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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 Roblox is a huge gaming platform with hundreds of games to choose
from. Many of them feature codes which players can use to get free rewards, boosts, currency, cosmetics, and more. We have been chronicling many of the most popular Roblox games and updating those articles with new codes on a daily and weekly basis. So, whether you're looking for a new game to dig into or want to check if your favourite is
among them, check out our featured list of Roblox game codes below. All Roblox game code pages The table below features all Roblox games to our list, so make sure to
check back regularly. GameShort descriptionLink to codesAbsolvementHardcore dungeon-crawling roguelite RPG.CodesAnime Adventures and battling game.CodesAnime FantasyAnime-inspired fighting clicker game.CodesAnime Adventures and battling game.CodesAnime FantasyAnime-inspired fighting clicker game.CodesAnime Adventures and battling game.CodesAnime FantasyAnime-inspired fighting clicker game.Code
tower defense game.CodesAnime Last StandAnime-inspired tower defense game.CodesAnime RoyaleAnime-inspired tower defense game.CodesAnime-inspired tower defense game.CodesAnime RoyaleAnime-inspired tower defense 
defense game. CodesAre You Sure? Collecting clicker game inspired by the Invincible series. CodesArise CrossoverAnime-inspired football game. CodesBasketball
 LegendsBasketball sports game. CodesBasketball: ZeroAnime-inspired basketball: ZeroAnime-inspired basketball game. CodesBee Swarm SimulatorIdle bee-keeping simulator game based on the Battle for Dream Island Again Adventure game based on the Battle for Dream Island Again show. CodesBeerry AvenueLife sim RPG game. CodesBikeWorldBike racing and collection game. CodesBlade
 BallDodgeball game with power-ups.CodesBlockSpinOpen-world RPG game inspired by the Blue Lock anime codesBrookhaven RPLife sim RPG
game.CodesBubble Gum Simulator InfinityClicker adventure and collection game.CodesBuild a Boat for TreasureCrafting and tycoon island-building game.CodesClimb and Jumpa.CodesBuild an IslandCrafting and tycoon island-building game.CodesClimb and Jumpa.CodesClimb and Jumpa.CodesClimb and Jumpa.CodesClimb and Simulator InfinityClicker adventure and collection game.CodesCapybara EvolutionClicker adventure and collection game.CodesClimb and Jumpa.CodesClimb and Jumpa.Code
TowerClimbing and jumping progression game. CodesClothing Store SimulatorStore management simulation game. CodesDandy's WorldCharacter-driven survival horror game. CodesDarkdiversCo-op PvE shooter game inspired by
 Helldivers 2.CodesDead DefenseTower defense game with zombies and monsters.CodesDead SpaceSurvival extraction horror game.CodesDead SpellsAdventure RPG game
game.CodesDoorsSurvival horror game.CodesDragon AdventuresDragon collecting adventure game.CodesDragon SoulAnime adventure game.CodesDragon TrainingDragon collecting and racing game.CodesDragon AdventuresDragon SoulAnime adventure game.CodesDragon TrainingDragon collecting and racing game.CodesDragon SoulAnime adventure game.CodesDragon SoulAnime game.CodesDragon SoulAnime adventure game.CodesDragon SoulAnime game.CodesDragon SoulAnime game.CodesDrago
collecting simulator game.CodesDrive WorldVehicle collecting and racing game.CodesDriving EmpireVehicle collecting game.CodesDriving game.CodesDriving game.CodesDriving game.CodesDr
game.CodesEvadeSurvival horror game.CodesExiledSurvival game.CodesFactory MadnessFactory Madness
game.CodesFischFishing and collecting game.CodesFive Nights: HuntedAsymmetric horror survival game inspired by Five Nights at Freddy's and Dead by Daylight.CodesFlying Wings Race SimulatorFlying racing game.CodesForsakenAsymmetrical survival horror game.CodesFlying Wings Race SimulatorFlying racing game.CodesFlying wings game.CodesFlying wings game.CodesFlying wings game.CodesFlying game.CodesFlying wings game.CodesFlying wings game.CodesFlying game.CodesFlying wings game.CodesFlying wings game.CodesFlying game
game.CodesGHOUL://RERPG adventure game inspired by the Tokyo Ghoul anime series.CodesGreenvilleLife sim RPG game.CodesGrimoires EraOpen-world adventure RPG game.CodesGrow a GardenFarming management
 simulation game.CodesGrow Your FarmFarming management simulation game.CodesGym LeagueFitness-inspired by the Hell's Kitchen PvP cook-off game inspired by the My Hero Academia anime series.CodesHide or DieHide-and-Seek survival
game.CodesHollow EraAdventure fighting game inspired by the Bleach anime series.CodesHoops LifeBasketball sports game.CodesHuman KebabsHumorous fighting game.CodesHuzz RNGRNG collection and exploration game.CodesInfection GunfightShooters vs Zombies FPS tag
 game.CodesIt GirlStyle and fashion game.CodesJailbreakCops vs Robbers game inspired by GTA.CodesJule's RNGRNG collection and exploration game.CodesKing LegacyAdventure game inspired by the One Piece anime series.CodesLOCKEDFootball game inspired by
the Blue Lock anime. CodesMermaid IsleMermaid simulation and dress-up game. CodesMurder Mystery 2"Werewolf"-style deduction and survival game. CodesMurder Mystery 2"Werew
from Roblox)CodesNFL Universe FootballAmerican football sports game inspired by the Naruto anime series.CodesPaper Plane SimulatorPaper plane throwing clicker game inspired by the Bleach anime series.CodesPaper Plane SimulatorPaper plane throwing clicker game inspired by the Bleach anime series.CodesPaper Plane SimulatorPaper plane throwing clicker game inspired by the Bleach anime series.CodesPaper Plane SimulatorPaper plane SimulatorPaper plane throwing clicker game inspired by the Bleach anime series.CodesPaper Plane SimulatorPaper plane throwing clicker game inspired by the Bleach anime series.CodesPaper Plane SimulatorPaper plane SimulatorPaper plane throwing clicker game inspired by the Bleach anime series.CodesPaper Plane SimulatorPaper plane Simul
Simulator 99Pet collection game.CodesPLS DONATERobux donation simulator game.CodesProject: Blue LockAnime-inspired football game.CodesProject: Blue LockAnime-inspired football game.CodesProject EgoistAnime-inspired footbal
game.CodesRoller TrainingRoller-skating and collection game.CodesRoTube Life 2YouTuber life simulation and management game.CodesRyujinAnime-inspired by Skyrim.CodesRyujinAnime-inspired by Skyrim.CodesRyujinAnim
 simulator game.CodesSecond PieceAdventure RPG game inspired by the One Piece anime series.CodesShrimp GameGame-show contest with survival elements inspired by the Squid Game show.CodesSlap BattlesSlap-themed
fighting game.CodesSol's RNGFighting game.CodesSonic Speed SimulatorRacing and collecting game inspired by the Sonic the Hedgehog franchise.CodesSpikedAnime-inspired by the SpongeBob SquarePants show.CodesSquid Game XGame-show contest with survival
elements inspired by the Squid Game show.CodesTattoo Studio TycoonTycoon and management game.CodesTower Defense SimulatorTower defense game.CodesTower of HellVertical climb obby game.CodesTwenty
OneHorror card game inspired by Blackjack and Saw.CodesUntitled Boxing GameEoxing simulator game. CodesUntitled Tag GameTag game featuring various modes. CodesVolleyball Legends Anime
 inspired volleyball game.CodesWagarashiAnime-inspired fighting game.Codes Besides codes you can use in Roblox experiences, the Roblox app sometimes releases new codes that any player can use. Below, we've
 listed all of the currently active Roblox promo codes: CodeRewardsTWEETROBLOXThe Bird Says shoulder pet These promo codes have expired and are no longer useable: !HAPPY12BIRTHDAYROBLOX! $ILOVETHEBLOXYS$ *HAPPY2019ROBLOX* 100MILSEGUIDORES 200KTWITCH 75KSWOOP
AMAZONFRIEND2021 BARNESNOBLEGAMEON19 BEARYSTYLISH CARREFOURHOED2021 COOL4SUMMER EBGAMESBLACKFRIDAY ECONOMYEVENT2021 FASHIONFOX FEEDINGTIME FINDTHEKEYS FLOATINGFAVORITE FREEAMAZONFOX2022 FREETARGETSANTA2022 GAMESTOPBATPACK2019 GAMESTOPPRO2019
GOLDENHEADPHONES2017 GROWINGTOGETHER14 HAPPYCAMPER HEADPHONES2 HOTELT2 JOUECLUBHEADPHONES2020 JURASSICWORLD KCASLIME KEEPIT100 KINGOFTHESEAS KROGERDAYS2021 LIVERPOOLFCSCARVESUP LIVERPOOLSCARVESUP MERCADOLIBREFEDORA2021 MLGRDC MOTHRAUNLEASHED
ONEMILLIONCLUB! RETROCRUISER ROADTO100KAY! ROBLOXIG500K R
TARGETOWLPAL2019 THISFLEWUP TOYRUBACKPACK2020 TOYRUHEADPHONES2020 TWEETROBLOX WALMARTMEXEARS2021 WEAREROBLOX300! 100YEARSOFNFL To redeem Roblox promo codes, go to the Redeem Roblox Promotions page and log in with your account. Then, enter or copy the code from the table above into the text box and
press Redeem. These rewards will then appear in your account's inventory and are often account's inventory and are often account you agree to our Privacy Policy and may receive occasional deal communications; you can unsubscribe anytime. Image via Roblox Tower Defense Simulator Updated: May 20, 2025 Checked for new codes. With the Tower Defense
 Simulator codes, I could develop the greatest and most powerful army of troops possible. In order to do this, and do this successfully, I needed a hefty amount of Coins and Gems. Not everyone has time to grind waves of enemies for hours on end, so they're a great way to bypass this. If, after redeeming these codes, you're still low on Coins or Gems.
we'd suggest heading over to our articles that detail the best ways to grind each currency as fast as possible! Or, if you're looking for more general tips and tricks, check out our guide on Best Loadouts for Roblox Tower Defense Simulator! EnterCodeHere—Redeem for a Coin Crate (New) 1POINT7MIL—Redeem for Free rewards (must have a Farm
Tower to redeem) MERRY2024—Redeem for a Premium Crate HAPPYHALLOWEEN—Redeem for a Halloween Skin Crate
NAMETAGSRCOOL—Redeem for a Name Tag JOHNRETURNS—Redeem for the John Skin M3RRY2022TDS—Redeem for Beach Gladiator Tower] merchy John Skin M3RRY2022TDS—Redeem for Beach Gladiator Tower] merchy John Skin M3RRY2022TDS—Redeem for Beach Gladiator Tower] merchy John Skin M3RRY2022TDS—Redeem for Beach Gladiator Skin [Must have Gladiator Skin [Must have Gladiator Tower] merchy John Skin M3RRY2022TDS—Redeem for Beach Gladiator Skin [Must have Gladiator Skin [Must have Gladiator Tower] merchy John Skin M3RRY2022TDS—Redeem for Beach Gladiator Skin [Must have Gladiator S
for Deluxe Crate COMMUNITY20—Redeem code for 1 Party Crate 200KMAY—Redeem code for 200 Coins delayed—Redeem for a Premium Crate imababy—Redeem for 200KMAY—Redeem code for 500 Gems BLOXY21—Redeem for a Premium Crate imababy—Redeem for 200KMAY—Redeem for 200KMAY
Redeem code for 100 Gems newyear2021—Redeem code for one free Premium Crate 30k—Redeem code for Cowboy Skin (Must Own Freezer Skin (Must 
 -Redeem code for Minigunner Twitter Skin B1RDHUNT3R—Redeem code for Free Hunter Troop 1 pumpkin—Redeem code for one free Pumpkin Crate Springtime Skin (Commander)—HAPPY3AST3R! 100 Coins—ELECTRO 100 XP—SW33TXP Gain XP—02MOMENT Gain XP—MOARXP It's a very
simple process to redeem your codes in Tower Defense Simulator. To redeem your codes: Screenshot by Pro Game Guides Just launch Tower Defense Simulator and press the Twitter button on the left side of the screen. Enter each working code separately into the text box. Press Redeem to claim your reward. If you entered the code correctly, you
will receive a message saying you've earned the reward. If it is incorrect, it will tell you expired, invalid, or send no message at all. The best way to stay up-to-date on codes is by checking out this page regularly. We continue to search for codes and we test them regularly. We are the best resource for Tower Defense Simulator codes. You can also find
more codes by following the Tower Defense Simulator Twitter account and joining the Tower Defense Simulator Discord server. Codes are often posted on those social media sites before they're officially released anywhere else, so it's a good idea to keep your eye on them! For those new to Tower Defense Simulator, or those who were just unaware of
this bonus, any player who joins the Paradoxum Games Roblox group can earn a free +$100 starting cash as well! Codes come in many different. If the codes in the working section are no longer working, first have a double-check if they have
been copied or typed correctly; if so, then it's most likely the code has just expired. Sometimes developers don't activate the codes straight away, so feel free to check the page often to see if a brand new code has appeared. If you have any issues with the codes above, let us know and we will check them. Tower Defense Simulator challenges players to
grind themselves, and an army of unique characters, all the way to the top by taking down waves of enemies, upgrading their troops and towers, and ultimately working toward becoming unstoppable. Players can unlock new characters and add them to their ever-growing roster as they fight alongside friends or solo in various game modes! Gaining
additional XP is useful because you can unlock various rewards. These include additional troops that you will gain by leveling up. Additional troops will give you different options to use when heading into different maps. If you're
looking for codes for other games, we have a ton of them in our Roblox Game Codes post! You can also get a bunch of free stuff via our Roblox Twitter account! Update: checked for new Tower Defense Simulator codes on May 23, 2025 In the Roblox
 tower defense genre, not all are as exciting as the classic Tower Defense Simulator. However, to defend against a stronger wave of enemies, you must get high-level units. Use our list of the latest Tower Defense Simulator codes to get crates will get you stronger units to tackle all the enemies and win. 4BVisits: 1 Free Premium Crate
(NEW) 9509253943 JOHNRETURNS W33KLICODE QNJOU11 robloxisback COMMUNITY20 1 pumpkin imababy beachglad 2022 celebration 21 200KMAY 02MOMENT 5KMILESTONE DOUBLEBLOXIES MOARXP SW33TXP M3RRY 2022TDS
30k 1BILLION ICYFREEZE HAPPYHALLOWEEN delayed MERRYXMAS2023 BLOXY21 ELECTRO MERRYX024 IMCONSUMING TDS5YEARS! EnterCodeHere 1POINT7MIL Have you been waiting for the new Roblox codes for a while? You can grab the Anime Vanguards codes or Anime Defenders codes and try an anime-infused tower defense
experience. Although tower defense games are hard, redeeming the codes for freebies is pretty simple. Follow the step-by-step process below to redeem the codes for freebies is pretty simple. Follow the step-by-step process below to redeem the codes for freebies is pretty simple.
button to get rewards. If you are looking for the new TDS codes, bookmarking this page is the best way. We update our code lists frequently so that you never miss the free rewards. In case you want to find more codes, follow the @paradoxum games and @BelowNatural X accounts. These are the official X accounts for the game and the game's
developer. Also, join the Tower Defense Simulator Discord server to find more like minded players. However, the official TDS Discord server is the best place for news and announcements. Here, you can also find the Tower Defense Simulator Discord server is the best place for news and announcements. Here, you can also find the Tower Defense Simulator Discord server is the best place for news and announcements.
free starting cash. Apart from the TDS codes, there are other ways you can gain some free rewards in this Roblox simulator game. The best way is to log in every day and collect the daily reward from the top right section of your screen. You can also complete the tutorial for the first time to get some starting cash to boost your tower defense journey.
If you complete the quests and missions, you can collect exp or other rewards from the quests section. While completing the quests section. So, what are you waiting for? Use the codes for TDS now and defend your base with stronger towers. View
source Using or sharing codes generated through fraud or other illegal means will lead to your Roblox account being banned from playing Tower Defense Simulator. We are not responsible for any action taken against those who leak the code or use the code or use the code or use the code.
EXP, Coins, Gems, or sometimes towers, skins and emotes. Some codes are given after purchasing a certain item (such as the Scout Plush), with each one being unique. On rare occasions, towers and emotes may be later moved to the store (like the Russian emote and John tower, now the Militant tower). You can redeem codes by inputting a code into
the code box which is found on the bottom side of your screen in the form of a Twitter icon whenever you are in the lobby. For skin codes, you need to have the tower in question to redeem the code. If you do not have the tower in question to redeem the code. If you do not have the tower, you cannot redeem the code. The Codes page was last updated on the 24th of May 2025. All dates are in the day-month-
year (DD/MM/YYYY) format. Manual Codes These codes are manually created by the developers of time. Some codes can only be redeemed for a limited time, but some (like the Hunter tower) are available for extended periods of time. Some codes can only be redeemed for a limited time, but some (like the Hunter tower) are available for extended periods of time.
 IMCONSUMING[4] 1 Mid Grade Consumable Crate 10/05/2024 Expired MERRYXMAS2023 1 Deluxe Skincrate 24/12/2023 Expired NAMETAGSRCOOL[6] Follower Nametag 26/05/2023 Expired M3RRY2022TDS Cookie Skin (Scout)
24/12/2022 Expired 9509253943[7] John Skin (Militant) 09/09/2022 Expired JOHNRETURNS John Skin (Militant) 09/09/2022 Expired DHNRETURNS John Skin (Militant) 09
 07/05/2021 Expired teleportfailed [12] 1 Premium Skincrate 08/04/2021 Expired itwasmortar 100 09/02/2021 Expired imababy [13] 100 16/01/2021 Expired 2spooky4u [17] 1 Spooky Skincrate 23/11/2020 Expired 30k [18] 1 Pumpkin Skincrate
 EXP 29/01/2020 Expired SW33TXP 50 EXP 16/02/2020 Expired GAMERMODEON 50 EXP 17/11/2019 Expired B1RDHUNT3R Hunter 13/10/2019 Expired THANKYOU [28] 100 EXP 20/08/2019 Expired 3S8KZMC [29] 250 & 50 EXP 15/08/2019 Expired TRICKORTREAT Halloween Skin (Hunter) 18/10/2019 Expired THANKYOU [28] 100 EXP 20/08/2019 Expired TRICKORTREAT Halloween Skin (Hunter) 18/10/2019 Expired THANKYOU [28] 100 EXP 20/08/2019 Expired THANKYOU [28] 100 EXP 20/08/2019 Expired TRICKORTREAT Halloween Skin (Hunter) 18/10/2019 Expired TRICKORTREAT Halloween Skin (Hunter) 18/10/2019 Expired THANKYOU [28] 100 EXP 20/08/2019 EXPIRED EX
04/07/2019 Expired 1MILVISITS 500 28/06/2019 Expired JOHNROBLOX [38][39] Paintballer Unknown Expired JOHNRBX [35][36][37] John 16/06/2019 Expired JOHNROBLOX [38][39] Paintballer Unknown Expired JOHNRBX [35][36][37] John 16/06/2019 Expired FRIDAY Unknown Expired JOHNROBLOX [38][39] Paintballer Unknown Expired JOHNRBX [35][36][37] John 16/06/2019 Expired JOHNROBLOX [38][39] Paintballer Unknown Expired JOHNROBLOX 
 sale. It is not known if these codes will ever return. These codes were randomly generated upon the purchase of the product in question. They were unique and can only be redeemed once for only one person. These codes did not expire, until they were unique and can only be redeemed once for only one person. These codes did not expire, until they were unique and can only be redeemed once for only one person.
removed. For unredeemed codes, if the product was refunded, the code was voided. Notes ↑ Lasts until 2nd of April 2025. ↑ ↑ + Had an unknown amount of stock. ↑ + Had an unkno
code. ↑ JOHN ROBLOX's third YouTube code. ↑ RazorFishGaming's YouTube code. ↑ RazorFishGaming's YouTube code. ↑ Robert Short Event release code. ↑ JOHN ROBLOX's second code ↑ JOHN ROBLOX's second code ↑ JOHN ROBLOX's second code. ↑ Robert Short Event release code. ↑ JOHN ROBLOX's second code. ↑ Robert Short Event release code. ↑ JOHN ROBLOX's second code. ↑ JOHN
ROBLOX's first code ↑ Paintballer has been moved to the store for 150. ↑ 40.0 40.1 40.2 40.3 Can be redeemed multiple times. Tilly Lawton Published: May 21, 2025 Roblox Not only can you grab the latest Tower Defense Simulator codes right now by simply scrolling down, but you can also bookmark this page and check back often for more free
goodies. We check on a regular basis for new TDS codes to add to this guide, so you don't have to go anywhere else for your Roblox coverage. There are plenty more codes, and All Star Tower Defense codes guides.
 We've also got regular Roblox promo codes for items you can use across many Roblox games. Here are the new Tower Defense Simulator codes: 4BVisits - premium crate (new!) 1POINT7MIL - lemonade farm skin EnterCodeHere - free crate Expired Codes: MERRY2024 TDS5YEARS! IMCONSUMING 9509253943 QNJOU11 M3RRY2022TDS
 JOHNRETURNS NAMETAGSRCOOL beachglad2022 robloxisback COMMUNITY20 FIFTYK teleportfailed itwasmortar imababy roblox newyear2021 2spooky4u 30k 1pumpkin gems launch doublebloxies icyfreeze w33klicode happy3ast3r! spr1ngm113stone t3mplar 5kmilestone electro 02moment moarexp sw33txp gamermode0n r3tro trickortreat
 b1rdhunt3r thankyou 3s8kzmc summer 120k kitt3n gor1lla 1milvisits raz0rf1sh 10kplayers longwait j0hnrbx johnroblox happy4th friday How do I redeem Tower Defense Simulator in Roblox In the lobby, press the Twitter logo on the left of the screen Type or paste in the
code and redeem it for your goodies It's also important to note that you will need the tower in question to redeem its skin code. If you haven't unlocked it yet, you won't be able to redeem the codes. What are Tower Defense Simulator but are a little short on cash?
Well, these codes will help with that. Developer Paradoxum Games is very generous with its gifts, providing Tower Defense Simulator codes on a regular basis to those who play, and these codes often provide you with premium skin crates, hardcore gems, coins, XP, and more. For more Roblox goodies, check out some more of our code guides. Grab
these Project Slayers codes, Blox Fruits codes, Blox Fruits codes, Striker Odyssey codes, and Mage Tycoon codes for cash, boosts, and benefits. 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 Are there new Tower Defense Simulator codes? In Roblox Tower Defense Simulator, players to think strategically about how to use an ever-growing list of towers to
protect their bases. The game keeps fans engaged with yearly events, new units, and cooperative multiplayer modes, as well as regular updates like the recent celebration of the 200K Discord milestone. The game's balance of ease of use and depth means that there's always a new task to face, whether you play by yourself or with friends. Freebies are
 great for people who want to improve their defense without having to grind because they give you coins, gems, and special things that you can't get anywhere else. People who want to show off their level in the game will find codes very useful for getting those free items. Active Tower Defense Simulator codes list These are all currently active Tower
 Defense Simulator Codes, last checked on May 26, 2025: CodeRewards4BVisits1 Premium Crate Expired and are no longer active: EnterCodeHere 1POINT7MIL MERRY2024 TDS5YEARS! IMCONSUMING 9509253943 QNJOU11 M3RRY2022TDS JOHNRETURNS NAMETAGSRCOOL beachglad2022 robloxisback
COMMUNITY20 FIFTYK teleportfailed itwasmortar imababy roblox newyear2021 2spooky4u 30k 1pumpkin gems launch doublebloxies icyfreeze w33klicode happy3ast3r! spr1ngm1l3stone t3mplar 5kmilestone electro 02moment moarexp sw33txp gamermode0n r3tro trickortreat b1rdhunt3r thankyou 3s8kzmc summer 120k kitt3n gor1lla 1milvisits
raz0rf1sh 10kplayers longwait j0hnrbx johnroblox happy4th Friday How to redeem and use Tower Defense Simulator: Open Tower Defense Simulator in Roblox on your PC, tablet, or mobile device. While in the Lobby, click on the Codes icon on the left side of
your screen, denoted by a blue Twitter bird. Type out or copy-paste one of the valid codes into the text box once a new pop-up comes on screen. Click the Redeem button to claim your rewards. How to get more Tower Defense Simulator codes have been added. We note that the text box once a new pop-up comes on screen to claim your rewards. How to get more Tower Defense Simulator codes have been added. We note that the text box once a new pop-up comes on screen to claim your rewards.
 update our codes lists regularly, so make sure to bookmark this page. However, if you want to look for codes yourself, you can check out the Paradoxum Games X account and the BelowNatural X page. Why are my codes not working? Here are the three main reasons why a code won't work: The code has expired - Codes don't last forever and do
expire at which point they can no longer be redeemed, similar to Blue Lock Rivals codes, Peroxide codes, and Dandy's World. If a code is expired, a message will pop up confirming as much when you try to redeem it. Typos - Double check to make sure no mistakes have found their way into the code as you typed it out. They are also case
 sensitive so respect capitalization. Better yet, you can simply copy the codes from the list above to cancel out the potential for mistakes. Server issues - Occasionally, the Tower Defense Simulator server can suffer from issues, which can make it difficult to redeem codes. If you've double checked for typos and the code is still valid, step away for an
hour or two, then try again and you'll be able to redeem your rewards. If you enjoy playing Tower Defense Simulator on Roblox, then check out our best towers tier list as well. You can check out all of VideoGamer's Roblox codes pages in one handy place. We aim to regularly update all of our articles with new codes as soon as they're released. By
 subscribing, you agree to our Privacy Policy and may receive occasional deal communications; you can unsubscribe anytime. Image via Roblox Tower Defense Simulator codes, I could develop the greatest and most powerful army of troops possible. In order to do this
and do this successfully, I needed a hefty amount of Coins and Gems. Not everyone has time to grind waves of enemies for hours on end, so they're a great way to bypass this. If, after redeeming these codes, you're still low on Coins or Gems, we'd suggest heading over to our articles that detail the best ways to grind each currency as fast as possible!
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for 1 Party Crate 200KMAY—Redeem code for 500 Gems BLOXY21—Redeem for a Premium Crate imababy—Redeem code for 100 Gems newyear 2021—Redeem code for one free Premium Crate 30k—Redeem code for one free Pumpkin
Crate DOUBLEBLOXIES—Redeem code for Cowboy Skin (Must Own Freezer Sk
launch Tower Defense Simulator and press the Twitter button on the left side of the screen. Enter each working code separately into the text box. Press Redeem to claim your reward. If you expired, invalid, or send no message at all each working code separately into the text box.
The best way to stay up-to-date on codes is by checking out this page regularly. We continue to search for codes by following the Tower Defense Simulator codes is by checking out this page regularly. We are the best resource for Tower Defense Simulator Discord server.
Codes are often posted on those social media sites before they're officially released anywhere else, so it's a good idea to keep your eye on them! For those mew to Tower Defense Simulator, or those who were just unaware of this bonus, any player who joins the Paradoxum Games Roblox group can earn a free +$100 starting cash as well! Codes come
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 free stuff via our Roblox Promo Codes page. Get Roblox codes and news as soon as we add it by following our PGG Roblox Twitter account! Subgenre of strategy video game This 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 interest only 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) 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 on or along their path of attack.
 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 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 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 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), Parachute (1981), and Popeye (1981). 1982 saw 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, and to build and repair the player's territory
[6] Rampart, released in 1990, is generally considered to have established the prototypical tower 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 minigames in 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 gameplay also made an appearance on consoles with several minigames in the Final Fantasy series, including a tower-defense gameplay also made an appearance on consoles with several minigames in the Final Fantasy series, including a tower-defense gameplay also made an appearance on consoles with several minigames in the Final Fantasy series and the Final Fantasy series are several minigames are several minigames and the Final Fantasy series are several minigames are several minigames and the Final Fantasy series are several minigames are several minigames are several minigames and the Final Fantasy series are several minigames are several minigames are several minigames and the Final Fantasy series are several minigames are several minigam
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 Jaquar 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 the game are considered as the game.
 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 Swarm, geoDefense Grid: The Awakening[23] and Savage Moon in December.[7] Also released in 2008 were geoDefense Swarm, 
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 Ardania By the end of the boom, most tower defense games were still using side scrolling, isometric, or top-down 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, Protect Me Knight, The Tales of Bearsworth Manor, Revenge of the Titans, Arrow of Laputa, Toy Soldiers and Robocalypse: Beaver Defense, Protect Me Knight, The Tales of Bearsworth Manor, Revenge of the Titans, Arrow of Laputa, Toy Soldiers and Robocalypse: Beaver Defense, Protect Me Knight, The Tales of Bearsworth Manor, Revenge of the Titans, Arrow of Laputa, Toy Soldiers and Robocalypse: Beaver Defense, Protect Me Knight, The Tales of Bearsworth Manor, Revenge of the Titans, Arrow of Laputa, Toy Soldiers and Robocalypse: Beaver Defense, Protect Me Knight, The Tales of Bearsworth Manor, Revenge of the Titans, Arrow of Laputa, Toy Soldiers and Robocalypse: Beaver Defense, Protect Me Knight, The Tales of Bearsworth Manor, Revenge of the Titans, Arrow of Laputa, Toy Soldiers and Robocalypse: Beaver Defense, Protect Me Knight, The Tales of Bearsworth Manor, Revenge of the Titans, Arrow of Laputa, Toy Soldiers and Robocalypse: Beaver Defense, Protect Me Knight, The Tales of Bearsworth Manor, Revenge of the Titans, Arrow of Laputa, Toy Soldiers and Toy Sol
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 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 Krinkles
 Krusher were first published in 2015. More recent titles in the genre include Rock of Ages 2: Bigger & Boulder (2017), Tower Battles (2018), Aegis Defenders (2018), Bloons TD 6 (2018), Arknights (2019), Taur (2020), Element TD 2 (2020), El
Buster's Tower Defense (2021), and Path to Nowhere (2022). With the advent of social networking service applications, 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 Arduboy The 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 against placement of "tower" elements, such as
towers, or obstructions along the path of attacking enemies[1] What distinguishes tower defended is the player's ability to strategically place, construct or summon obstructive constructions and constructions 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 Ability to
upgrade obstructions Ability to repair upgrades to obstructions Some 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 once Each wave usually has a set number and types
of enemies Unlock new maps and levels Tower that have the ability to move Many 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 varies, from games
where the player controls a unit within the game world, to games where the player has no direct 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 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 for the term "Tower Defense", filed on June 13, 2007 - serial number 3442002. The corporation was awarded the trademark for the term "Tower Defense", filed on June 13, 2007 - serial number 3442002. The corporation was awarded the trademark for the term "Tower Defense", filed on June 13, 2007 - serial number 3442002. The corporation was awarded the trademark for the term "Tower Defense", filed on June 13, 2007 - serial number 3442002. The corporation was awarded the trademark for the term "Tower Defense", filed on June 13, 2007 - serial number 3442002. The corporation was awarded the trademark for the term "Tower Defense", filed on June 13, 2007 - serial number 3442002. The corporation was awarded the trademark for the term "Tower Defense", filed on June 13, 2007 - serial number 3442002. The corporation was awarded the trademark for the term "Tower Defense", filed on June 13, 2007 - serial number 3442002. The corporation was awarded the trademark for the term "Tower Defense", filed on June 13, 2007 - serial number 3442002. The corporation was awarded the trademark for the term "Tower Defense", filed on June 13, 2007 - serial number 3442002. The corporation was awarded the trademark for the term "Tower Defense", filed on June 13, 2007 - serial number 3442002. The corporation was awarded the trademark for the term "Tower Defense", filed on June 13, 2007 - serial number 3442002. The corporation was awarded the trademark for the term "Tower Defense", filed on June 13, 2007 - serial number 3442002. The corporation was awarded the trademark for the term "Tower Defense", filed on June 13, 2007 - serial number 3442002. The corporation was awarded the trademark for the term "Tower Defense", filed on June 13, 2007 - serial number 3442002. The corporation was awarded the trademark for the term "Tower Defense", filed on June 1
violation.[39][40] Adding the phrase "Tower Defense" (in capital letters) to the description of an app 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
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Defense" is now up for CP Infringement". Touch Arcade. Archived from the original on May 18, 2015. Retrieved May 8, 2015. Retrieved from "2Genre of strategy-based video and board games This 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 on Strategy video games Subgenres 4X Auto battler Multiplayer online battle arena Real-time tactics Artillery Wargame Lists of 4X video games List of artillery video games List of grand
strategy video games List of massively multiplayer online turn-based strategy games List of real-time tactics video games List of massively multiplayer online battle arena video games List of real-time strategy video games List of massively multiplayer online battle arena video games List of massively multiplayer online turn-based strategy video games List of massively multiplayer online battle arena video games List of massively multiplayer online battle arena video games List of massively multiplayer online battle arena video games List of massively multiplayer online battle arena video games List of massively multiplayer online battle arena video games List of massively multiplayer online battle arena video games List of massively multiplayer online battle arena video games List of massively multiplayer online battle arena video games List of massively multiplayer online battle arena video games List of massively multiplayer online battle arena video games List of massively multiplayer online battle arena video games List of massively multiplayer online battle arena video games List of massively multiplayer online battle arena video games List of massively multiplayer online battle arena video games List of massively multiplayer online battle arena video games List of massively multiplayer online battle arena video games List of massively multiplayer online battle arena video games List of massively multiplayer online battle arena video games List of massively multiplayer online battle arena video games List of massively multiplayer online battle arena video games List of massively multiplayer online battle arena video games List of massively multiplayer online battle arena video games List of massively multiplayer online battle arena video games List of massively multiplayer online battle arena video games List of massively multiplayer online battle arena video games List of massively multiplayer online battle arena video games List of massively multiplayer online battle arena video games List of massively 
games List of turn-based tactics video games, [1][2][3] and includes both turn-based and real-time strategy based computer and board games, [1][2][3] and includes both turn-based and real-time strategy based computer and board games, [1][2][3] and includes both turn-based and real-time strategy based computer and board games, [1][2][3] and includes both turn-based and real-time strategy based computer and board games, [1][2][3] and includes both turn-based and real-time strategy based computer and board games, [1][2][3] and includes both turn-based and real-time strategy based computer and board games, [1][2][3] and includes both turn-based and real-time strategy based computer and board games, [1][2][3] and includes both turn-based and real-time strategy based computer and board games, [1][2][3] and includes both turn-based and real-time strategy based computer and board games, [1][2][3] and includes both turn-based and real-time strategy based computer and board games, [1][2][3] and includes both turn-based and real-time strategy based computer and board games, [1][2][3] and includes both turn-based and real-time strategy based computer and board games, [1][2][3] and includes both turn-based and real-time strategy based computer and board games, [1][2][3] and includes both turn-based computer and board games are the strategy based computer and board 
development, as well as a range of military and non-military routes to supremacy. The earliest 4X games borrowed ideas from board 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 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 X's seem to follow. Words like EXcite, EXperiment and EXcuses (to one's significant others) must be added
to a gamer's 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][2][3]
Explore means players send scouts across a map to reveal surrounding territories. Exploit means players gather and use resources in areas they control, and improve the efficiency of that usage. Exterminate means players gather and use resources in areas they control, and improve the efficiency of that usage. Exterminate means players gather and use resources in areas they control, and improve the efficiency of that usage.
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 that they are well
known for their large detailed empires and complex games, [12][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. [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. [22][6] In particular, 4X games offer detailed control over an empire's economy, while other computer strategy games, [22][6] In particular, 4X games offer detailed control over an empire's economy, while other computer strategy games, [22][6] In particular, 4X games offer detailed control over an empire's economy, while other computer strategy games, [22][6] In particular, 4X games offer detailed control over an empire's economy, while other computer strategy games, [22][6] In particular, 4X games offer detailed control over an empire's economy, while other computer strategy games, [22][6] In particular, 4X games offer detailed control over an empire's economy, while other computer strategy games, [22][6] In particular, 4X games offer detailed control over an empire's economy, while other computer strategy games, [22][6] In particular, 4X games offer detailed control over an empire's economy, while other computer strategy games offer detailed control over an empire's economy, and the particular of the particular over an empire's economy, and the particular over an empire's economy and the particula
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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.

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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 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. [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 diplomatic relations 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 a 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 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
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 screen for diplomacy,[47][48] managing individuals are separate screen for diplomacy, [47][48] managing individuals are separate screen for diplomacy.
 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 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, the creator of the Civilization series of 4X games Early 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 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 game such as Risk and the Avalon Hill board game also called Civilization. A notable similarity between the Civilization was influenced by board game 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 challenging 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 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 Civilization II in 1996,[73] while Simtex released Master of Orion in 1994 and Civilization II in 1996,[73] while Simtex released Master of Orion in 1993, Master of Orion in 1994 and Civilization II in 1996,[73] while Simtex released Master of Orion in 1994 and Civilization II in 1996,[73] while Simtex released Master of Orion in 1994 and Civilization II in 1996,[73] while Simtex released Master of Orion in 1994 and Civilization II in 1996,[73] while Simtex released Master of Orion in 1994 and Civilization II in 1996, [73] while Simtex released Master of Orion in 1994 and Civilization II in 1996, [73] while Simtex released Master of Orion in 1994 and Civilization II in 1996, [73] while Simtex released Master of Orion in 1994 and Civilization II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [
[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 IV (2005), Civilization IV (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 vI. Firaxis also developed a spiritual sequel to Sid Meier's Alpha Centauri with Civilization vI. Firaxis also developed a spiritual sequel to Sid Meier's Alpha Centauri with Civilization vI. Firaxis also developed a spiritual sequel to Sid Meier's Alpha Centauri with Civilization vI. Firaxis also developed a spiritual sequel to Sid Meier's Alpha Centauri with Civilization vI. Firaxis also developed a spiritual sequel to Sid Meier's Alpha Centauri with Civilization vI. Firaxis also developed a spiritual sequel to Sid Meier's Alpha Centauri with Civilization vI. Firaxis also developed a spiritual sequel to Sid Meier's Alpha Centauri with Civilization vII. Firaxis also developed a spiritual sequel to Sid Meier's Alpha Centauri with Civilization vII. Firaxis also developed a spiritual sequel to Sid Meier's Alpha Centauri with Civilization vII. Firaxis also developed a spiritual sequel to Sid Meier's Alpha Centauri with Civilization vII. Firaxis also developed a spiritual sequel vII. Firaxis also developed a spiritual 
 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 IV (2022).[82][83] Paradox Interactive is a company that was spun out from developing video game adaptions of board games, which
included the Europa Universalis series dealing with conflicts in early modern Europe, the Crusader Kings series set in the Wictoria 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 open than 4X games, which often have well-defined, instantaneous 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 Starships Unlimited in 2001, [5] and Sword of the Starships Unlimited in 2001, [5] and Sword of the Starships Unlimited in 2001, [5] and Sword of the Starships Unlimited in 2001, [5] and Sword of the Starships Unlimited in 2001, [5] and Sword of the Starships Unlimited in 2001, [5] and Sword of the Starships Unlimited in 2001, [5] and Sword of the Starships Unlimited in 2001, [5] and Sword of the Starships Unlimited in 2001, [5] and Sword of the Starships Unlimited in 2001, [5] and Sword of the Starships Unlimited in 2001, [5] and Sword of the Starships Unlimited in 2001, [5] and Sword of the Starships Unlimited in 2001, [5] and Sword of the Starships Unlimited in 2001, [5] and Sword of the Starships Unlimited in 2001, [5] and Sword of the Starships Unlimited in 2001, [5] and Sword of the Starships Unlimited in 2001, [5] and Sword of the Starships Unlimited in 2001, [5] and Sword of the Starships Unlimited in 2001, [5] and Sword of the Starships Unlimited in 2001, [5] and Sword of the Starships Unlimited in 2001, [5] and Sword of the Starships Unlimited in 2001, [5] and Sword of the Starships Unlimited in 2001, [5] and Sword of the Starships Unlimited in 2001, [5] and Sword of the Starships Unlimited in 2001, [5] and Sword of the Starships Unlimited in 2001, [5] and Sword of the Starships Unlimited in 2001, [5] and Sword of the Starships Unlimited in 2001, [5] and Sword of the Starships Unlimited in 2001, [5] and Sword of the Starships Unlimited in 2001, [5] and Sword of the Starships Unlimited in 2001, [5] and Sword of the Starships Unlimited in 2001, [5] and Sword of the Starships Unlimited in 2001, [5] and Sword of the Starships Unlimited in 2001, [5] and Sword of the 
 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, 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 2-4 players designed by Vlaada Chvatil and published by Czech Board Games in 2006. Its theme is the development of human civilization and the players designed by Vlaada Chvatil and published by Czech Board Games in 2006. Its theme is the development of human civilization and the players designed by Vlaada Chvatil and published by Czech Board Games in 2006. Its theme is the development of human civilization and the players designed by Vlaada Chvatil and published by Czech Board Games in 2006. Its theme is the development of human civilization and the players designed by Vlaada Chvatil and published by Czech Board Games in 2006. Its theme is the development of human civilization and the players designed by Vlaada Chvatil and published by Czech Board Games in 2006. Its theme is the development of human civilization and the players designed by Vlaada Chvatil and published by Czech Board Games in 2006. Its theme is the development of human civilization and the players designed by Vlaada Chvatil and published by Czech Board Games in 2006. Its theme is the development of human civilization and the players designed by Vlaada Chvatil and published by Czech Board Games in 2006. Its theme is the development of human civilization and the players designed by Czech Board Games in 2006. Its theme is the development of human civilization and the players designed by Czech Board Games in 2006. Its theme is the development of human civilization and the players designed by Czech Board Games in 2006. Its theme is the development of human civilization and the players designed by Czech Board Games in 2006. Its theme is the development of human civilization and the players designed by Czech Board Games in 2006. Its theme is the development of human civilization and the players designed by Czech Board Games in 2006. Its theme is the development of human civilization and the players designed by Czech Board Games in 2006. Its theme is the development of human civilizatio
 [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 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]
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August 13, 2017. ^ "Mechanism: 4X | Family | BoardGameGeek". boardgamegeek.com. Archived from the original on 2021-03-01. Retrieved 2021-03-01. Retrieved from " 3Genre of strategy-based video and board games This 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 on Strategy games Subgenres 4X Auto battler Multiplayer online battle arena Real-time tactics Tactical RPG Tower defense Turn-based strategy Turn-based tactics Artillery Wargame Lists of 4X video games List of artillery
 video games List of grand strategy video games List of massively multiplayer online real-time strategy games List of massively multiplayer online battle arena video games List of massively multiplayer online turn-based strategy games List of massively multiplayer online battle arena video games List of massively multiplayer online turn-based strategy video games List of massively multiplayer online battle arena video games List of massively multiplayer online turn-based strategy video games List of massively multiplayer online battle arena video games List of real-time strategy video games List of massively multiplayer online battle arena video games List of real-time strategy video games List of massively multiplayer online battle arena video games List of real-time strategy video games List of massively multiplayer online battle arena video games List of massively multiplayer online turn-based strategy video games List of massively multiplayer online battle arena video games List of massively multiplayer online battle arena video games List of massively multiplayer online turn-based strategy video games List of massively multiplayer online turn-based strategy video games List of massively multiplayer online turn-based strategy video games List of massively multiplayer online turn-based strategy video games List of massively multiplayer online turn-based strategy with the massively multiplayer on the massively multiplayer on the massively multiplayer on the massively multiplayer on the massively mu
based strategy video games List of turn-based tactics video games vte 4X (abbreviation of Explore, Expand, Exploit, Exterminate) is a subgenre of 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 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 X's seem to follow. Words like EXcite, EXperiment and EXcuses (to one's significant
others) must be added to a gamer's 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. Exploit means players claim new territory by creating new settlements, or sometimes by extending the influence of existing settlements, or sometimes by extending the influence of existing settlements.
 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, and
 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 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, 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.[16] In 4X games, the main prerequisite for researching an advanced technology.[26] In 4X games, the main prerequisite for researching an advanced technology.[16] This is in contrast to non-4X real-time strategy games, where technology.[26] In 4X games, the main prerequisite for researching an advanced technology.[26] In 4X games, the main prerequisite for researching an advanced technology.[26] In 4X games, the main prerequisite for researching an advanced technology.[26] In 4X games, the main prerequisite for researching an advanced technology.[26] In 4X games, the main prerequisite for researching an advanced technology.[26] In 4X games, the main prerequisite for researching an advanced technology.[26] In 4X games, the main prerequisite for researching an advanced technology.[26] In 4X games, the main prerequisite for researching an advanced technology.[26] In 4X games, the main prerequisite for researching an advanced technology.[26] In 4X games, the main prerequisite for researching an advanced technology.[26] In 4X games, the main prerequisite for researching an advanced technology.[26] In 4X games, the main prerequisite for researching an advanced technology.[26] In 4X games, the main prerequisite for researching and the main prerequisite for researching and the main preference for th
by building structures that grant access to more advanced structures and units.[27] Research is important in 4X games because 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 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 battlesson at tactical battle screen.
tactics playing a smaller part.[29][30] 4X 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 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 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][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 games. Dune II, which arguably established the conventions for the real-time strategy games. Dune II, which arguably established the conventions for the real-time strategy games.
additional screens.[27] Since 4X games involve managing a large, detailed empire, 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 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, the creator of the Civilization series of 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 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 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 game also called Civilization. A notable similarity between the Civilization was influenced by 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 for the PC, while Spaceward Ho! was released on the Macintosh. Although 4X space games were eleased for the PC, while Spaceward Ho! was released on the Macintosh.
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, [7][67] with its simple yet deep gameplay.[34] Master of Orion, [7][67] with its simple yet deep gameplay.[34] Master of Orion, [7][67] with its simple yet deep gameplay.[34] Master of Orion, [7][67] with its simple yet deep gameplay.[34] Master of Orion, [7][67] with its simple yet deep gameplay.[34] Master of Orion, [7][67] with its simple yet deep gameplay.[34] Master of Orion, [7][67] with its simple yet deep gameplay.[34] Master of Orion, [7][68] and is considered a classic game that sets a simple yet deep gameplay.[34] Master of Orion, [7][68] and is considered a classic game that sets a simple yet deep gameplay.[34] Master of Orion, [7][68] and is considered a classic game that sets a simple yet deep gameplay.[34] Master of Orion, [7][68] and is considered a classic game that sets a simple yet deep gameplay.[34] Master of Orion, [7][68] and is considered a classic game that sets a simple yet deep gameplay.[34] Master of Orion, [7][68] and is considered a classic gameplay.[34] Master of Orion, [7][68] and is considered a classic gameplay.[34] Master of Orion, [7][68] and is considered a classic gameplay.[34] Master of Orion, [7][68] and is considered a classic gameplay.[34] Master of Orion, [7][68] and is considered a classic gameplay.[34] Master of Orion, [7][68] and is considered a classic gameplay.[34] Master of Orion, [7][68] and is considered a classic gameplay.[34] Master of Orion, [7][68] and is considered a classic gameplay.[34] Master of Orion, [7][68] and is considered a classic gameplay.[34] Master of Orion, [7][68] and is considered a classic gameplay.[34] Master of Orion, [7][68] and is considered a classic gameplay.[34] Master of Orion, [7][68] and is considered a classic gameplay.[34] Master of Orion, [7][68] and is considered a classic gameplay.[34] Mas
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 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 Orion in 1994 and Civilization II in 1996,[73] while Simtex released Master of Orion in 1994 and Civilization II in 1996,[73] while Simtex released Master of Orion in 1994 and Civilization II in 1996,[73] while Simtex released Master of Orion in 1994 and Civilization II in 1996,[73] while Simtex released Master of Orion in 1994 and Civilization II in 1996,[73] while Simtex released Master of Orion in 1994 and Civilization II in 1996,[73] while Simtex released Master of Orion II in 1996,[73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] while Simtex released Master of Orion II in 1996, [73] wh
 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 excitemen
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 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 vI. Firaxis also developed a spiritual sequel to Sid Meier's Alpha Centauri with Civilization vI. Firaxis also developed a spiritual sequel to Sid Meier's Alpha Centauri with Civilization vI. Firaxis also developed a spiritual sequel to Sid Meier's Alpha Centauri with Civilization vI. Firaxis also developed a spiritual sequel to Sid Meier's Alpha Centauri with Civilization vI. Firaxis also developed a spiritual sequel to Sid Meier's Alpha Centauri with Civilization vI. Firaxis also developed a spiritual sequel to Sid Meier's Alpha Centauri with Civilization vI. Firaxis also developed a spiritual sequel to Sid Meier's Alpha Centauri with Civilization vII. Firaxis also developed a spiritual sequel to Sid Meier's Alpha Centauri with Civilization vII. Firaxis also developed a spiritual sequel to Sid Meier's Alpha Centauri with Civilization vII. Firaxis also developed a spiritual sequel to Sid Meier's Alpha Centauri with Civilization vII. Firaxis also developed a spiritual sequel to Sid Meier's Alpha Centauri with Civilization vII. Firaxis also developed a spiritual sequel to Sid Meier's Alpha Centauri with Civilization vII. Firaxis also developed a spiritual sequel to Sid Meier's Alpha Centauri with Civilization vII. Firaxis also developed a spiritual sequel to Sid Meier's Alpha Centauri with Civilization vII. Firaxis also developed a spiritual sequel to Sid Meier's Alpha Centauri with Civilization vII. Firaxis also developed a spiritual sequel to Sid Meier's Alpha Centauri with Civilization vII. Firaxis also developed a spiritual sequel vIII.
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 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 Wictoria series set in the Wictoria series set in the Victoria series set in the Wictoria series set in the Victoria series set in the Victoria series set in the Widdle Ages, the Victoria series set in the Victoria series series set in the Victoria series series set in the Victoria series seri
 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 venue with Endless Space (2012) and its sequel (2017), [85] Endless Legend (2014), [86] and Humankind (2021). [87] [88] The 4X venue with Endless Space (2012) and its sequel (2017), [85] Endless Legend (2018), [87] [88] The 4X venue with Endless Legend (2018), [87] [88] The 4X venue with Endless Legend (2018), [87] [88] The 4X venue with Endless Legend (2018), 
  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 the capacities of a nation-state, including the capacities of a nation-state in capacities of a nation-state including the capacities of a nation-
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 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 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 strategies seek to at least approximately represent the actual conditions of their time period, even when those are not fairly balanced toward all players.
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 Starships Unlimited in 2001,[5] and Sword of the Starships Unlimited in 2001,[6] an
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 2-4 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 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]
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Retrieved at IRCAM 4x CD-ROM drive, a speed of CD-ROM drive LG Optimus 4X HD, an Android smartphone NWFB Route 4X, a bus route in Hong Kong 4X, the production code for the Fendahl Quad scull or quadruple scull in rowing XXXX (disambiguation) Forex, or Foreign exchange market Castlemaine XXXX, an Australian beer brand Four-cross, a style of mountain bike racing Four-cross, a style of four-wheel downhill racing X4 (disambiguation) Topics referred to by the same termThis disambiguation page lists articles associated with the same title formed as a letter-number combination. If an internal link led you here, you may wish to change the link to point directly to the intended article. Retrieved from "5 The following pages link to 4X" (disambiguation) External tools (link count transclusion count sorted list) · See help page for transcluding these entries Showing 11 items. View (previous 50 | next 50) (20 | 50 | 100 | 250 | 500)4X (links | edit) XXXX (links | edit) XXXX (links | edit) X4 (links | edit) 4-X (redirect page) (links | edit) Wikipedia:List of all single-digit-single-letter combinations (links | edit) 4-X (redirect page) (links | edit) Wikipedia:List of all single-digit-single-letter combinations (links | edit) User:MisterHand/Links to (disambiguation) pages/A-K (links | e Wikipedia talk:WikiProject Disambiguation/Archive 26 (links | edit) View (previous 50 | next 50) (20 | 50 | 100 | 250 | 500) Retrieved from "WhatLinksHere/4X\_(disambiguation)" Updated May 20, 2025: We searched 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 wasn't 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. ASTD, you use many famous anime and manga characters to defend yourself against endless hordes of enemies. Of course, the Roblox Experience wouldn't be a Roblox Experience wouldn't 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: superdaydaykid100ksubs—Redeem for 220 Stardust and 9000 Gems (Requires 5 mins and level 40) (New) sbrupdate—Redeem for 240 Stardust and 9000 Gems (Requires 5 mins and level 80) (New) animecardbattle—Grants you Stardust and Gems blamspot500kcodeunitrelease—Grants you new unit egoupdate—Grants you 220 Stardust and 9000 Gems (Requires 5 mins and level 50) fraudkunaupdate—Grants you 140 Stardust and 8600 Gems (Requires 10 mins and level 60) HunterStarPass—Grants you 140 Stardust and 4500 Gems (Requires 10 mins and level 40) hope2024—Grants you 140 Stardust and 1.5k Gems (Requires 10 mins and level 40) animeroulette1—Grants you 150 Stardust (Requires a badge) thankyoufor6bvisits—Grants you 475 Stardust, 9500 Gems, and a Worm Assassin Unit (Requires 10 mins and level 40) 24hoursupdate—Grats you 100 Stardust and 2400 Gems EnumaElish2024—Grants you 400 Stardust and 7300 Gems (Requires 10 mins and level 60) tournamentstart—Grants you 150 Stardust and 5000 Gems (Requires 10 mins and level 40) newupdate1121—Grants you 150 Stardust and 5000 Gems (Requires 5 mins and level 40) happyholidays2—Grants 200 Stardust and 5000 Gems (Requires 20 mins and level 100) happyholidays1—Grants you 150 Stardust and 2750 Gems newstarpass69—Grants you 150 Stardust happy3yearanniversary—Grants you 300 Stardust and 2750 Gems srry4delay—Grants you 200 Stardust and 2750 Gems happyspookymonth—Grants you 200 Stardust (Requires 30 mins) NewWorld2—Grants you 150 Stardust (Requires 30 mins) NewWorld2—Grants you 150 Stardust (Requires 2 Hours of gameplay) TheDrumsOfLiberation—Grants you 2500x Gems, 150x Stardust (Requires level 40+) 6billionvists—Grants you 2500x Gems, 200x Stardust (Requires level 40+) lvlreqny—Grants you 150 Stardust (Requires level 40+) lvlreqny—Grants you 2500x Gems, 200x Stardust (Requires level 40+) lvlreqny—Grants you 2500x Gems, 200x Stardust (Requires level 40+) lvlreqny—Grants you 2500x Gems, 200x Stardust (Requires level 40+) lvlreqny—Grants you 2500x Gems, 25 world3ishere—Grants you 50x Stardust, 10x Exp IV, and 4000 Gems (You must be level 115+) winterguy19—Grants you 105 Stardust and 250 Gems (Must be level 40+ to claim) 2milfavoriteup—Grants you 150x Stardust, 10x Exp IV, and 8000 Gems (Must be level 70+ to claim) 2yearanniversaryduo—Grants you 95 Stardust, 10 EXP IV, and 5000 Gems (Must be level 40+ to claim) timechamberfix—Grants you 100 Gems and 20 Stardust mbshutdown - Grants you 150x Stardust, 10x Exp IV, and 8000 Gems (Must be level 70+ to claim) 1millikes—Grants you 650 Gems and an Omega Rare IV 2yearanniversary-Grants you 95 Stardust, and 5000 Gems (You must be at least level 40 to claim) ASTDDragonoidBakugan—Grants you a Dragonoid Mount Halloween2022—Grants you Ice Queen (Hollow) changesjune—Grants you 450 Gems newstarcode—Grants you 5000 Gems summerwoo2022—Grants you 750 Gems and an Omega-Rare EXP IV timechamberfix—Grants 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 you've 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 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!