you redeem codes, you receive the rewards of the code. To make it easy for you, weve created this codes list that gives you a bunch of Bitcoin Miner codes in one place. Players of the game can take advantage of the redeem code system to progress faster. You can only redeem one code in Bitcoin Miner. There are plenty of codes being generated for Bitcoin Miner all the time as they come from other players. We will add random players code to this list from time to time, so leave your code in the comment section below for a chance to get yours featured. Thats all the codes we have for Bitcoin Miner! Share copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution You must give appropriate credit , provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation . No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. ,the free encyclopedia that anyone can edit.107,590 active editors 7,027,183 articles in EnglishLobby of the Daily News Building, c.1941The Daily News Building is a skyscraper in Manhattan, New York City. The original tower, completed on July23, 1930, was designed by Raymond Hood and John Mead Howells in the Art Deco style; a similarly-styled expansion, designed by Harrison & Abramovitz, was completed in 1960. The 36-story tower, rising 476 feet (145m), consists of a 14-story printing plant and an 18-story annex. There is a large carved-granite entrance leading to a rotunda lobby with a rotating painted globe (pictured). The Daily News' parent company, Tribune Media, sold the building in 1982, and the newspaper moved out entirely in 1995. SL Green Realty bought the building in 2003 and sold a partial ownership stake to Meritz Alternative Investment Management in 2021. When it opened, the building received mixed reviews and was described as having a utilitarian design. It is a National Historic Landmark and its exterior and lobby are designated city landmarks. (Fullarticle...)Recently featured: HippocampusRed (Taylor Swift album)Sir William Gordon-Cumming, 4th BaronetArchiveBy emailMore featured articlesAboutLucy Beall Lott... that Lucy Beall Lott (pictured) was expected to die in infancy, but later earned master's degrees from Cambridge and London while modeling for Cosmopolitan and Vogue?... that the May1995 Pale air strikes during the Bosnian War were the first offensive operations carried out by the Spanish Air Force since 1957?... that Audrey Hawthorn volunteered as curator while spending more than 20 years establishing a museum of anthropology?... that the origin myth of the Mori polity involved a man appearing from a bamboo shoot?... that the role of Julia Santos was created for Sydney Penny after she was nominated for an Emmy Award for her work in Santa Barbara?... that lyme& cybelle's "Follow Me" was the first of only three songs by Warren Zevon to chart on the Billboard Hot100?... that cycling's governing body ended Chelsea Wolfe's career through a rule change?... that the Canons Regular of St.John Cantius have trained some 2,000 priests in the Extraordinary Form of the Roman Rite of the Catholic Mass?... that the ancient Greek orator Lysias wrote a "Funeral Oration", but may have been forbidden from delivering it?ArchiveStart a new articleNominate an articleOzzy OsbourneOzzy Osbourne (pictured), the lead singer of Black Sabbath, dies at the age of 76.A fighter jet crashes into a college in Dhaka, Bangladesh, killing more than 30 people.In golf, Scottie Scheffler wins the Open Championship.A tourist boat capsizes during a thunderstorm in H Long Bay, Vietnam, leaving at least 36 people dead.Ongoing: Gaza warRussian invasion of UkrainetimelineSudanese civil wartimelineRecent deaths: Phoebe AsiyoGary KarrClaus PeymannWayne ThomasAndrea GibsonRaymond GuiotNominate an articleJuly 23: Birthday of Haile Selassie (Rastafari)Megawati Sukarnoputri reciting the oath of office1921 The first National Congress of the Chinese Communist Party opened in a house in Shanghai.1940 Sumner Welles, U.S. Under Secretary of State, issued a declaration that the U.S. government would not recognize the Soviet Union's annexation of the Baltic states.1982 A helicopter crashed during the filming of Twilight Zone: The Movie in Valencia, California, killing actor Vic Morrow and two child actors.2001 Megawati Sukarnoputri was sworn in (pictured) as the first female president of Indonesia following her predecessor's impeachment.2010 The English-Irish boy band One Direction were formed while auditioning for the 2010 series of the British singing competition The X Factor.John Babcock (b.1900)Sergio Mattarella (b.1941)Olivia Manning (d.1980)Amy Winehouse (d.2011)More anniversaries: July 22July 23July 24ArchiveBy emailList of days of the yearAboutAmlia Rodrigues (23July 1920 6October 1999) was a Portuguese fado singer (fadista). Dubbed Rainha do Fado ('Queen of Fado'), she was instrumental in popularising the genre worldwide and travelled internationally throughout her career. She remains the best-selling Portuguese artist in history. This photograph shows Rodrigues performing at the Grand Gala du Disque Populaire, an annual Dutch gala for popular music, held in 1969 in Amsterdam.Photograph credit: AnefoRecently featured: Atari video game burialSouthern scrub robinC/2022E3 (ZTF)ArchiveMore featured picturesCommunity portal The central hub for editors, with resources, links, tasks, and announcements.Village pump Forum for discussions about Wikipedia itself, including policies and technical issues.Site news Sources of news about Wikipedia and the broader Wikimedia movement.Teahouse Ask basic questions about using or editing Wikipedia.Help desk Ask questions about using or editing Wikipedia.Reference desk Ask research questions about encyclopedic topics.Content portals A unique way to navigate the encyclopedia.Wikipedia is written by volunteer editors and hosted by the Wikimedia Foundation, a non-profit organization that also hosts a range of other volunteer projects: CommonsFree media repository MediaWikiWiki software development Meta-WikiWikimedia project coordination WikibooksFree textbooks and manuals WikidataFree knowledge base WikinewsFree-content news WikiquoteCollection of quotations WikisourceFree-content library WikispeciesDirectory of species WikiversityFree learning tools WikivoyageFree travel guide WiktionaryDictionary and thesaurusThis Wikipedia is written in English. Many other Wikipedias are available; some of the largest are listed below. 1,000,000+ articles DeutschEspaolFranaisItalianoNederlandsPolskiPortugusSvenskaTing Vit 250,000+ articles Bahasa IndonesiaBahasa MelayuBn-lm-gCataletinaDanskEestiEsperantoEuskaraMagyarNorsk bokmlRomnSimple EnglishSloveninaSrpskiSrpskohrvatskiSuomiTrkeOzbekcha 50,000+ articles AsturianuAzrbaycancaBosanskiFryskGaeilgeGalegoHrvatskiKurdLatvieuLietuviNorsk nynorskShqipSloveninaRetrieved from " 2Founding conference in 1921Not to be confused with 1st National People's Congress.You can help expand this article with text translated from the corresponding article in Chinese. (July 2021) Click [show] for important translation instructions.View a machine-translated version of the Chinese article.Machine translation, like DeepL or Google Translate, is a useful starting point for translations, but translators must revise errors as necessary and confirm that the translation is accurate, rather than simply copy-pasting machine-translated text into the English Wikipedia.Do not translate text that appears unreliable or low-quality. If possible, verify the text with references provided in the foreign-language article.You must provide copyright attribution in the edit summary accompanying your translation by providing an interlanguage link to the source of your translation. A model attribution edit summary is Content in this edit is translated from the existing Chinese Wikipedia article at [[:zh:]]; see its history for attribution.You may also add the template {{Translated|zh|}} to the talk page.For more guidance, see Wikipedia:Translation.1st National Congress of the Chinese Communist PartySite of the 1st Congress in ShanghaiBeginsJuly23,1921(1921-07-23)EndsAugust2,1921(1921-08-02)Location(s)Shanghai and JiaxingNext event2nd National Congress of the Chinese Communist Party (1922)Participants13 representativesActivityFormal establishment of the Chinese Communist Party1st National Congress of the Chinese Communist PartyTraditionalChineseSimplifiedChineseTranscriptionsStandard MandarinHanyu PinyinZhnggu Gngchndng Dyc Qungu Dibio DhuGwoyeu RomatzyhJonggwo Gonqchaandaang Dihitsyh .Chiuangwo Daybeau DahhueyWadeGilesChungkuo Kungchantang Tiyichi Chankuo Taipiao TahuiAbbreviationChineseTranscriptionsStandard MandarinHanyu PinyinY DOf the 13 delegates who attended the congress in 1921, Mao Zedong and Dong Biwu were the only two to also be present at the proclamation ceremony of the PRC in 1949, as pictured here.The 1st National Congress of the Chinese Communist Party was held in Shanghai and Jiaxing between July 23 and August 2, 1921.[1]:252 The Congress established the Chinese Communist Party (CCP). The congress began in a shikumen building of the French Concession area of Shanghai (near present-day Xintiandi in Huangpu District). In early June 1921, Dutch national Henk Sneevliet, also known as Ma Lin, a representative of Comintern, arrived in Shanghai, and urged various Communist cells in the country to get together for a national-level meeting. Russian Comintern representative Nikolski[ru; de] also attended the meeting. At the time, there were 57 members of the CCP.[2] Notably, the two founders of the party did not attend the congress: Chen Duxiu and Li Dazhao.The meeting was put to an end due to harassment from the French Concession police on July 30. The delegates then agreed to move the meeting to a rented tourist boat on South Lake in Jiaxing. The Congress elected Chen Duxiu as Secretary (in absentia), Zhang Guotao as Director of Organization, and Li Da as Director of Propaganda.[2]The General Assembly adopted The First Program of the Communist Party of China, stating that "the Party is to be named the Communist Party of China" and specifying its objectives: "to overthrow the power of the capitalist class[,]" to "eradicate capitalism and private ownership of property[,]" and to "join the Comintern."[3] The Program was not a formal constitution, but described the basics of the Party's program, organization, and discipline.[1]:116Of the 13 representatives who attended the congress in 1921, only two would be present at the proclamation ceremony of the People's Republic of China 28 years later: Mao Zedong and Dong Biwu. Others either became casualties of war in the decades that followed or left the party in one way or another (e.g. by expulsion or defection).The site of the conference in Shanghai was converted into a museum in 1961. The South Lake Revolutionary Museum in Jiaxing, located on a central island of the lake, was constructed in 1959. A complex hosting more exhibits was constructed north of South Lake in 2011, also to commemorate the 1st Congress. The Congress was followed by the 2nd National Congress of the Chinese Communist Party, held in July 1922.[1]:112Li Da (Shanghai)Li Hanjun (Shanghai)Zhang Guotao (Beijing)Liu Renjing[ca; de; ru; zh] (Beijing)Mao Zedong (Changsha)He Shuheng (Changsha)Dong Biwu (Wuhan)Chen Tanqiu (Wuhan)Wang Jinmei (Jinan)Deng Enming (Jinan)Chen Gongbo (Guangzhou)Zhou Fohai (representing Chinese students in Japan)Bao Huiseng[ca; zh] (representing the absent Chen Duxiu)^ a b c Li, Ying (2024). Red Ink: A History of Printing and Politics in China. Royal Collins Press. ISBN9781487812737.^ a b "". Communist Party of China.^ Huang, Yibing (2020). An ideological history of the Communist Party of China. Vol.1. Qian Zheng, Guoyou Wu, Xuemei Ding, Li Sun, Shelly Bryant. Montreal, Quebec: Royal Collins Publishing Group. p.20. ISBN978-1-4878-0425-1. OCLC1165409653.Retrieved from " 3The following pages link to 1st National Congress of the Chinese Communist Party External tools(link counttransclusion countsorted list) See help page for transcluding these entriesShowing 50 items.View (previous 50 | next 50) (20 | 50 | 100 | 250 | 500)Chinese Communist Party (links | edit)July 23 (links | edit)Mao Zedong (links | edit)1921 (links | edit)Politburo of the Chinese Communist Party (links | edit)Chinese Civil War (links | edit)Hu Yaobang (links | edit)May Fourth Movement (links | edit)Chen Duxiu (links | edit)Jiang Zemin (links | edit)Hua Guofeng (links | edit)Politburo Standing Committee of the Chinese Communist Party (links | edit)Zhao Ziyang (links | edit)Hu Jintao (links | edit)State Council Information Office (links | edit)Central Military Commission (China) (links | edit)General Secretary of the Chinese Communist Party (links | edit)Hammer and sickle (links | edit)Eight Elders (links | edit)Princelings (links | edit)Chinese Soviet Republic (links | edit)Secretariat of the Chinese Communist Party (links | edit)Shanghai clique (links | edit)National Congress of the Chinese Communist Party (links | edit)Central Committee of the Chinese Communist Party (links | edit)Central Foreign Affairs Commission (links | edit)New Culture Movement (links | edit)16th National Congress of the Chinese Communist Party (links | edit)Constitution of the Chinese Communist Party (links | edit)1st Congress (links | edit)Henk Sneevliet (links | edit)United Front Work Department (links | edit)Chairman of the Chinese Communist Party (links | edit)Zhang Guotao (links | edit)Li Lisan (links | edit)Mount Lu (links | edit)Dong Biwu (links | edit)Zunyi Conference (links | edit)Central Commission for Discipline Inspection (links | edit)Taiwan Affairs Office (links | edit)Propaganda in China (links | edit)610 Office (links | edit)Xi Jinping (links | edit)Bo Gu (links | edit)Zhang Wentian (links | edit)South Lake (Jiaxing) (links | edit)Xiang Zhongfa (links | edit)Publicity Department of the Chinese Communist Party (links | edit)Tsinghua clique (links | edit)Lushan Conference (links | edit)View (previous 50 | next 50) (20 | 50 | 100 | 250 | 500)Retrieved from " WhatLinksHere/1st_National_Congress_of_the_Chinese_Communist_Party"

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