ARK: Survival Evolved Season Pass Ativador Download [portable]

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About This Content

The ARK: Survival Evolved Season Pass gives you access to three huge expansion packs:

ARK: Scorched Earth (available now):
http://store.steampowered.com/app/512540/ARK_Scorched_Earth__Expansion_Pack
ARK: Aberration (available now):
http://store.steampowered.com/app/708770/ARK_Aberration__Expansion_Pack
ARK: Extinction (arriving November 6):
https://store.steampowered.com/app/887380/ARK_Extinction__Expansion_Pack/

Owners of ARK's "Season Pass" also get additional exclusive in-game Expansion-themed cosmetic item skins, including these ones granted immediately:

- The Bulbdog Mask, representing the cheery demeanor of this loyal ward against the Nameless.

- The Reaper Helmet, depicting the frightening visage of these dangerous behemoths that roam the Element-infused depths and irradiated surface of Aberration.

- The Aberration Helmet, formed from the damaged ARK's obsidian-like underground rock, creates an imposing presence for Survivors who wear it.


- The Aberration Sword, forged from the Element Crystals that run within the deepest chambers of the ARK, emits a subtle glow to strike fear into your enemies.

Title: ARK: Survival Evolved Season Pass
Genre: Action, Adventure, Indie, Massively Multiplayer, RPG
Developer:
Studio Wildcard, Instinct Games, Efecto Studios, Virtual Basement LLC
Release Date: 29 Aug, 2017

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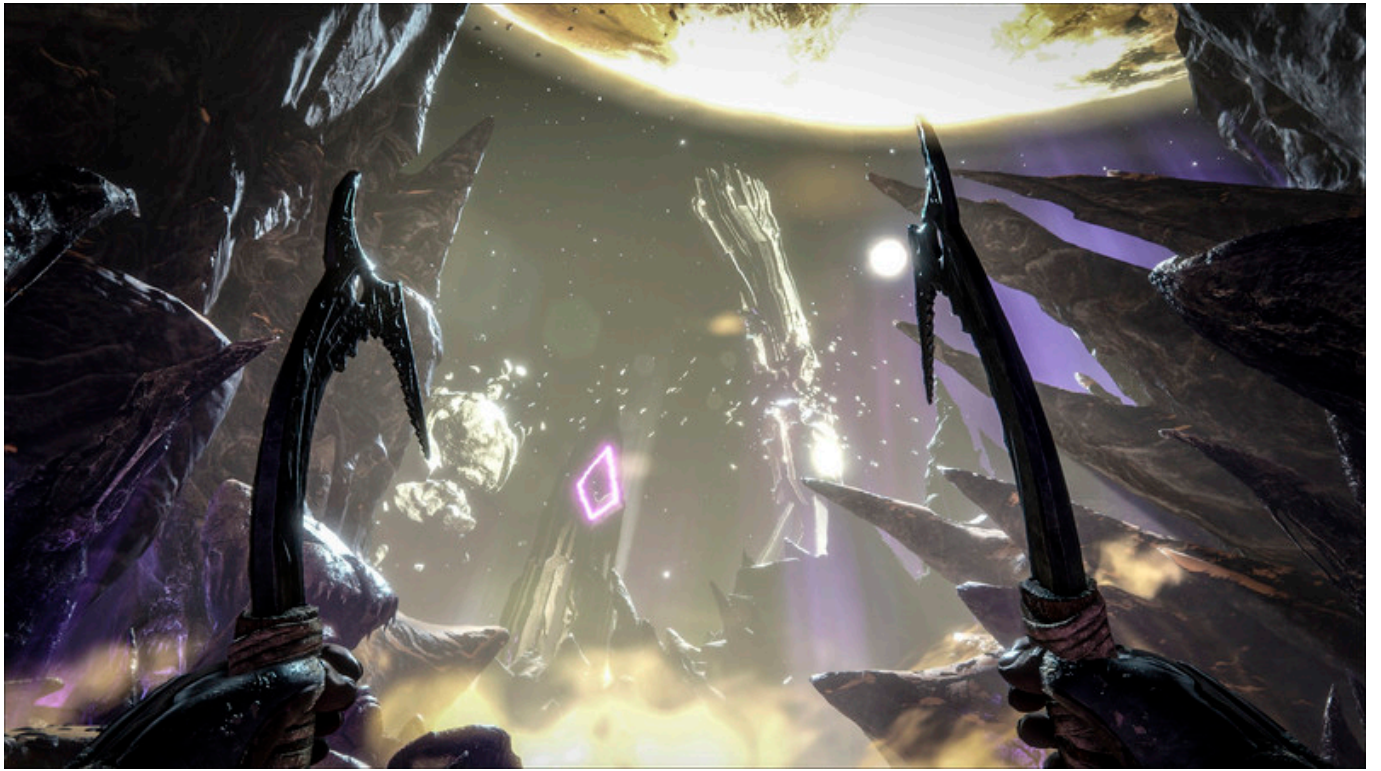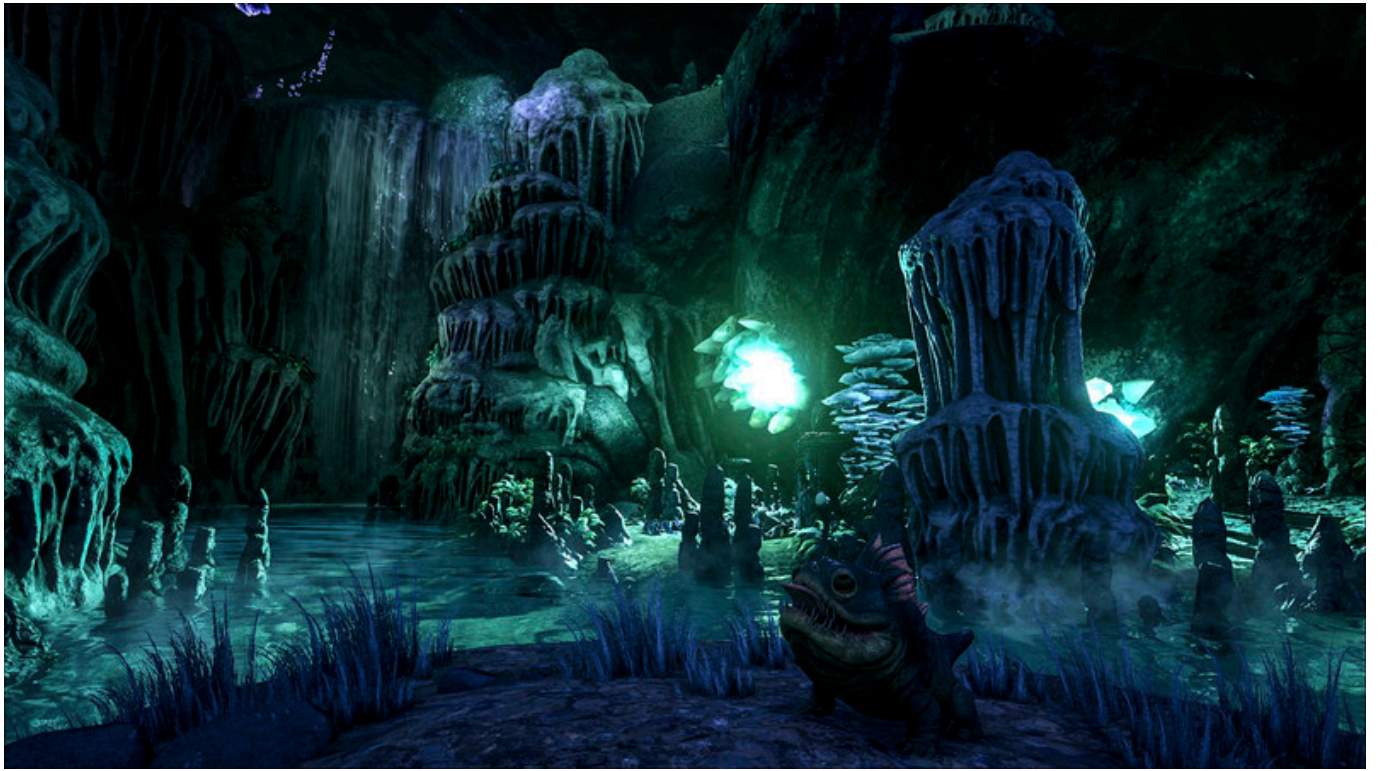
They made Atlas a standalone game instead of adding it to the pass.. What a total waste of money. Especially for Oceanic players.. if you like ark, buy this one. As on my previous Review, I have to warn you NOT TO PLAY ON MULTIPLAYER. People will destroy your base, and if you saw my previous review, I was wrong about wildcard getting better. Other than that pretty good!

I thought Wildcard was getting better, at least.. Got this while it was on sale, Definitely worth it then because i already had scorched earth and extinction was not on sale, Still worth it now only if you don't have any of the maps. ARK: Atlas - Expansion Pack?. Thousands of hours on PS4. Hundreds on PC. Official PVP, PVE, small tribe PVP, conquest and Arkpocalypse.

The PVP part of the game is being killed by an exploit called meshing. Basically people use many different items and methods to get under the map and destroy your base, kill your tames and potentially wipe tens, hundreds or thousands of hours of investment within a matter of minutes to a couple of hours. Wanna figure out how to do it yourself? I won't be posting how in detail but a quick YouTube search will give you the guide you need to succeed! Once under the mesh, you are outside of not only dino\/human attack range but turret range as well. You are damn near untouchable at that point and the only way to realistically defend against someone like this is going under the mesh yourself. Doing this in general may or may not get you a global ban (if Wildcard feels like actually skimming through the proof provided) and defending against it by putting turrets under the mesh will guarantee it if someone reports you. Funny how that works.

While big exploits have been band-aid fixed in the past like duping, DDOSing (because apparently Valve's free service added recently to circumvent that from happening was not enough to encourage them to implement the appropriate protection for this type of game) and undermeshing remain untouched and it has been killing the game for years on top of horrendous server performance (which is in every game mode). The amount of rubberbanding in this game is very annoying and only the most sadistic of people can push through it and say they're having a great time 100%. Servers have a 70+ player cap and good luck having any fun with either a packed environment in PVE or a rubberbandy stuttery bugfest during large scale raids. Even when 2 people are online on a server, you will STILL have to deal with large amounts of rubberbanding, disconnects, crashes and teleporting because they refuse to fix server performance.

Wildcard's response to fixing server performance? "We implemented cryopods so fix it yourself" is the best way to sum up their willingness to optimize this highly flawed product as of actually answering the question of server performance for once on their latest developer livestream (March 5th, probably easy to find. It was near the end during Q&A). So yeah, that should tell you enough on how serious the devs are when it comes to fixing their game. If not? There's more.

In every official game mode that involves server transfers, there has been an issue of lost characters\/dinos\/items in what Wildcard likes to call the "Obelisk". It is basically a cloud storage that allows you to transfer characters\/dinos\/items in between servers on the same cluster. Great idea until you realize how unstable the servers can be sometimes.

Here's an example. If you were to upload your character in the obelisk as well as a couple dinos and some metal structures because you just survived a failed base defense from other players with barely anything left to get back on your feet again besides a couple things, it's easy to transfer to a different server and start up fresh again. You go to the obelisk on the new server, you download your dinos and items and within 10 minutes, you have a new metal shack with a couple turrets and some rexes to defend while you grind back up towards what you had and lost. Within that 10 minutes, however you get booted back to the main menu. You log back into your new server ready to continue where you left off but once logged back in, you're at the "Create New Survivor" screen. Confused, you try to download your character again but guess what? Because of how their cloud\/obelisk system works, because you downloaded your character, items and dinos, they no longer exist in the obelisk. The server was rolled back to it's last save when it crashed and everything you just brought over vanished without a trace. Now imagine having your level 130 ascended (you've beaten bosses and unlocked end-game gear that can only be earned by beating said bosses which takes hundreds of hours of grinding to even attempt in the first place) character in the obelisk as well as the cap of 20 uploaded dinos and 50 uploaded items (tek structures and weapons, turrets, kibbles, ammo, saddles, etc.) lost because you transfered and downloaded on a different server. That's on top of being leader on another server. You lose your character that you put hundreds or thousands of hours into, you lose your 20 dinos that either took hours to tame or literal IRL days\/weeks to raise, items that took you many hours\/days\/weeks\/months to grind for on top of losing leadership of your tribe

(if you were leader of one). None of that stuff or your character exists anymore. Your tribe is now leaderless and the only thing you will have returned to you in this situation (if you sent in a support ticket) is your tribe leadership transferred to a different character. Wildcard will NOT return your character with stats, they will NOT replace your dinos, they will NOT give you back your items lost and they will NOT give you back your tek engrams even if you provided enough proof that only a certified dumb♥♥♥♥♥could deny. The worst part is? They have ALL the tools to do this properly. They just don't feel like doing it. When you hear "lazy devs" come out of people's mouths when criticizing games, Wildcard is the kings of that title. This applies to official PVP and PVE.

Official PVE? Forget about it. Tame capped servers because of ignorant players is only one of the problems. That means that there are so many dinosaurs on the server owned by other players that you cannot even get a Dodo bird on the beach to eat a single berry. You cannot own ANY dino unless someone else uploads one or one dies and if that happens, it's a race for you (a race that you don't know has even begun because tame numbers is not shared with players) to either start feeding a wild dino to tame, hatching a baby or downloading another dino VS the entire server. Wildcard added cryopods to circumvent this but let's be real. Servers are still slot capped months after their inclusion. Oh, and good luck building anywhere. Pillars placed by other players (that cannot be destroyed in PVE) take up land claim space so if you thought you were gonna have a good old 1 foundation thatch hut, you're funny for even thinking it. 99% of PVE servers are covered in pillars so you either have to buy land, become a slave, beg to be in an already established tribe or hope that those pillars expire weeks after being refreshed (a tribe has to only go within render of said pillar to refresh the timer. Pretty sure metal structures take about 2 weeks to expire). Oh, also good luck getting into any tribes. Small chance it may happen. Too many people have anxiety from letting random people into their tribes because of insiding (joining a tribe, stealing items\/dinos and leaving. You can do a lot worse on PVP servers when insiding).

The only time you can 100% have fun is outside of Wildcard's grip and that has more negatives than positive because of the nature of unofficial servers. Rent your own and pay the bill if you want to enjoy this game. That unofficial server sounds nice with its laid back rates, mods for QOL and content and heavy moderation to protect you from things like undermeshing but don't call it your new home. Once that server admin stops paying the bill, kiss all your hard work goodbye. Also, communities are hella divided because everyone & their grandmother wants to own a server. All the players are scattered across hundreds to thousands of unofficial servers so why even bother? Let's not mention admin abuse on servers as well as the fact that some servers are literally p2w w\/ $ lootboxes??

Until even a fraction of these flaws are fixed, this review stays but I have no hope of this ever happening.I'm done with how WC treat the community (especially their content creators like H.O.D). Screw you guys.

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