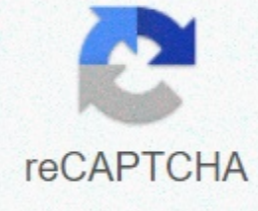




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Ark beginners guide ps4

Ark: Survival developed early access only landed on PlayStation 4, opening the game to a death of new players. Those who have been playing it for a while are miles ahead of those just starting out, but it also means that useful tips are already abundant on the internet. If you are a PS4 user who is just a copy of the game, here's what you need to know. Minecraft-ing your way to survive The beginning of Ark: Survival evolved is very Minecraft-ish. You wake up in a beach in an unfamiliar place full of dinosaurs and other predators out for some human meat. If you played the game, you know what to do: make a Pickaxe as soon as possible. You can do this by collecting some rocks and wood. This is where you start; then you can move on to other tools, clothing, and ultimately a base. Building a base is crucial in Ark: Survival Developed. This is where your body rests while offline (because the Ark: Survival Evolved world continues even when you're not signed up). It can also keep your tribal mates safe, but build a solid one ASAP (one that isn't made of inches). It's also your duty to keep your Ark: Survival Evolved home safe as it's still susceptible to attacks. The most recommended area to build up a base is South Zone 3. Find the place where you will mostly be hidden from sight. If you see a dangerous animal, do not even try to fight it, as it can deliberately go to your nest and destroy it before it comes for you. You can plop your dead body: Survival Evolved has a rather unique way of dealing with death. When you die, you get the choice to start over as a new character or continue using the one who just died. If you choose the latter, you'll still have your current level, Engramme, skills and privileges. However, you should look for your inventory. You have to find your dead body and plop it to get your belongings back. However, you should be on the lookout for predators, as they will sometimes stick around after you die. You also want to find your body quickly as it is subject to decomposition. To help you find your body quickly, better make some bed as soon as possible. Respawn Points is all in the early stages of playing Ark: Survival Evolved, you'll randomly repay in the card, making it harder for you to find where you just died. But you can control where you're repaid next time by scoring points. By investing in the correct Engram, you will have the ability to build a bed, which makes for a permanent spawn point. If you can't have a bed yet, you can make a sleeping bag. It used the same as a regular bed, but it can only be used for once. Pets are all around you well, you need to tem them first. The easiest dinosaurs to tame in Ark: Evolved is the herbivores if they are obviously not interested in eating you. However, you can make your way up to small carnivores and then the bigger ones. One One thing to remember is that it's a lot like catching Pokemon - you have to faint them rather than kill them. The most effective way is by using a dull weapon. You just want to knock them out, not injure or kill them. Next, you need to feed them to gain their trust. You have to let them eat Narcoberries (and Mejoberries for herbivores) to keep them under. You will know once the taming is done when the progress bar is filled. Tags Ark: Survival Evolved guide Ark: Survival Evolved PS4 Tips Get the most popular iTechPost Stories in a Weekly Newsletter ARK: Survival Evolved - Beginners Guide This Guide gives you some goals and milestones to work after. Most guides answer questions, but if you're new to the game you don't know what questions to ask and when something becomes relevant to you. I try to solve some of it here and offer a 4x4x3 Base design. ARK: Survival Developed Guides: Tips and Tricks. Deviation guide for Taming. Introduction If you're new to this game and don't want to be surprised at everything I want to provide you with a list of things to do in an ordering fashion. It won't be a strict bucket list to work through, more a list of milestones and for simplicity I don't cover most things available in this game. I assume you have a general knowledge of what a survival game and especially ARK is about and you know how to use the internet to find more detailed information about not covered topics. I'll cover several milestones of the unlockable engrams and some key Dinos. Milestones in the Engram List The first few levels are very straight forward, collect things (especially fiber) and make a 1x1 home with storage boxes, bed etc. With Lvl 6 you can start making narcotics, you can't have enough of them. You will burn a lot of wood for fuel, keep the ash stored somewhere, as you will need it for gun powder later. Most creatures can cause datch and also wood structures, building a lot with this material is not recommended. LVL 16 - Fluent The Raft allows you a mobile home and gives you

good EXP for crafts, you also learn the Trike Saddle and it should make the collection of berries and datch much faster. You can build structures on the raft, I suggest building a tame pin raft that you can upgrade later to stone so that it works for Rexes and larger creatures as well. You have to watch a video on building rafts because it's not as straight forward as it appears. LVL 18 – Raptor Saddle The Raptor is the first carnivore you can drive to collect meat and hide quickly, also the conservation holder allows you to create jerky you need later for kibble (the best taming food). LVL 20 - Metal tool metal tool collects more resources per strike then stone, only dedication dinos collect more then metal LVL 24 - Stone Structures The Stone Structures allow you to build a base that is safe from most sources sources A start, you should have collected and stored resources for this lvl to build a litle house. A bigger one if you don't intend to move far away. LVL 25 - Crossbow The crossbow with tranq arrows is the most effective way to knock out creatures, if you haven't already started tampering now, the point is you want to do it. You'll need a lot of Narcotics. LVL 26 – Medium Crop plot The small crop plots are for berries only and the mediums are for vegetables. plant berries in the medium have no additional benefit. plants need irrigation and fertilizer (literal poop or fertilizer from a compost bin). watch a short video on how to set these things up to secure yourself some time. Vegetables are a better food to tem Herbivores and are also required for a few recipes such as kibbling later. LVL 30 – Pickle By now you know how annoying it is to collect fiber, eventually you can have this tool specialized for collecting fiber. LVL 36 – Ankylo Saddle The Ankylosaurus is the ideal being to use metal, crystal, flint and oil. Also the large crop plot is now unlocked, you can plant X seeds in it to have a rewolf for home defences. LVL 38 – Pteranodon Saddle This is the first hall for a flying creature, now is the time to explore around or move to the destination you want to make your home. Unfortunately, the Pteranodon can't carry a lot of weight. LVL 45 - Metal structures These structures provide the greatest protection, they can't even be damaged by alphas, upgrade your home if you feel the need to, but it will be expensive. LVL 50 - Industrial Grill By now you can set up electricity in your base and you unlock the industrial grid. upgrading to the campfire. Cook meat faster and in bulk. Now you can cook primal meat efficiently to make jerky for kibble. LVL 62 – Argentavis Saddle You unlock he fridge to conserve food much longer, air conditioners to hatch eggs and tranq arrows for the long neck gun. But being able to ride the Argentine is a big deal, now you can grab bigger dinos like an Ankylo and go out farming or taming easier by throwing things into your tamen. LVL 64 - Industrial Grinder This thing creates 1 flint out of 2 stone or 5 itching from 1 wood on top of 2 EXP (x Multiplier) per craft. Since you'll have more need for flint and thatch then for stone and wood, it's incredibly on top of the massive EXP profit. You must have the required 800 Cement Paste, 2000 Crystal, 3200 Metal Ingot, 600 Oil and 600 Polymer before joining lvl64. For example, to reach level 65, you will need 1554 EXP you need to pet the Lystro and grind down less then 6 stack of wood (which ideally you are stolen from a beaver pond). LVL 74 - Rex Saddle Finally you can ride the big guy to get meat, hide and EXP to kill everything. LVL 75 - Vault The Vault Storage 350 stacks of items, totally worth many of these to your storage area. LVL 76 - Quetz Saddle Now you can ride on the biggest flying creature, a Quetzal is very hard to tame, but worth it, it can carry great creatures like a Mammoth, Carnotaurus or a Stego. Removing in the air will stand your character on top of the Quetzal, resulting in you having a mobile platform to shoot from. Taming Tips The higher the level of a creature the more metrics it has, but it's also harder to tame. Lower level creatures will do the job just fine and save you a lot of hours and resources while taming. Aim for lvl –20ish in the beginning and try to go for women, since they produce eggs for you to collect. Higher level creatures with good metrics are recommended when you start breeding them and this is a whole new topic that you can get later. Since there are so many creatures in ARK, I won't touch most of them, but just a few I found to be very helpful to have as early as possible, I don't put a character lvl recommendation here on purpose, but the order is somewhat important. Lystrosaurus A passive tame, collects some rare flowers and tames one of these little dinos. Petting it will give you and surrounding creatures/stems a 35% EXP bonus for 5 minutes rant. Dodu You can beat them out with your fists and tame them with some berries. Get some women to start egg production. Parasaurus You probably need a bola to stop it running away, teming one or more of them to alert you to hostile beings who reproduce and they can carry things for you when you are. Trike Your first dino to farm resources, avoid shooting at its head when knocking it out. Raptor Uses a bola or increased positioning to be safe when taming these guys. Doedicrus This little Armadillo will gather Stone if set to wander (be careful when you let them wander around). Get one as soon as you can to secure your time. The saddle isn't really necessary. Castoroides The beaver will gather Wood if set to wander. Taming one is very difficult because they live in suits and will attack everything at once, using a pre-built trap, bola or an elevated position is key in taming one. As with the Doed, you don't need a saddle to make use of its ability. Pteranodon The first flyer, use a bola o tame one. Ankylosaurus They only used with the saddle, but you have to have one when you hit lvl 36 to start metal and flint efficiently. Argentines These birds have a high carrying weight and allow you to be more efficient on farming even before you can ride them. Get some before you can craft the hall. Oviraptor These guys are very rare, but you need them to boost your eggfarm production, the lower the lvl the less dodu eggs you need one to tem. (they only eat eggs when you get tame and you don't want to waste anything but dodu eggs on them). Ovis These sheep provide wool for fur clothing and mutton as the go to temp food for carnivores. 2007 Honda CRF 2000 2007 Honda TR500 one sweet vegetable cake (one ingredient is juice and therefore requires lvl 36). You can wear them with an Argent later and start breeding them. Slaughter one for mutton when you tem high lvl carnivores. Since most creatures begin to flee when they come close to bees unconscious, it is annoying to run to them, with a taming pen being recommended for most tame to be safe in time and keep frustration levels down. You can either build one from scratch near a potential tame you want or lure the creature into one. smaller creatures can be picked up with birds and dropped into sticky pens. 4x4x3 Base Design and Taming Fluent Base: This 4x4x3 home is a very compact design where you can fit everything you need. You start with a 2x4 floor plan and expand it later when you need it. in the first section you want to place the bed, campfire, the preservation of containers, refining forging, smithy, mortar and pest. All of this is only up to one wall high. You can now place catastrophes and put storage units on top of them that you can access them from below. In the picture, I only put 2 catastrophes on each side and only one large storage box and 3 vaults so that it doesn't block the view of the things below, but you get the idea of saving above. Also look at how I put the two vaults side by side, the goal is to make them more easily accessible from the area between the two catastrophic lines since the area near the walls is occupied anyway. This 2x4 area is 3 walls high. Obviously you only need one of each structure, but later you'll want to work faster and have multiple forging melting metal at the same time etc. Later when you unlock the fabric you can extend the house with another 2x4 and make it a 4x4. Between the manufacturer and the Refinement Forge I have a wall to visualize the divide. The new 2x4 area will be filled with stuff that is more then one wall high and therefore does not allow for a catastrophe with storage on top. I placed a manufacturer, a generator, an industrial grid, two refridgerators and the Grinder. Since the Industrial Grinder is large, but has a much smaller hit box and will be the last structure to place, I suggest opening the ceiling to place it from above to ensure it doesn't stick out of the walls. This new area only needs to be two walls high. The ceiling can be used to park leaflets or plant crops. You can see two doors in this building, one main entrance between the smithys and one next to the generator where you can further expand your build to make a breeding room or stable for your dinos. If you play on a PVP server, you'll want to make it safer with more walls and doors on the outside and inside. Fluent: On this raft, I lowered the foundations to surround the raft at the top and bottom, this leads to you not be able to click on the raft, so you need to lower the area where the rudder is another one to the point where the of the raft sticks through the stone, as in the picture. Now you can communicate with it. To be safe, you can build a 1x1x1 around the steering area. I extended the foundations to 5x5 just to visualize where everything is located. The taming pen is a 2x3 floor plan located one wall higher then the steering area, it allows me to ride the raft even with an unconscious dino in the pen. Each short side has a Gateway and the longer sides are two walls high where the side that is closer to the middle of the raft goes up the 3x3 driveway. The lower walls can have multiple doorframes. Depending on how small the creatures are you want to tem here, you need to put doors in or you can leave them open. In the event that you have doors in them, you should not open the doors in the tempen, because larger dinos can use these open doors as stairs and climb out of the pen. Creatures to the size of Allosaurus can fit through the gate, but a Rex requires you to demolish two of the upper walls to get out. 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