


BILDNER

unofficial
The ARK Guide

incl. add-ons up to Genesis Part 1

with
**creature
encyclopedia**

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THE UNOFFICIAL ARK GUIDE



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INTRODUCTION

Ark Survival Evolved was released in 2015 on Steam as an “Early Access Game” for the computer and shortly afterwards on Xbox One. Since December 2016, ARK is also available on Play Station 4.

ARK offers the player various possibilities in single player as well as in multiplayer mode. You can opt for player versus environment (PvE) or player versus player (PvP), become a tribe member, and experience all kinds of adventures. Regardless of whether you want to create cool forts and bridges, try to catch and tame every dinosaur and creature in the ARK, build your own perfect dino breeding facility, or fight and defeat all the other tribes – ARK provides possibilities for almost every form of gaming: building, exploring, surviving, collecting, and fighting.

If that alone isn’t enough, you’ll surely find what you’re looking for amongst the many modifications (mods) that are currently available. ARK’s modding community is extremely active, so there are consequently various mods available on computer and Xbox One. Everything from simple game improvements and new maps to “Total Conversions” is available.

Purchasable DLCs have already been released as well (downloadable content): *ARK Scorched Earth*, *ARK Aberration*, and *ARK Extinction*. With the *ARK Genesis Season Pass* you obtain two additional DLCs. The first one, *Genesis Part 1*, has already been released and *Genesis Part 2* is said to be released in the beginning of 2021. These add-ons tremendously extend the game with new maps, a lot of new creatures, and some new game mechanics.

The beginning of the game isn’t easy. The player dies because of dehydration, heat stroke, or is eaten by a Raptor. Food, water, shelter, and weapons are just the beginning of survival. With a well-protected base and different tamed creatures that are working for you, survival (and life) becomes easier.

This guide is intended to help new players get started in ARK and describes the basic game mechanics. Players who have already gained some experiences in ARK, can find information in this book that makes surviving, crafting, and fighting in ARK easier.

In ARK, you can tame and train creatures for a variety of different tasks and make them work for you: collecting resources, transporting loads, guarding, traveling, and fighting. This is why the overview of all the different creatures takes up so much space in this book. There, you can find

the most important information and data for each animal and decide which animals you want to catch and tame.

When the term dinosaur or dino is used in this book, we are referring to every type of creature that appears in ARK. There are a number of animals from all kinds of different periods (dinosaurs, reptiles, fish, insects, mammals, and many more). However, dinos like the T-Rex or Brontosaurus will certainly stick out to you.

This book provides complete information regarding the basic game *ARK Survival Evolved* as well as the add-ons *ARK Scorched Earth*, *ARK Aberration*, *ARK Extinction*, and *ARK Genesis Part 1*.

The game is frequently updated with new features and content. For the future, the developer of the game has already announced that additional content and amendments will be released, which couldn't be addressed in this book.

This book was created using the computer version of ARK Survival Evolved and is based on version 307.1 from March 2020. Basically, the version released for Xbox and PS4 are identical compared to the computer version even though some updates and changes are published with a slight delay.

Since the console commands to summon dinos and other items are partly very long and inconvenient and there are also tons of them, we decided to summarize them on two pages which you can access via our website. You can copy and paste them into your ARK console easily with just one click:

bildnerverlag.de/ark_items

bildnerverlag.de/ark_creatures

Spelling

Commands, names of control panels, and items are highlighted in color and italics for better distinction, for example, the command *Inventory* or the item *Stone Axe*.

In this book, you will frequently encounter listings with the most important facts and instructions in a nutshell. If you're a hurried reader, the inquisitive raptor in the margin indicates those lists in order to make them easier for you to find.



Now, we'd like to wish you a lot of fun with the book and good luck in ARK.



TABLE OF CONTENTS

1:	ARK BASICS.....	13
1.1	Getting Started	14
	Host\Local.....	15
	Join Multiplayer Game	20
	Options.....	21
	Tips for Graphic Settings	21
1.2	Game Basics	24
	Enter the Game.....	24
	First Minutes of the Game.....	25
2:	GAME MECHANICS.....	33
2.1	Experience.....	34
2.2	Attributes	35
	Overview	35
	Status Effects	37
2.3	Engrams & Crafting.....	42
	Learning Engrams.....	42
	Resources.....	45
	Crafting Stations.....	48
	Recipes for Food, Coloring, and Kibble	50
	Coloring.....	55
	Level of Technology	56
	Armors	58

3:	BUILDING	61
3.1	Quick Construction Guide	62
3.2	Basics: structures	63
	Materials.....	63
	Foundations.....	64
	Snapping and Adjustment	65
	Pillars on Slopes and Bridges.....	68
	Building Ramps.....	70
	Building Pillars in Alignment with the Roof	71
3.3	Building Fence Foundations	74
	Example: Octagonal Tower.....	76
3.4	Raft and Platform Saddles	77
	Building on Platforms: The Basics	77
	Lowering Foundations	78
3.5	Additional Building Tips	82
	Triangle Foundations.....	83
	Flexible Power Lines and Water Pipes	85
4:	MAPS	87
4.1	Exploring the area	88
	Supply Crates.....	88
	Explorer Notes.....	89
	Caves and Artifacts.....	99
4.2	The ARK - The Island	100
	Resource Overview.....	104
4.3	The Center	105
	Resource Overview of „The Center“	108
4.4	Ragnarok	109
	Resource Overview.....	111
4.5	Valguero	112
	Resource Overview.....	116

5:	SCORCHED EARTH.....	117
5.1	New Features in Scorched Earth	118
5.2	Map Overview	120
	Resources.....	121
5.3	How to Survive in Scorched Earth	122
6:	ABERRATION.....	123
6.1	New Features in Aberration	124
6.2	Map Overview	128
6.3	Tips for Aberration.....	130
7:	EXTINCTION.....	131
7.1	New Features in Extinction	132
7.2	Map Overview	137
7.3	Resources & Tips	139
8:	GENESIS PART 1.....	141
8.1	New Features in Genesis Part 1.....	142
8.2	Biome.....	142
8.3	Missions and Hexagons.....	144
8.4	Map Overview	146
8.5	Resources Overview	149
8.6	Tips for Genesis Part 1	150

9:	CATCHING AND TAMING.....	151
9.1	Quick Guide: Taming	152
9.2	Basics: Taming	153
	Pros of Taming Creatures	153
	Preparations for Taming	154
	The Taming Process.....	154
9.3	Taming by Increasing Torpidity	155
	Hunting Techniques.....	155
	Narcotics.....	157
	How to Feed Stunned Animals	158
	Taming By Starvation.....	159
9.4	Taming by Active Feeding.....	159
9.5	Kibble.....	160
	Kibble & Egg Production	160
	Kibble Production	161
	Kibble Recipes.....	161
	Old Kibble System.....	163
9.6	Unique Taming Methods	164
10:	BREEDING AND REARING.....	165
10.1	Breeding: Quick Guide	166
10.2	Selection and Mating	167
	What's the Point of Breeding?	167
	Choosing the Parents	167
10.3	Breeding and Pregnancy.....	168
10.4	Raising Animal Babies	170
10.5	Imprinting Animals.....	172
10.6	How to Breed Better Animals.....	174
	Enhancing Values.....	174
	Mutations.....	175

11: CREATURES IN GENERAL.....	177
11.1 Values in Detail	178
11.2 Different Versions of Creatures	180
11.3 Terrestrial, Aerial, and Aquatic Creatures... ..	182
Bosses.....	182
Mini Bosses.....	182
12: TERRESTRIAL CREATURES	183
13: AERIAL CREATURES.....	379
14: AQUATIC CREATURES.....	431
15: BOSSES.....	481
15.1 General Info about Bosses	482
15.2 Broodmother Lysrix.....	486
15.3 Megapithecus	488
15.4 Dragon.....	490
15.5 Scorched Earth (Manticore)	492
15.6 The Center Boss.....	494
15.7 Ragnarok Bosses.....	496
15.8 Aberration	498
15.9 Extinction - the Titans.....	500
Ice Titan.....	500
Forest Titan.....	502
Desert Titan	504
King Titan	506

TABLE OF CONTENTS

15.10	Valguero Bosses.....	508
15.11	Genesis - Part 1.....	510
	Moeder	510
	Corrupted Master Controller.....	512
16:	ASCENSION.....	517
16.1	Preparations.....	518
16.2	Tek Cave.....	519
	Additional Useful Equipment:.....	521
	Tips for Crossing the Cave:.....	521
16.3	Overseer	522
17:	GAME ASSISTANCE.....	525
17.1	Console Commands	526
17.2	DLC / Add-on	528
17.3	How to Install Mods	529
17.4	Selecting Mods	531
INDEX.....		533



1: ARK BASICS

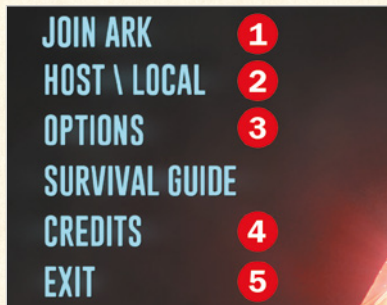


1.1 GETTING STARTED

When you start ARK Survival Evolved, the following screen appears:



Click on a link to get to the following options:



- 1** Join ARK: Start a multiplayer game or join a local-area network (LAN).
- 2** Host\Local: Start a single-player game.
- 3** Options: Sub-menu comprising all settings related to sounds, graphics, and controls.
- 4** Credits: Development team.
- 5** Exit: Leave the game.

HOST/LOCAL

If this is your first encounter with ARK Survival Evolved, we recommend starting in single-player mode until you've learned the basics.

Select *host/local* and the following window will appear on your screen. Here, you can adjust various settings and parameters for your local game.



- 1 Choose the map you want to play.
- 2 If you have any mods (modifications) installed, you can select the ones you want to use, here.
- 3 Adjust individual parameters (e.g. difficulty level).
- 4 Specify diverse configurations.
- 5 Create a dedicated server (for network games without individual user interface).
- 6 Play in single-player mode or start a multiplayer online game.
- 7 Create a new and randomly generated map.
- 8 The file symbol indicates that a saved game is available. By clicking on it, you can delete the savegame. On the upper edge of the screen you can delete all savegames at once with only one click.

Select a map

At the very beginning, there's only one available map: *Ark - The Island*. This map is sufficient for hours of gaming fun, however, you can download other DLC maps for free: *The Center*, *Ragnarok*, and *Valguero*.

In case you've installed one of the add-ons, you also obtain the following maps: *Scorched Earth*, *Aberration*, *Extinction*, and *Genesis: Part 1*.

Additional maps can be downloaded in the form of mods. A couple examples of the most popular map mods would be *Valhalla* or *Shigo Island*. You'll learn how to download and install mods for the computer in another chapter.

You can also create a randomly generated map by clicking on **7** *create procedural ARK*. On the next screen, you can individually adjust various settings, select names, and, lastly, generate a new map.

Warning: randomly generated maps might change or even get deleted when updating the game.

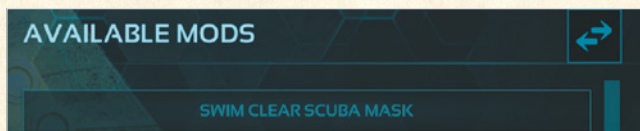
The possibility to generate maps is still only usable on an experimental basis. The classical maps normally provide more gaming fun.

Mods

Mods (modifications) change the base game. You can, for example, add new dinosaurs, change the features of creatures and weapons, take advantage of better crafting facilities, and more. Read more about mods in chapter 12.

In order to actually be able to click on **2** *mods*, you have to make sure that you've installed mods in the first place; otherwise you have no access to this function.

Only activate the mods you want to use. Too many mods affect your system negatively and can slow down your gaming speed.



On the lower right side of the screen, the available mods are listed. Select those you'd like to activate and continue by clicking on the arrow next to the headline. On the upper right side, you can see the mods that are currently in use. You can also delete them in the same way.

Warning: when you remove mods, all associated benefits/items will be removed as well (e.g. newly added building structures).

Detailed Settings

In the following, we would like to give you a deeper understanding of the detailed settings that go along with numbers 3 and 4.

For adjustment, you can either use a slide control like the one below or enter the values directly into the box. By doing so, you can easily exceed the slide control's range.



Click on a box with a number and put in a value that goes beyond the slider's limitation.

Difficulty Level

The settings for the difficulty level determine the maximum level of the creatures in the game and the quality of the loot.

The standard value of 0.2 equals a max. creature level of 30 and loot at 100%. In single player mode, the max. value of 1.0 keeps the wild dinos at a max. level of 150 and the quality of loot increases by 500%. These are also the settings of the official PvP and PvE servers.

For multiplayer servers, all data gets changed and saved in the form of a config file. The level of difficulty is determined a bit differently here.

Overview of difficulty level in local multiplayer mode:

Difficulty	Max. Creature Level	Loot Quality
0.20	30	100%
0.40	60	200%
0.60	90	300%
0.80	120	400%
1.00	150	500%

Prohibiting ARK Tribute Downloads

This is only of interest in a multiplayer server network. This function allows or prohibits transferring characters to another sever within the same server network.

Flyer Carry (PvE)

If this setting is turned on, flying creatures are allowed to transport other wild creatures in PvE mode. Then, you could do something like, throw a wild Carno into a stranger's base so that it eats all of their dinosaurs. That's why this function is disabled by default. It's definitely more fun when this feature is enabled. Otherwise, pterosaurs can't carry other wild creatures in PvE mode.

Hardcore Mode

If this function is enabled, you only have 1 life. If your character dies, you have to restart with a new one at level 1.

PvE Mode

When player versus environment is selected, you don't play against each other in multiplayer mode. It's not possible to kill, attack, or destroy dinos or structures from other players. In PvE mode, this is only possible when one tribe declares war on another and the declaration is accepted by the other tribe. If the PvE mode is disabled, you can attack, plunder, or destroy other players and their property at any time (this would be the PvP mode = player versus player).

Determines how many structures can be located within a certain area. If you want to build a lot in one spot, increase this value.

Day Cycle Speed

The higher the value, the faster the time passes.

Day/Night Time Speed

The higher the value, the shorter the day or night.

XP Multiplier

The higher the value, the more experience the player gains.

Taming Speed

The higher the value, the faster dinosaurs are tamed and the lower the amount of narcotic required.

Dino Character Food Drain

We highly recommend keeping the value at 1.0. On the one hand, the dino needs less food the lower you set the value, but on the other hand, the taming process takes longer since the dino needs to eat as frequently.

Player Character Food Drain

The lower the value, the longer you can go without food or water.

Harvest Amount

The higher the value, the more things you receive when farming.

Harvest Health

The higher the value, the more resources you gain from an item (e.g. wood/thatch from a tree).

Resources Respawn Period

The lower the value, the faster the re-growth period of resources.

JOIN MULTIPLAYER GAME

Go to the main menu and click on *Join ARK* to play in multiplayer mode.



- 1 Server name filter: Enter a part of a name to find a specific server (unofficial servers often include descriptions in their names, for example, Tame x4, which indicates that the taming speed is set to 4x).
- 2 Click on this panel to select one of the available maps (e.g. *Ragnarok*). Under game mode, you can choose between PvE and PvP servers.
- 3 Session filter: Here, you can filter whether you search for an official or unofficial server, servers your friends are on, or the one you've already played on (*my survivors*). LAN servers (local networks) are also indicated here.
- 4 The main screen displays all servers and any related information ARK is able to find.
- 5 Click on a server on the main screen (4) and select "join" to enter the game.
- 6 Select a server and click on this panel in order add it to your favorites (found under (3)). Servers you've played on recently are added to your favorites automatically.

OPTIONS

In this section, you can adjust a lot of ARK-related settings. Here, you can see the options from the computer version:



By clicking on the four symbols at the top of the screen, you can display the keyboard layout of the controls and, if required, change it according to your needs. On the left-hand side of the options, you can find all graphic and audio settings.

TIPS FOR GRAPHIC SETTINGS

ARK requires a very high operating level. Especially on the computer, the game quickly pushes the system and the graphics card to their performance limits.

In gameplay, place your character on a hill with a view of the ocean under sunny light conditions and with a forest in proximity. Now, try various settings and take a look around in the game. By doing so, you can find out which effects you can do without and which ones you want to keep.

Provided you reduce the values, the following settings come along with a remarkable increase in performance without a loss in gaming ambiance:

- *Post processing*
- *Anti-aliasing*

- *General shadows*
- *Terrain shadows*
- *Sky quality*

Window Mode: Choose full-screen for a better performance.

Ground Clutter Density

Disabled ground clutter density yields better performance and provides yet another advantage:

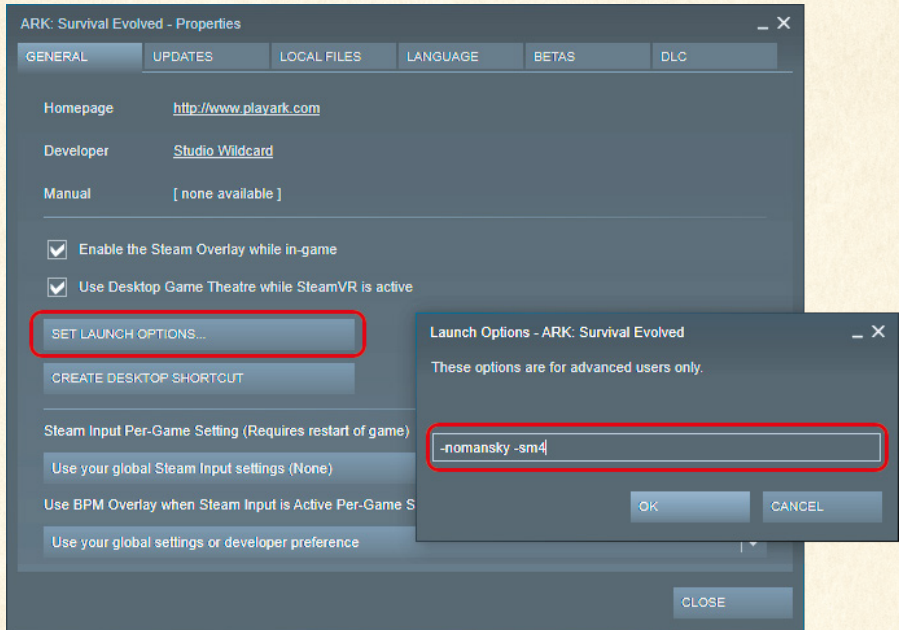
By turning off ground clutter density, in-game resources and little items on the ground are better recognizable and can be found easier (e.g. small eggs).

Almost every adjustable setting in the left corner at the bottom (e.g. *motion blur*) can be disabled in order to improve performance. The following things can remain activated since they only have a small impact on the performance:

- *Sub surface scattering*
- *Simple distance character movement*
- *Color grading*
- *Light bloom*
- *Light shafts*
- *Low quality level streaming*

How to Change Starting Parameters

On the computer, you can change your starting parameters in Steam to achieve better in-game performance. It is, however, always dependent on your system whether these settings benefit an increase in performance or not. In addition, these alterations decrease the graphics quality significantly.



- Pull up Steam and go to your *library*. Right click on the game *ARK: Survival Evolved* and select the last point on the list *properties*.
- In the next window, under the *general* tab, click on *set launch options*.
- Type the following commands into the launch options and confirm with OK. You can also use every command individually:
 - *-UseallAvailableCores* (only for multi-core processors)
 - *-sm4* (utilizes DirectX 10 Shader instead of the latest version, DirectX 11)
 - *-nomansky* (sky effects are disabled)
 - *-lowmemory* (for systems with a main memory of 4 GB and smaller)

In order to erase these settings, delete the corresponding item in the launch options.

1.2 GAME BASICS

ENTER THE GAME

When you first start a game you have to create a character:



- 1** Adjusting the appearance: First, choose between a male or female character. Use the slide control to change your appearance.
- 2** Preview: Here, you can see how your character will look.
- 3** Spawn location: Select a zone to determine your starting position. Depending on the map, the area you start in can be more or less dangerous. In regard to the standard map *The ARK - The Island* we recommend starting in the southern area (provided you're a beginner) since it's not as dangerous. The north, in contrast, is more densely populated by predatory animals.
- 4** Name your character and start the game by clicking on *create new survivor*.
- 5** With *download ARK survivor*, you can use a character you've saved in an obelisk on another server. By doing so, you can transfer a character from one server to another. This is only possible on a server network (e.g. official PvP servers).

FIRST MINUTES OF THE GAME

Your character appears on the island naked and without any equipment. Survival is key. At any time, you can view and change the game control and keyboard layout in the options menu.

It's very likely that you will quite often die during the first few minutes of the game. Wild creatures that eat you, hunger, thirst, fall damage, and more will cause your death. Even though it's annoying to lose all the equipment you've collected every time your character dies, it's not that bad. By collecting and crafting new equipment, you will become stronger and gain experience.

Below, is a small list with a few tips that will help you survive during the first few minutes:

- Stay close to the beach at the beginning. Advantages: There's a lot of water that satisfies your thirst and not too many dangerous animals.
- Harvest wood and thatch with your bare hands and collect berries, fibers, and stones.
- Craft a stone pick and gather flints.
- First, depending on how you play, you'll want to increase your health (for longer survival), weight (to carry more objects), or movement speed (to run away faster and track animals better).
- After you've leveled up, you have to learn the following Engrams: stone pick, spear, and campfire. Then, craft cloth clothing, a hide sleeping bag, and a box.
- Hunt little dinos (e.g. Dodos) to gain raw prime meat and hide.
- Craft clothing. It better protects you from heat and cold and also provides armor protection.
- Build your own little base with a sleeping bag (onetime spawn point after death), a campfire (to cook meat), and a storage box (to store important items).
- Gain some more experience and you will soon be able to learn the first Engrams for a (thatch) building structure and a bed. Then, build them.
- Search for a suitable place where you can live near water and protected (e.g. on cliffs or against rock faces). Additionally, make sure that it's as flat an area as possible where you can build and in proximity to wood and stones.

- Build your first little thatch shed with walls, a roof as well as a door, and furnish it with a bed, cooking place, and storage boxes or shelves. Save some space for things like a mortar and pestle, or even a forge that can be built at a later time.
- Try to tame some dinos as soon as you can. Don't try to tame the high-leveled dinos at the beginning. Dino levels from 5-20 are enough to help you through the first hours. Advantage: They don't need as many narcoberries yet to get stunned and it takes less time to tame them. Always bring a sufficient amount of narcoberries, feed, bolas, and clubs for taming. Later on, narcotics, bows, and tranquilizer darts are, of course, more suitable. Here are some dinos you can tame relatively easily at the beginning and which are of great use as well:
 - Dilophosaur: Knock it unconscious with the club or your fists and tame it with meat. 2-4 of them provide good protection for your base or during excursions. Their eggs can be useful for kibble.
 - Parasaur: Catch it with a bola, knock it unconscious with a club or your fists, and use berries to tame it (preferably mejoberries). The Parasaur is your first riding creature and can carry goods for you. Besides that, it makes harvesting berries easier compared to using your bare hands.
 - Iguanodon: a slightly better alternative to the Parasaur, but requires more time to tame and the use of a saddle can't be unlocked until level 30.
 - Raptor: With a bola and a club, a low-leveled Raptor is knocked out very quickly. Tame it with meat. The Raptor is a fast riding creature, can kill small animals quickly, and gather meat and leather. It's better than a Dilo because it's stronger and you can also ride on it.
 - Trike (Triceratops): with a Parasaur, you can gather the required amount of narcoberries and mejoberries you need for taming a Trike more quickly. Since a Trike is very defensive, it's better to use tranquilizer darts from a safe distance or to skillfully approach it. A Trike may be quite slow, but provides a relatively good weight capacity and collects berries way faster than the Parasaur.

Now, you should have reached around level 20 and be well-prepared for further progress.

You'll get to know more about experience, attributes, and Engrams in chapter 2.

HOW TO BECOME A TRIBE MEMBER

A tribe is the merger of several players on a multiplayer server. You can create a tribe at any time and invite other players to join you. In order to do so, go to the *tribe menu* in your inventory (or directly by pressing “L” on your keyboard) and type in the future name of your tribe.

A tribe comes with the following advantages:

- Players gain experience for actions of tribe members in the proximity.
- It’s easier to fight and survive in a team.
- Task sharing makes a lot of things go faster.
- Buildings, resources, and tamed dinos can be used mutually (depending on the settings).

You can only be a member of one tribe. That’s why you shouldn’t create a one-man tribe on a server right at the beginning. It is, however, possible to leave a tribe and enter a new one, but depending on the settings, you can potentially lose your buildings or tamed creatures.

In addition, other tribes may not invite you into their tribe because they see that you’re already a member of a tribe.

Tribe Manager

On the tribe manager screen, owners and admins can define the settings of their tribe.



- 1 Tribe Log: Here, you can see an overview of your tribe's recent events. You can also do things like, check if any dinos have been killed during your absence.
- 2 Overview of all tribe members.
- 3 Change the rank of tribe members (for owners and admins only).
- 4 Adjust the tribe governance (only owners and admins can change it).
- 5 Create and manage further ranks and the corresponding authorization of members.
- 6 Alliance overview and creating new alliances (for owners and admins only).

Tribe Ranks

In general, a tribe has three different types of ranks:

- Owner: The founder of the tribe with full rights.
- Admin: Has the same rights as the owner (except for removing the owner).
- Member: Has limited rights. For members, up to 10 additional groups with different assignments of rights can be created.

As an owner or admin, you can create and change the ranks under the menu item *manage tribe group ranks*:



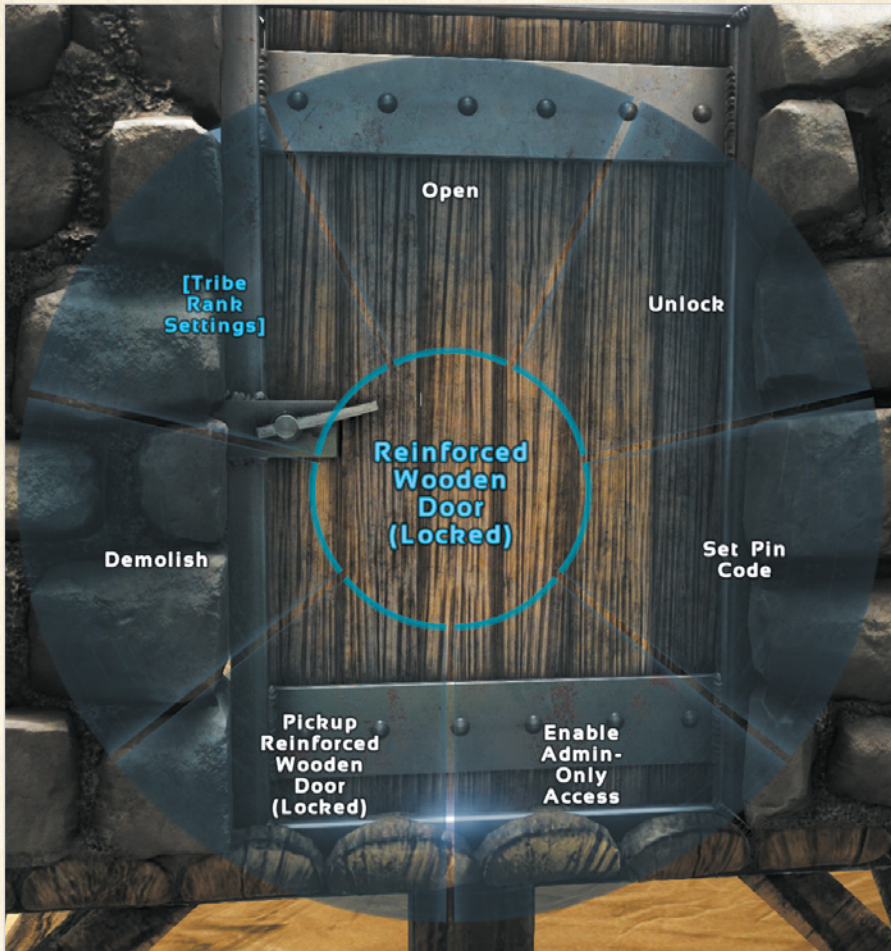
At first, create a *new group* **1**, name it, and set the values accordingly.

The setting for the *group ranking* **2** is very important. The higher the group ranking (0 - 10), the more rights the member has. You can also set these rights individually **4** to do things like, assign *structure ranking* or *riding animals ranking*.

Under point **3**, you can determine further rights.

If you have created more groups with different ranks, you still have to assign the corresponding rank to each member of yours in the main menu under tribe manager.

Now, you only have to determine the activate ranks for doors, boxes, cabinets, tamed animals etc. In order to do so, look at an object (e.g. a door) and hold the *use button*. In the radial menu, you can now either increase or decrease the *activate rank* (or access rank).



Here are examples for the different types of ranks:

A trial member has group rank 1.

A full member has group rank 2.

An officer has group rank 3.

A door has the tribe activate rank 2.

This means that the door can only be opened and closed by full tribe members or higher, admins, and owners.

Tribe Governance

The type of tribe governance specifies the ownership of and access to tamed animals and structures. In case a member leaves the tribe, it also determines whether dinos and buildings remain in the tribe's or member's possession. Owners and admins can change the governance.

Creature Ownership:

- *Tribe owned:* All dinos belong to the tribe. When you leave the tribe, your dinos remain in the tribe's possession.
- *Personally owned, tribe ridden:* Already existing dinos remain in your possession, but the tribe is also allowed to use them (e.g. releasing them as well).
- *Personally owned, personally ridden:* Already existing dinos remain in your possession and can only be used by the owner.

Tame Settings: (only changeable when personally owned)

- *Tribe taming:* Newly tamed dinos belong to the tribe.
- *Personal taming:* Newly tamed dinos belong to the player that has tamed it.

Structure Ownership:

- *Tribe owned, admin demolish:* Structures remain in the tribe's possession, only admins are allowed to destroy them.
- *Tribe owned:* Buildings belong to the tribe; all members can demolish them.
- *Personally owned, tribe Snap, admin demolish:* Buildings belong to the player; members can, however, replace objects. Admins can even destroy them.
- *Personally owned, personal snap:* Only the player owns the property and demolishing rights.

Locks & Pin Codes: (only available in personally owned structure ownership)

- *Tribe locks & pin codes:* Tribe members don't need a pin code for locks (provided that they are in use).
- *Personal locks & pin codes:* Even tribe members need to know the pin codes (in case they are used).

Dino Release Allowed:

- *It's possible for tribe members to release them.*
- *Only admins can release them.*

Before joining a tribe, take a look at the type of governance the tribe has determined. Be aware, that your property may completely fall into the tribe's hands and you can never reclaim it if you decide to leave.

Tribal Alliance

In regard to tribal governance, owners and admins have the option to establish alliances. In order to do so, they have to invite another tribe's owner or admin who, in turn, must accept it.

An alliance comprises up to twelve tribes and each tribe can have only five members at the most.

An alliance offers the following advantages:

- Mutual use of electricity and troughs.
- You can't be attacked by creatures or weapons owned by the alliance.
- There's a private alliance chat and an individual colored marking for alliance members (players, structures, and buildings).
- Pillars don't prevent the construction of new alliance buildings.

Especially on PvP servers, alliances are for the benefit of a lot of tribes. You can safely move through an alliance tribe's territory and therefore, a lot of small tribes can become a powerful force as well.



2: GAME MECHANICS

2.1 EXPERIENCE

You're going to gain experience during the game. Once you've gained enough experience, you level up and, consequently, increase your attributes and learn new Engrams.

You gain experience for every action you carry out in ARK:

- Over time, you automatically gain experience (when in-game, of course)
- Harvesting and gathering resources
- Crafting items
- Killing enemies
- Taming and breeding creatures
- Gathering explorer notes
- Actions of tribe members in proximity (you receive 50% of their experience)

Actually, you don't need to carry out specific actions to gain experience. Simply gather, hunt, and build like normal, and you'll level up accordingly.

The higher the level of the item you're crafting or the more expensive it is to craft, or the more dangerous the enemies, the more experience you gain.

Try to join a tribe as quickly as possible and play with or around other tribe members. As a result, you gain 50% of the experience they gain.

Collecting explorer notes (usually found in ruins or caves) doubles your gain in experience for the next 10 minutes. Therefore, use these 10 minutes to gain as much experience as possible.

An explorer note can only be collected once.

2.2 ATTRIBUTES

OVERVIEW

Each character has 11 attributes and a few other additional values that determine its survival. Pull up the *inventory* to get a full overview of your character's most important values in the center of the screen.

As soon as you've gained enough experience, you level up and, consequently, can increase one out of ten attributes. In order to do so, click on the plus icon next to the attribute. Each attribute has the following individual effect on the game:

Health:

affects your current life value. The higher it is, the longer you can keep up a fight.

Stamina:

the higher the value, the more actions you can perform without getting exhausted (e.g. running, fighting, farming).

Oxygen:

the higher the value, the longer you can stay under water without drowning.

The screenshot shows the character status screen for 'YOU'. The character is named 'Robert Raptor', level 25, and belongs to the 'Tribe of Robert Raptor' in 'The Writhing Swamps'. The screen displays various attributes and their current values relative to maximums, along with icons for each attribute. The attributes are: Health (150.0 / 150.0), Stamina (100.0 / 100.0), Oxygen (100.0 / 100.0), Food (79.1 / 100.0), Water (90.0 / 100.0), Weight (10.5 / 180.0), Melee Damage (100.0 %), Movement Speed (116.5 %), Crafting Skill (100.0 %), Fortitude (0.0), and Torpidity (0.0 / 200.0). The screen also shows the character's current level (25), tribe name, location, and various environmental stats like Day (1), Time (09:44), and Temperature (28°C). The character's armor is 78.5, and they are wearing a helmet (armor 1.0), a shirt (armor 77.9), pants (armor 78.0), and gloves (armor 78.3, 0.5 offhand). The character's XP is 3090.8 / 3250.

Attribute	Current Value	Maximum Value
Health	150.0	150.0
Stamina	100.0	100.0
Oxygen	100.0	100.0
Food	79.1	100.0
Water	90.0	100.0
Weight	10.5	180.0
Melee Damage	100.0 %	
Movement Speed	116.5 %	
Crafting Skill	100.0 %	
Fortitude	0.0	
Torpidity	0.0	200.0

Food:

the higher the value, the longer you can cope without food.

Water:

the higher the value, the longer you can do without drinking.

Weight:

the higher the value, the more you can carry without being overloaded.

Melee Damage:

the higher the value, the more damage you cause with melee weapons.

Movement Speed:

the higher the value, the faster you can run. With a value of 120-130 you can get away from almost any dino.

Crafting Speed:

the higher the value, the faster you can craft items.

Fortitude:

the higher the value, the longer you can cope with heat, cold, and poison until negative effects occur.

Torpority:

this value indicates how quickly you pass out from the effects of poison. When your torpor reaches a value of 50, you black out. This value can't be raised. Increase your fortitude to prevent you from passing out quickly. You can't increase the torpor value!

You can find further values on your inventory screen:

Armor:

the higher the armor value, the better you can cope with damage. This also applies to damage caused by torpor (e.g. induced by a Titanoboa).

Hypothermic Insulation:

the higher this value, the better you're protected from freezing to death or cold in general. Depending on your clothing/armor, this value enhances or declines. Fire increases the value (e.g. a torch in your hand or a campfire in the proximity). The food *Fria Curry* increases the value as well.




Hyperthermic Insulation:







the higher this value, the more you're protected from heat. This value increases or decreases according to clothing/armor. In addition, *Calien Soup* increases this value.

The game's highest level, by default, is 100. After ascension, the maximum level increases (depending on the level's difficulty) by 5 (gamma), 10 (beta), or 15 (alpha) steps.







STATUS EFFECTS

When playing ARK Survival Evolved, you are constantly affected by a variety of environmental influences like heat or torpor. This is what the symbol in the left corner at the bottom of your screen indicates. If you're riding an animal, the corresponding item is displayed above the animal's values in the upper edge of the screen.

Symbol	Effect	Description
	Cold	You're cold and your stamina drops.
	Hypothermia	You're slowly freezing to death, your stamina drops, and you slowly take damage.
	Hot	You're hot and your stamina drops.

Symbol	Effect	Description
	Burning (internal)	The heat causes you to burn internally, your stamina drops faster, and you slowly lose health.
	Enflamed (external)	You're set on fire by dragon's breath, flame thrower, or heat wave. (only in Scorched Earth)
	Heat Stroke	You've been in the heat for too long. Sprinting is not possible, vision clouds, and you lose health. (only in Scorched Earth)
	Starving	You're in urgent need of food. You slowly lose health. You're not able to regenerate stamina.
	Dehydrated	You urgently need to drink something. You slowly lose health and you're not able to regenerate stamina.
	Encumbered	You're carrying too much. Your movement is slowed or you're completely unable to move.

Symbol	Effect	Description
	Exhausted	You have no remaining stamina. Wait a moment for your stamina to recover or you'll pass out.
	Food Poisoning	You ate poisoned food. You lose health.
	Venom (blind)	You were blinded (e.g. by a Dilophosaurus).
	Crafting/Repairing	You're crafting something at the moment. That's why your movement speed is decreased.
	Suffocating	You're out of oxygen. If you don't get oxygen quickly, you'll die. Get some air!
	Injured	You are extremely injured and your movement is massively hindered.

Symbol	Effect	Description
	Tranquilized	You've been tranquilized (e.g. by a Titanoboa) and your torpor level decreases.
	Knocked Out	You're knocked out and you can't move until the torpidity decreases.
	Webbed	You've been slowed (e.g. by a spider web).
	Leeched	A leech attached itself to your body and your health drains. Remove the leech as fast as possible. Walk into a fire in order to remove it.
	Gashed	You have a large wound (e.g. from an Allosaurus). You lose 5% health for five seconds and are slowed.
	Gaining Exp.	You gained experience.

Symbol	Effect	Description
	Experience Bonus	You've collected an explorer note and you receive a bonus for 10 minutes because of the experience you've gained.
	Iced Water	You drank iced water (from the fridge). Your resistance against heat increases and resistance against cold decreases.
	Shelter	The shelter icon appears on the right edge of the screen above your values. You're under a roof in a house. For this reason, you're better protected from weather.
	Healing	You regained health (e.g. by food or a healing elixir).
	Lesser Antidote	You've consumed a lesser antidote and you're healing from swamp fever.

2.3 ENGRAMS + CRAFTING

With the corresponding items, you can craft the so-called Engrams which, in plain English, are recipes you can learn in-game. Once you've learned an Engram (e.g. stone hatchet), you can craft that item in the crafting menu. The following criteria need to be met in order to be able to craft items in the first place:

- The corresponding Engram has to be learned or available as a recipe (blueprint).
- Required resources need to be fully available.
- You have to work at the corresponding crafting station (e.g. your inventory or a forge).

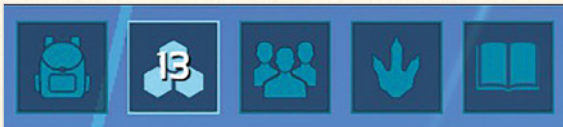
LEARNING ENGRAMS

Each Engram costs a certain number of Engram points (EP) to learn.

Engrams require a certain minimum level to learn. With each new level, you get access to additional Engrams.

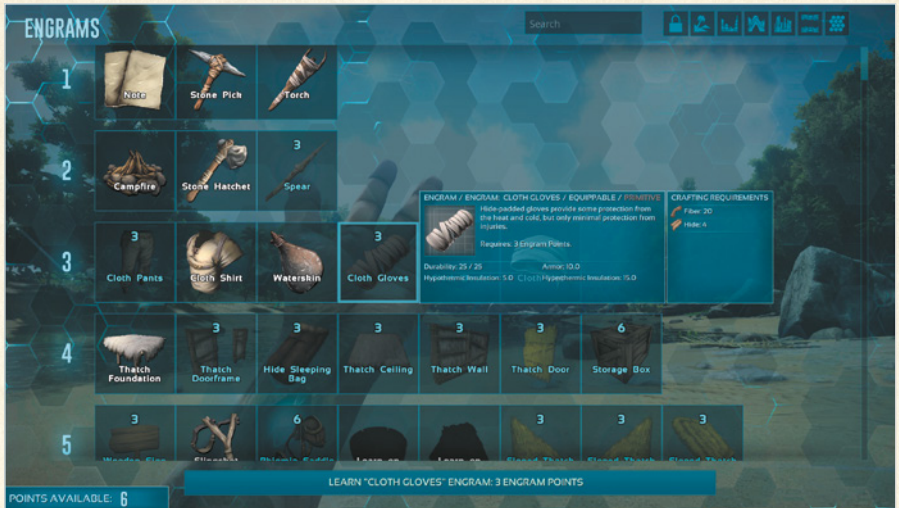
You receive EPs whenever you level up. The higher the level, the more Engram points you get; high-level Engrams, however, are more expensive.

After leveling up, the Engram window appears on your screen automatically. You can, of course, pull up the Engram menu at any time. Open your *inventory* and switch to *Engrams* in the menu displayed on the upper edge of the screen.



In the following, you can find an overview of all Engrams.

The Engram Menu



The colors of each Engram mean the following:



- **White:** Engram has already been learned.
- **Blue Text / Light Grey Symbol:** Engram has not been learned yet. Costs are displayed. Double-click to start learning.
- **Blue Text / Yellow Symbol:** another Engram needs to be learned first (by double-clicking, you can learn all required Engrams at once).
- **Dark Grey Font / Red Symbol:** you don't have enough Engram points to learn this Engram.
- **Blackened:** your level is too low to learn this Engram. The required Engram is displayed on the left edge. If it's part of another DLC, the name is indicated.

There are requirements that need to be met in regard to various Engrams. For example, you have to learn the slingshot Engram before being able to learn the bow Engram.

Don't spend your Engram points all at once. Save some of your Engram points to be able to learn important new Engrams as soon as you've leveled up.

Finding Engrams/Blueprints

You can also find Engrams in the form of blueprint notes. With these notes, you can craft items without learning the respective Engram.

These kind of Engram recipes can be found in loot crates.



All you have to do is put the blueprints into the corresponding crafting tool (inventory, forge, fabricator) in combination with the sufficient amount of resources. Start the crafting process with a *right click* on the recipe.

A variety of loot crates can be found on the main land, in caves, and underwater. The higher the level of the loot crate, the better the blueprints it contains.

An orange circle around the loot crate (like in the picture above), means that it contains twice the amount as usual.

RESOURCES

In order to be able to craft items, you need resources. You can find them anywhere on the map, receive them from creatures, or find them in caves.

Below, you can see an overview of all essential resources that can be found in ARK. Resources that need to be crafted from other resources and can't be found in another way, are not listed here (e.g. metal pipes or charcoal from burnt wood).

Symbol	Resource	Source	Best Harvesting Dinos & Tools
	Fiber	Plants: everywhere	Therizinosaur, Gigantopithecus, Dire Bear, sickle
	Thatch	Trees: everywhere	Megaloceros, Brontosaurus, Woolly Rhino, pick
	Wood	Trees: everywhere	Castoroides (beaver), Therizinosaur, Mammoth, hatchet
	Stone	Rocks: everywhere	Doedicurus, Dunkleosteus, Ankylosaurus, hatchet
	Flint	Rocks: everywhere	Ankylosaurus, pick
	Metal	Golden, iron-containing rocks: mountains, caves	Ankylosaurus, pick
	Cement	Manufactured, beaver dams, insects (by Beelzebufo)	Beelzebufo
	Achatina paste (substitute for cement)	Achatina snails (swamp denizen)	Taming of Achatina
	Obsidian	Smooth, black Obsidian stone: large mountains	Ankylosaurus, pick

Symbol	Resource	Source	Best Harvesting Dinos & Tools
	Organic Polymer (substitute for polymer)	Kairuku	Pelagornis, Wooden Club
	Fur	Hairy creatures (e.g. Direwolf, Mammoth, Castoroides)	Direwolf, Sabertooth, Hatchet
	Human Hair (substitute for fur)	Player	Scissors
	Wool (substitute for Fur)	Ovis (sheep)	Scissors
	Leather	Many creatures	Giganotosaurus, Direwolf, Sabertooth, Rex, Therizinosaur, Hatchet
	Chitin & Keratin	Insects, creatures with Horn	Sabertooth, Direwolf, Beelzebubo, Diplocaulus
	Crystal	High mountains and caves	Ankylosaurus, Pick
	Silica Pearls	Ocean floor, sometimes at the bottom of rivers and lakes, beaver dam	Hand, Otter (during fish hunting)
	Black Pearls	Eurypterid, Ammonit, Tusoteuthis, Alpha Mosasaurus	Megalodon, Pick, Otter (during fish hunting)
	Oil	Oil stones: ocean floor and in icy regions at the shore	Dunkleosteus, Ankylosaurus, pick
	Sap	Redwood trees	Tree Sap Tap






Symbol	Resource	Source	Best Harvesting Dinos & Tools
	Angler Gel	Anglerfish	Direwolf, Megalodon, Hatchet
	Rare Flower	Swamp plants, red alpine flowers, beaver dam	Moschops, Therizinosaur, Brontosaurus, Ankylosaurus
	Rare Mushroom	Swamp trees, beaver dam, crystal	Moschops, Therizinosaur, Brontosaurus, Mammoth
	Raw Meat	Almost every creature	Giganotosaurus, Mosasaurus, Rex, Pick
	Raw Prime Meat	Large creatures (e.g. Paracer, Bronto, Rex)	Giganotosaurus, Mosasaurus, Rex, Pick
	Raw Fish	All fish	Baryonyx, Pelagornis, Spinosaur, Pick
	Raw Prime Fish Meat	Big fish	Baryonyx, Spinosaur, Pick
	Berries (all kinds)	Plants: everywhere	Brontosaurus, Chalicotherium, Therizinosaur, Stegosaurus
	Element	Bosses	No harvesting: kill and loot bosses

CRAFTING STATIONS

When you've learned an Engram or you're in possession of the corresponding blueprint note, you are able to craft an item. In order to do so, open the respective crafting station (e.g. your inventory or your workbench), put all required resources (and possible blueprints) into the station, double-click on the Engram that is shown in the crafting station, and the crafting process starts. If you want to craft several items, click on the Engram and choose the desired quantity.





Passive Crafting

You can also craft items passively in quite a few crafting stations by putting the required resources into the station. After doing so, wait the required period of time. It's usually additional resources that are crafted like this. Here is a small selection:

Symbol	Item	Crafting Station	Action
	Cooked Meat	Campfire	Place wood and raw meat on the campfire and ignite it.
	Spoiled Meat	Irrelevant	Meat spoils by itself after some time.
	Charcoal	Diverse (all fire objects)	Burn wood in a campfire or other places with fire.
	Metal Ingot	Industrial Forge	Put 2 metal objects and wood in a forge and ignite it.
	Gasoline	Industrial Forge	Put 3 oil and 5 hide objects in the industrial forge (plus wood) and ignite it.

List of Crafting Stations

Symbol	Crafting Station	Level	Utilisation
None	Inventory	1	For all basic items.
	Workbench	20	For better and elaborate objects (usually metal).
	Fabricator	48	For modern objects; usually made of polymer or electronics. Runs on gasoline.
	Tek replicator	Boss defeated	Creates all Tek items. Runs on Element.
	Campfire	2	Passive. Log fire.
	Industrial Grill	50	Passive. Runs on gasoline.
	Mortar & Pestle	6	Produces diverse items (e.g. narcotics, sparkpowder, cement, gunpowder).
	Chemistry Bench	82	Enhanced mortar. Runs on gasoline & electricity.
	Cooking Pot	8	For food, coloring, soap, kibble. Passive. Log fire.
	Industrial Cooker	89	Enhanced cooking pot. Passive. Runs on gasoline.

Symbol	Crafting Station	Level	Utilisation
	Refining Forge	20	Production of metal ingots and gasoline. Passive. Log fire.
	Industrial Forge	80	Enhanced forge. Runs on gasoline.
	Industrial Grinder	64	Destroys objects to reclaim resources. Runs on gasoline.
	Beer Barrel	36	Makes beer using 40 straw and 50 berries. Passive station.

RECIPES FOR FOOD, COLORING, AND KIBBLE

With the right ingredients, you can craft a lot of dishes, coloring, kibble for taming, jerky, and many other items. You can get some recipes from defeated enemies and others you need to figure out by yourself. But here's a little list for you:

„Duration“ indicates the duration of effect and „spoilage“ how long the item can be kept in your inventory without spoiling. The durability of all perishable products extends accordingly when storing them in different containers.

Durability of perishable goods:

- Inventory (1x)
- Tamed creatures (4x)
- Smoking chamber (10x) (runs on gunpowder)
- Refrigerator (100x) (powered by electricity)
- Trough (4x) (only for all types of food)
- Bed (200x) (as long as it's unfertilized and not harvested)
- Compost pile (only for feces)

Calien Soup (cooking pot)			
Recipe	Effect	Duration	Spoilage
<ul style="list-style-type: none"> ■ 10 mejoberries ■ 20 amarberries ■ 20 tintoberries ■ 5 lemons ■ 2 stimulants ■ 1 water container 	+50 heat protection -25% water consumption	15 min.	5 hours

Enduro Stew (cooking pot)			
Recipe	Effect	Duration	Spoilage
<ul style="list-style-type: none"> ■ 10 mejoberries ■ 9 cooked meat ■ 5 carrots ■ 5 potatoes ■ 2 stimulants ■ 1 water container 	+35% melee damage +1.2% health	15 min.	5 hours

Focal Chili (cooking pot)			
Recipe	Effect	Duration	Spoilage
<ul style="list-style-type: none"> ■ 10 mejoberries ■ 9 cooked meat ■ 20 amarberries ■ 20 azulberries ■ 20 tintoberries ■ 5 lemons ■ 1 water container 	+25% movement speed +100% crafting speed	15 min.	5 hours

Fria Curry (cooking pot)			
Recipe	Effect	Duration	Spoilage
<ul style="list-style-type: none"> ■ 10 mejoberries ■ 20 azulberries ■ 5 corn ■ 5 carrots ■ 2 narcotics ■ 1 water container 	+50 hypothermic insulation -25% food consumption	15 min.	5 hours

Lazarus Chowder (cooking pot)

Recipe	Effect	Duration	Spoilage
<ul style="list-style-type: none"> ■ 10 mejoberries ■ 9 cooked meat ■ 5 corn ■ 5 potatoes ■ 2 narcotics ■ 1 water container 	-85% oxygen consumption underwater +1.2% stamina per sec. Very helpful for long expeditions underwater without oxygen tank.	10 min.	5 hours

Shadow Steak Saute (cooking pot)

Recipe	Effect	Duration	Spoilage
<ul style="list-style-type: none"> ■ 20 mejoberries ■ 3 cooked prime meat ■ 2 rare mushrooms ■ 1 carrot ■ 1 potato ■ 8 narcotics ■ 1 water container 	+50% heat protection + 50% hypothermic insulation -80% weapon recoil night vision	3 min.	5 hours

Battle Tartare (cooking pot)

Recipe	Effect	Duration	Spoilage
<ul style="list-style-type: none"> ■ 20 mejoberries ■ 3 raw prime meat ■ 2 rare flowers ■ 1 lemon ■ 1 corn ■ 8 stimulants ■ 1 water container 	+60% melee damage +15% fortitude +50% movement speed stamina regen. +50% food/water consumption -90 health	3 min.	5 hours

Medical Brew (cooking pot)

Recipe	Effect	Duration	Spoilage
<ul style="list-style-type: none"> ■ 20 tintoberries ■ 2 narcotics ■ 1 water container 	+40 health	5 sec.	2 hours

Energy Brew (cooking pot)			
Recipe	Effect	Duration	Spoilage
<ul style="list-style-type: none"> ■ 20 azulberries ■ 2 stimulants ■ 1 water container 	+40 stamina	5 sec.	1 hour

Nirvana Tonic (cooking pot)			
Recipe	Effect	Duration	Spoilage
<ul style="list-style-type: none"> ■ 200 mejoberries ■ 24 cooked prime meat ■ 20 rare mushrooms ■ 20 rare flowers ■ 72 narcotics ■ 72 stimulants ■ 1 water container 	resets attributes, but saves Engrams	immediately	5 hours

Sweet Vegetable Cake (cooking pot)			
Recipe	Effect	Duration	Spoilage
<ul style="list-style-type: none"> ■ 25 fiber ■ 7 sap ■ 2 corn ■ 2 carrots ■ 2 potatoes ■ 4 stimulants ■ 1 water container 	+500 health +15% health regeneration only for herbivores tames Ovis and Achatina	immediately	1.3 hours

Broth of Enlightenment (cooking pot)			
Recipe	Effect	Duration	Spoilage
<ul style="list-style-type: none"> ■ 10 mejoberries ■ 2 lemons ■ 2 corn ■ 2 carrots ■ 2 potatoes ■ 5 wo. Rhino horn ■ 1 black pearl ■ 1 water container 	+50% experience tames Arthropluera	20 min.	5 hours