

4x

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4X (abbreviation of Explore, Expand, Exploit, Exterminate) is a subgenre of strategy-based computer and board games, and includes both turn-based and real-time strategy titles. The gameplay generally involves building an empire. Emphasis is placed upon economic and technological development, as well as a range of military and non-military routes to supremacy.

The earliest 4X games borrowed ideas from board games and 1970s text-based computer games. The first 4X computer games were turn-based, but real-time 4X games were also common. Many 4X computer games were published in the mid-1990s, but were later outsold by other types of strategy games. Sid Meier's Civilization is an important example from this formative era, and popularized the level of detail that later became a staple of the genre. In the new millennium, several 4X releases have become critically and commercially successful.

In the board (and card) game domain, 4X is less of a distinct genre, in part because of the practical constraints of components and playing time. The Civilization board game that gave rise to Sid Meier's Civilization, for instance, includes neither exploration nor extermination. Unless extermination is targeted at non-player entities, it tends to be either nearly impossible (because of play balance mechanisms, since player elimination is usually considered an undesirable feature) or certainly unachievable (because victory conditions are triggered before extermination can be completed) in board games.

4X (disambiguation)

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4X may also refer to:

Sogitec 4X, an audio processor created 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 1977 Doctor Who serial Image of the Fendahl

Quad scull or quadruple scull in rowing

Boiling point

The boiling point of a substance is the temperature at which the vapor pressure of a liquid equals the pressure surrounding the liquid and the liquid changes

The boiling point of a substance is the temperature at which the vapor pressure of a liquid equals the pressure surrounding the liquid and the liquid changes into a vapor.

The boiling point of a liquid varies depending upon the surrounding environmental pressure. A liquid in a partial vacuum, i.e., under a lower pressure, has a lower boiling point than when that liquid is at atmospheric pressure. Because of this, water boils at 100°C (or with scientific precision: 99.97 °C (211.95 °F)) under standard pressure at sea level, but at 93.4 °C (200.1 °F) at 1,905 metres (6,250 ft) altitude. For a given pressure, different liquids will boil at different temperatures.

The normal boiling point (also called the atmospheric boiling point or the atmospheric pressure boiling point) of a liquid is the special case in which the vapor pressure of the liquid equals the defined atmospheric pressure at sea level, one atmosphere. At that temperature, the vapor pressure of the liquid becomes sufficient to overcome atmospheric pressure and allow bubbles of vapor to form inside the bulk of the liquid. The standard boiling point has been defined by IUPAC since 1982 as the temperature at which boiling occurs under a pressure of one bar.

The heat of vaporization is the energy required to transform a given quantity (a mol, kg, pound, etc.) of a substance from a liquid into a gas at a given pressure (often atmospheric pressure).

Liquids may change to a vapor at temperatures below their boiling points through the process of evaporation. Evaporation is a surface phenomenon in which molecules located near the liquid's edge, not contained by enough liquid pressure on that side, escape into the surroundings as vapor. On the other hand, boiling is a process in which molecules anywhere in the liquid escape, resulting in the formation of vapor bubbles within the liquid.

Saab 9-4X

The Saab 9-4X is a mid-size luxury crossover SUV that was introduced at the 2010 LA Auto Show. It is based on the all-wheel-drive GM Theta Premium platform

The Saab 9-4X is a mid-size luxury crossover SUV that was introduced at the 2010 LA Auto Show. It is based on the all-wheel-drive GM Theta Premium platform, which also forms the basis for the Cadillac SRX. Production of the 9-4X began in 2011, at General Motors' Ramos Arizpe Assembly in Mexico, but halted before the end of that year as a result of the bankruptcy of Saab, leaving a total of 814 assembled under Saab Automobile and almost 300 by GM.

Redmi 4X

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The Xiaomi Redmi 4X is an Android budget smartphone developed by Xiaomi company as a part of the Redmi series and an improved version of the Redmi 4. It was announced on February 14, 2017. In India, the Redmi 4X was sold as Xiaomi Redmi 4.

List of 4X video games

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4X is a subgenre of strategy video games. The term is a loose acronym of "explore, expand, exploit, and exterminate", coined in 1993 to describe the gameplay of Master of Orion. 4X games usually feature complex simulations of scientific research, economics, diplomacy, and social dynamics. Unlike computer wargames, they usually have more ways to win than through warfare, and they model the creation and

evolution of an empire from its beginning. Games prior to Master of Orion have been retroactively identified as 4X games. Early precursors include the board games Outreach and Stellar Conquest, both published in the 1970s. Some early strategy video games, such as Andromeda Conquest (1982) and Cosmic Balance II (1983) incorporated what would later become elements of 4X games, but the first 4X video game was Reach for the Stars (1983). Because of the genre's focus on mouse-and-keyboard control schemes, most 4X games are available on personal computers, but examples exist on other platforms. Some 4X games include elements of real-time strategy, but 4X games are typically slow-paced.

Honor 4X

The Huawei Honor 4X (also known as Huawei G Play) is a mid-range Android smartphone manufactured by Huawei as part of the Huawei Honor X series. It was

The Huawei Honor 4X (also known as Huawei G Play) is a mid-range Android smartphone manufactured by Huawei as part of the Huawei Honor X series. It was released in October 2014, and received generally positive reviews.

Oréos 4X

The Oréos 4X is a 49-seats electric midibus of the Gepebus' line of products, from Power Vehicle Innovation. Made for the operating of some urban regular

The Oréos 4X is a 49-seats electric midibus of the Gepebus' line of products, from Power Vehicle Innovation. Made for the operating of some urban regular lines, or also a private usage (for example airport shuttles), the Oreos 4X is among the first entirely electric autobuses produced in France. This clean vehicle belongs to a new generation, more efficient for the power than the older models, and therefore helps to reduce the environmental impact of the transport in the cities.

Boiling Point (1990 film)

Point (Japanese: 3-4x10?, Hepburn: San tai Yon ekkusu Jugatsu; lit. '3 to 4x October') is a 1990 Japanese crime film written and directed by Takeshi Kitano

Boiling Point (Japanese: 3-4x10?, Hepburn: San tai Yon ekkusu Jugatsu; lit. '3 to 4x October') is a 1990 Japanese crime film written and directed by Takeshi Kitano, who also co-stars under his stage name Beat Takeshi. It was Kitano's second film as a director and first film as a screenwriter. Boiling Point is seen as an important first step in his development as an editor and as a director.

VMU

It was released in Japan on December 14, 2000, as "Memory Card 4X", and in the US as "4x Memory Card". A button is used to select one of four "pages",

The Visual Memory Unit (VMU), also referred to as the Visual Memory System (???????, Bijuaru Memori) (VMS) in Japan, is the primary memory card produced by Sega for the Dreamcast home video game console. The device features a monochrome liquid crystal display (LCD), multiplayer gaming capability (via connectors at the top), second screen functionality, a real-time clock, file manager, built-in flash memory, and sound capability. Prior to the launch of the Dreamcast, a special Godzilla edition VMU, preloaded with a virtual pet game, was released on July 30, 1998, in Japan.

While its most basic function is as a removable storage device, the VMU may also serve as an auxiliary display during normal gameplay and, through the use of additional software (distributed as extras on Dreamcast GD-ROMs), acts as a handheld game console. The VMU was mostly purchased separately from the console. Console-like features of the VMU include a screen, speaker, proper directional pad, four action

buttons, the ability to connect and interact with other VMUs, and the ability to download additional games.

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