

= Evolve (video game) =

Evolve is a first @-@ person shooter video game developed by Turtle Rock Studios , published by 2K Games and distributed by Take @-@ Two Interactive . Announced in January 2014 and originally set to be released in late 2014 , the game was delayed and released worldwide for Microsoft Windows , PlayStation 4 , and Xbox One in February 2015 .

Evolve uses an asymmetrical structure where five players , four playing as hunters and one as the monster , battle against each other in an industrialized alien planet called Shear . The hunters ' gameplay is based on the first @-@ person shooter design , while the monsters are controlled from a third @-@ person perspective . The hunters ' goal is to eliminate the monster , while the monster 's goal is to consume wildlife and evolve to make themselves stronger . The game can be played alone or with multiple players .

Evolve was Turtle Rock Studios ' first major project after the company split from Valve Corporation in 2011 . The concept for Evolve existed prior to the development of their previous game , Left 4 Dead . Inspired by hunting games such as Cabela 's Big Game Hunter and Deer Hunter , the idea is to have prey that can strike back at the hunters . The monster design was originally intended to be esoteric , but was later toned down . The game is powered by Crytek 's CryEngine , as they believed that the engine is capable of creating the dark and dense forests featured in the game . Turtle Rock Studios found difficulty when seeking publishers that could provide funding and marketing for the game . THQ was originally set to serve as the game 's publisher , but the rights to the franchise and publishing duties were transferred to Take @-@ Two Interactive after THQ filed for bankruptcy in late 2012 .

Prior to release , Evolve received a largely positive reception , and won the Best of Show Awards at Electronic Entertainment Expo 2014 and Gamescom 2014 . The game was tested by the general public multiple times . Upon release , the game received positive reviews from critics , with praise mostly directed to the game 's atmosphere , asymmetrical structure , controls and designs . However , it received criticism for its progression system and light narrative , as well as the large amount of downloadable content prepared . Evolve is a commercial success , with Take @-@ Two 's CEO saying that the property would be a permanent franchise for them . In July 2016 , it was announced that Evolve would be transitioning to become free @-@ to @-@ play , due to the mixed post @-@ release reception and the DLC controversy .

= = Plot = =

The game is set in a fictional future where humans have successfully discovered ways to survive outside Earth and have begun colonizing other planets . Humans arrive at Shear , a distant planet located in the " Far Arm " of space , and begin creating colonies and industrial factories .

As the colonization progresses , humans begin to meet resistance from alien life @-@ forms , known as Monsters , that have the ability to evolve by consuming local wildlife . As the Monsters destroy the colonies on Shear , a former " planet tamer " named William Cabot is brought out of retirement to deal with the threat and to evacuate the remaining colonists from Shear . Cabot assembles a team of Hunters to eliminate the Monsters and protect their communities .

= = Gameplay = =

Evolve is an action video game with a focus on both co @-@ operative , and competitive , multiplayer gameplay . The game adapts a ' 4v1 ' asymmetrical structure where four players take control of the Hunters , while the fifth player controls the Monster . The Hunters ' main objective is to track and hunt the Monster in a limited amount of time , while the Monster 's goal is to evolve and make themselves more powerful .

In the beginning of a match , a 30 @-@ second headstart is given to the Monster so that they can have enough time to escape before the Hunters parachute from a plane to where the Monster started . Each map features an open world environment for players to explore and play within . To

help the Hunters navigate the environments quickly , they are equipped with jetpacks , allowing them to jump over obstacles and cliffs . The jetpack can also be used to dodge attacks performed by the monster , though it consumes a Hunter 's energy . The team can track the monster , as well as place waypoints on an interactive map . The color of these waypoints are different based on what players have marked . The waypoint mark turns yellow for environment , orange for wildlife or red for the Monster .

The Monster needs to grow stronger in order to fight the Hunters by hunting and killing other local wildlife in order to gain experience points . When it gains enough experience , the Monster can evolve . Through evolution , the Monster 's health bar is extended and refilled , and more abilities are available to the Monster , which makes it easier to kill the Hunters . However , the Monster is vulnerable during its evolution , and if caught by the hunters , the process is disrupted . The Monster can also enter a " stealth mode " , allowing it to avoid detection by wildlife and Hunters .

Evolve features five different modes : Hunt , Nest , Rescue , Defend and Arena , which have different objectives for both the Hunters and the Monster . Evolve provides two different structures to these game modes : Quick Play , which starts a single playthrough match ; and Evacuation , which serves as a five @-@ match , multiplayer story mode . In Evacuation , each match gives the winning side an advantage in the next map , such as having a toxic gas the Monster is immune to , or autonomous gun turrets to assist the Hunters . The Evacuation mode ends with a ' Defend ' match . Evolve also features an Observer Mode , allowing players to watch a match without playing in the match . The spectator can jump between cameras and view the match from both the Hunters ' and the Monster 's perspectives .

Normally , five players play in a standard round of Evolve , with four Hunters fighting one Monster . Playing with less than five players , including single player , is possible in all modes due to computer @-@ controlled bots . These bots can control up to four of the characters , allowing between one and four human players in any game mode . Players can also switch to play as another class instantly in a single @-@ player match .

= = = Hunters = = =

Evolve features a total of 20 different human characters split into four classes , each class containing 5 characters . Each class has different skills and abilities , and players are required to co @-@ operate with each other in a match . Players unlock new characters as they progress through the game , e.g. the fourth Assault character will be unlocked if the player has upgraded the previous three Assault characters . The Hunters class features first @-@ person gameplay . The ammunition of their weapons is automatically refilled when not in use , and iron sights are used in- game . Evolve does not allow multiple players to play as the same class in a match . Gameplay variations are also present within the characters in the same class .

Assault : The Assault @-@ class characters serve as the main " damage dealers " to the Monster . They are equipped with heavy weapons , including an electronic assault rifle and a lightning gun . Assault @-@ class characters also have shields for their own protection and land mines . The shield provides temporary invulnerability to damage . Starting from stage 2 , the invulnerability ability was changed to Defense Matrix , a new ability that reduces damages when being attacked by enemies .

Trapper : The Trapper @-@ class characters can use their gear to track the Monster 's movements . As the Monster occasionally scatters local wildlife , such as birds , the trapper can use these ' signs ' to find the location of the monster . Trappers also have other abilities and tools that can slow the movements of the Monster . Following the release of the Stage 2 alpha , all hunters gained the ability to use the mobile arena and the trappers gained the plant scanner ability , similar to the monster 's smell .

Support : The Support @-@ class characters provide backup to the other characters . They are equipped with a damage dealing weapon , such as a laser cutter , or a shield that can be used to protect other Hunters . They can also make use of the " cloak " ability , which can make them and their fellow Hunters invisible to the Monster 's view for a short period of time . In Stage 2 , they gains the ability to charge the shields of their companions hunters .

Medic : The Medic @-@ class characters ' main technique is replenishing the health of team members . Medics are also equipped with a sniper rifle which can show the vulnerable points of the Monster for other Hunters to attack . Some Medics also have the abilities to revive teammates that are incapacitated or killed by the Monster . According to Evolve 's concept artist , those playing as Medics should stay back and avoid direct combat with the Monster , and only use their abilities when necessary .

Starting from the release of Stage 2 , changes were made to the hunter classes . Every class now possesses the ability to deploy a force field , an ability once exclusive to the Trapper class . It can be used to limit the Monster 's movement to a small area . The ability 's cooldown time decreases when the hunters deal enough damages to the monster . Starting from Stage 2 , the health of all hunters regenerate if they manage to avoid damage , and they no longer have to rely on the Medic class .

= = = Monsters = = =

There are a total of five Monsters featured in Evolve . Similar to the Hunters , players need to inflict a certain amount of damage before unlocking a new Monster . The five different Monster @-@ types also have different abilities , both offensive and defensive . Players control the Monster from a third @-@ person perspective , and it features gameplay similar to an action game , unlike the Hunters . More abilities are given to a Monster after its evolution . Gameplay mechanics do not change much after the release of Stage 2 , but monsters are made more powerful . They are given more health , stamina , armor , and skill points to unlock all abilities . Cooldown time abilities also shortened and recharge rate becomes significantly faster .

Goliath : The Goliath is the starter Monster , available to all players . It has the strongest armor and health among the monsters . Goliath can charge and throw large rocks at Hunters , which can temporarily stun them , as well as perform attacks , such as breathing fire and " Leap Smash " . In order to navigate the environment , the Goliath can leap over obstacles .

Kraken : The Kraken is the second monster players unlock . The Kraken is electricity @-@ based , and can unleash attacks such as " Lightning Strike " , " Vortex " and " Electrical Blast " . The Kraken can also set up traps such as mines in a map to hurt the Hunters . The Kraken can temporarily ascend into the air to both escape from the hunters and move past some obstacles .

Wraith : The Wraith is the third unlockable monster . The Wraith can warp towards a Hunter and unleash a blast , dealing damage to the Hunters . They can also launch a small arena within a map which grants them bonus armor and strength . The Wraith also has the ability to teleport between places and kidnap a Hunter whilst in a group .

Behemoth : The Behemoth is a DLC character . The Behemoth can unleash abilities such as " Lava Bomb " and " Fissure " , which can stun Hunters . The Behemoth can also create " Rock Wall " , which can isolate a Hunter from their companions .

Gorgon : The Gorgon is also a DLC character . The Gorgon has abilities such as " Traversal " , the ability to launch spider webs to move around the map , " Acid Spit " , and " Web Snare " which can slow down Hunters . The Gorgon also has two abilities that use a ' second Monster ' called " Mimic " , which allows the player to control a clone @-@ version of Gorgon that explodes to deal damage to Hunters ; and " Spider Trap " , which sends a smaller version of itself to trap Hunters .

= = Development = =

= = = Origin = = =

Evolve was developed by Turtle Rock Studios . Evolve 's creative director , Phil Robb , and lead designer , Chris Ashton , are the co @-@ founders of Turtle Rock Studios alongside Michael Booth . The team had a heritage of developing competitive multiplayer games , such as Valve Corporation 's Counter @-@ Strike series and the Left 4 Dead series . According to Robb , the team wanted to

build a co @-@ operative , multiplayer game because it gave the team a chance to play with their family and friends together , instead of against each other , and found it offered a more enjoyable experience than competitive multiplayer games . The concept for Evolve was completed in 2005 , before the development of the first Left 4 Dead game . However , the Evolve project was put on hold , as Turtle Rock thought that the technology at that time was not advanced enough to handle the game 's design .

Turtle Rock Studios merged into Valve in early 2008 but split away later the same year . When the company reestablished , it had only 13 staff members . As a new company , Turtle Rock Studios hoped to make use of the popularity of the Left 4 Dead franchise to create something ambitious and massive before people forgot about the company . When eighth generation video game consoles were released , the team realized they could create almost anything they wanted . They reviewed some of their previous projects and eventually chose Evolve , which seemed to be the most " straightforward " concept . The team also considered the new project as their " proving ground " , a project that could show their ability to build a large @-@ scale game beyond providing assistance to Valve . The development of Evolve officially began in early 2011 .

= = = Design = = =

Evolve was inspired by hunting games Cabela 's Big Game Hunter and Deer Hunter . Members of Turtle Rock Studios , including Robb and Ashton , thought that the gameplay of these hunting games , such as animal @-@ tracking , was seldom incorporated in an action game . As a result , they came up with the original concept of Evolve in which , if players failed at hunting the animals , they could be attacked by their targets . Instead of typical big game animals such as elephants and lions , the team imagined it to be a " King Kong " , which changed to an alien monster . The team picked a sci @-@ fi setting , allowing them to add creative and unrealistic things into the game . The team also took the concept of boss battles , and expanded upon it by using the concept as a key idea when developing Evolve . The team envisioned Evolve as a video game version of Predator . The goal of Evolve was to create an experience that was new to video game players .

While Evolve carried some game mechanics from Left 4 Dead , while others were discarded . The team originally thought that it could be added to the artificial intelligence system of Evolve 's wildlife , but was later scrapped . They thought that the core experience offered by Evolve should be tracking and hunting the monster , instead of getting attacked by wildlife constantly . The team also thought that it would become an irritation if they added too many complex mechanics for the wildlife . The developer also intentionally chose not to make Evolve action @-@ packed all the time , and introduced segments that would require players to slow down and track the Monster . Robb explained that the design team wanted to create a contrast , so that players could appreciate the action and chaotic moments after experiencing the less exciting segments .

When the design team was deciding on the number of Hunters in a match , they chose four as they believed it was the optimal number in a team , as players would not lose track of the stats and health of other players . It also allowed the players to work collaboratively with each other , so that no character would get left behind , or neglected , by the team . From the Monster 's perspective , the design team thought that having four Hunters engaging in combat with the Monster would provide a challenge for the Monster , as they could find difficulties in keeping track of the Hunters , and this would make a match feel more balanced . The Hunter team was divided into several different classes because it " makes senses " according to Turtle Rock . In order to showcase the features and abilities of different classes , each class has different variations , in both appearances and costume colors . It was designed to make characters more recognizable and memorable . Another reason was that the design team wanted the Monster to adapt and use different strategies when dealing with different Hunters . Turtle Rock considered this a way to effectively extend Evolve 's replayability and would add more variety to the gameplay . There were originally four Hunter characters in Evolve , but after the design team experimented with the free @-@ to @-@ play model , the list of characters was expanded to 16 .

The titular " Evolve " game mechanic was inspired by the " bomb planting " mode from the Counter

@-@ Strike series . The Monsters started out as a relatively weak creature that could be defeated easily , but becomes stronger and gains more skills as it evolves . Early playtesters complained about the game mechanic , as they thought that this would bring an unfair disadvantage to the Hunters , since they do not " evolve " like the Monster . However , the design team still chose to maintain the game mechanic , as they thought that it would create an engaging experience . Ashton added that such game mechanics can create a " turning the tables " feeling for the Hunters , and that he thought that the sudden change in strategy ? from offensive to defensive ? could help deliver a dynamic experience to the players . The Monster was originally intended to play from a first @-@ person perspective but was later shifted to a third @-@ person perspective during development because the first @-@ person control system was considered to be clumsy and confusing , and that the first person perspective took control away from players . The design team considered designing third @-@ person gameplay a challenge , as they had no prior experience in creating such games . On the other hand , the design team implemented the first @-@ person gameplay for the Hunters when Evolve 's development started . The design team thought that the first @-@ person perspective would provide a sense of tension as players would not be able to see what was behind them .

Evolve 's environments are based on Earth 's as the design team wanted to create a world that felt believable for players and had regions that made geological sense , after an early concept design was found to be too extreme . As a result , the design team drew inspiration from real @-@ world landscapes . The design team wanted Evolve to be set in lush forests , so that Hunters and Monsters could hide from each other . The design team tried using the Source game engine to create a forest landscape but they ultimately failed . The design team then researched Crytek 's CryEngine , which powers games like Far Cry and Crysis . As the design team felt that Far Cry and Crysis set new standards for in @-@ game environments , they decided to utilize CryEngine for Evolve . Evolve 's maps were designed to be dark and mysterious , so that the various characters can hide from each other , as well as presenting a sense of surprise when players are ambushed .

As Evolve is multiplayer @-@ focused , the design team put less time and focus into developing Evolve 's narrative and campaign . Conversations between characters were reduced during the multiplayer mode as the design team thought that it would negatively impact on the conversations between players . However , the story and narrative became more significant in the single @-@ player mode . Evolve does not adapt traditional storytelling methods , nor utilise a campaign mode , instead , players learn about the Hunters ' backstory and the fictional world of Shear by slowly progressing through Evolve . Playing as different characters would also lead to different conversations and dialogues between characters .

Evolve features an Cthulhu @-@ inspired artstyle . As a result , much of the wildlife were intentionally designed to feature tentacles . Robb had previously drawn a lot of esoteric monster designs but the publisher , THQ at the time , thought that while the designs looked unique , they would not benefit the game . The team then began developing " marketing monsters " with a more stereotypical design . The original Goliath was based on a lobster , but changed to " a hybrid between King Kong and Godzilla " , according to Evolve 's producer , Robb . Anthropological design features were later added to Goliath 's design to make the players feel more connected to the Monsters , especially when they are killed in the game . For the second monster , Kraken , the team wanted to create an electricity @-@ based creature and looked at marine creatures , such as eels , for inspiration . The third monster , Wraith , was inspired by sirens . The team noted that the key feature of this monster was its abduction ability , which the design team felt would capture the tense and exciting moments of classic monster movies . The team had designed more than three monsters , but many of them were dropped due to technical issues with Evolve 's artificial intelligence system , abilities that were deemed to be too powerful , and animation problems .

Evolve 's soundtrack was composed by Jason Graves and Lustmord . Graves composed the Monsters ' soundtracks , while Lustmord composed the Hunters ' soundtracks . According to Graves , much of the music was inspired by the Aliens vs. Predator series . Graves stated that he intentionally chose not to use an orchestra @-@ based style for the music , instead , Graves used synthesizers to create sounds that he described as " odd " . According to Graves , Evolve 's

soundtrack has " evolved " as the game development progressed , and that it had shifted to become more electronic and synth @-@ based . The Hunters ' soundtracks are more futuristic and synth @-@ sounding , while the Monsters ' soundtracks are more drum @-@ intense and distorting .

= = = Publishing = = =

Evolve adapts an asymmetrical multiplayer structure , a new concept in the video game industry during its development . It was so new that the developer itself worried and wondered why no one else was working on such project . The design team was also uncertain about whether the 4v1 structure would work or not . According to Turtle Rock , when the publishers heard that the original creators of Left 4 Dead were making a new game , they were interested . However , the design team encountered difficulties when they were pitching the game , and used two months to prepare for the pitching process . According to Robb , publishers were conservative and unsupportive about the idea and " [attempted] to poke holes " in their pitch . Even though the representatives from these publishers were excited about their pitch after they knew that it would be an extension to the Tank mode in Left 4 Dead , they questioned the ability of Turtle Rock making a triple @-@ A video game , and were uncertain whether it was a project they should invest in .

After multiple failures , the Turtle Rock team looked for a business partner , a company that supported the idea and was in need of a co @-@ operative shooter to fit into their games lineup . They eventually partnered with THQ for Evolve , which would serve as the game 's publisher and help with funding . According to Robb , they had to show the game on their iPad , as they forgot to bring the battery for their laptop . THQ 's then president , Danny Bilson and later , Jason Rubin were also excited about the idea . However , at that time , THQ had already entered financial difficulties , suffering from a severe decline in profits . Turtle Rock also knew that THQ had internal problems , but Turtle Rock decided not to part with THQ .

THQ 's financial situation continued to worsen and they declared bankruptcy on December 19 , 2012 . Evolve was listed alongside other unannounced titles from Relic Entertainment , Vigil Games , and THQ Studios Montreal in court documents filed by THQ . With THQ unable to continue its publishing and funding roles , an auction was held for other publishers to acquire these titles . Publishers interested in the game visited Turtle Rock Studio to see their " secret project " . The team was frustrated , as they felt that the situation was " out of their control " . Rubin later contacted Ashton and Robb , and suggested that they should bid the game themselves . They bid \$ 250 @,@ 000 for their own project , which Ashton described as " what [they] had in the bank " . However , they were outbid by Take @-@ Two Interactive , which paid \$ 11 million to acquire the game and to secure the rights to the entire franchise , and its publishing label . 2K Games then served as the game 's publisher . Despite being outbid , the Turtle Rock team was still " super excited " to collaborate with 2K . On January 8 , 2015 , Turtle Rock and 2K announced that Evolve had been declared gold , indicating it was being prepared for duplication and release .

= = Release = =

When Evolve was leaked in THQ 's court document , it was expected that the game would be released on their 2015 fiscal year . The partnership between the two companies was revealed on May 26 , 2011 , and the game was re @-@ revealed by gaming magazine Game Informer on January 7 , 2014 . It was announced that the game would be released for Microsoft Windows , PlayStation 4 and Xbox One globally on October 21 , 2014 . However , 2K later decided to extend Evolve 's development time frame , so as to allow Turtle Rock to further polish the game , as well as to " fully realize the vision for Evolve " . As a result , Evolve was delayed to February 10 , 2015 .

Prior to release , the game had been playtested multiple times by the general public . An alpha version of Evolve , called the ' Big Alpha ' was released for Xbox One on October 31 , 2014 , The alpha version of Evolve was originally set to be released for the PlayStation 4 a day later on October 31 , 2014 , but was delayed to November 3 , 2014 due to technical issues related to PS4 's firmware update . As compensation , the duration of the demo was extended by a day , and ended on

November 4 , 2014 for all platforms . Players can play as the four classes of Hunters as well as the Goliath and Kraken in the alpha version . Turtle Rock expected 100 @, @ 000 people to participate in the alpha . The team hoped that through the alpha testing , they could test the functionality of the game 's servers , and make adjustments to the game 's balance . Open beta trials of Evolve on Xbox One were held January 14 ? 19 , 2015 . A limited test for the PlayStation 4 and PC was held January 16 ? 19 , 2015 . Players could play as the first eight Hunters as well as the Goliath and Kraken in the beta . The Evacuation mode was also added to the beta on January 17 , 2015 .

In addition to the game 's standard edition , players can purchase the game 's Season Pass , Deluxe Edition and PC Monster Race Edition . The Season Pass features four additional Hunters and a set of " magma " Monster skins . The Deluxe Edition features all the content of the Season Pass , as well as a new Monster called Behemoth . The PC Monster Race Edition , which is an exclusive for PC players , features the content of the Deluxe Edition , as well as the fifth Monster and two additional Hunters . After Evolve 's release , a new season pass , called Evolve Hunting Pass 2 was released on June 23 , 2015 . It features new skins , Hunters and a new Monster .

= = = Other media = = =

On January 21 , 2015 , a mobile game titled Evolve : Hunter 's Quest appeared briefly on the iOS App Store and was later removed . The game was released by 2K on January 29 , 2015 for iOS , Android , Windows Phone and Fire OS devices . The game is a free @-@ to @-@ play tile @-@ matching video game , as well as a companion app to Evolve . In Evolve : Hunter 's Quest , players match three tokens of the same colour in order to unleash attacks on enemies , fill up energy bars to activate special Hunter abilities and earn mastery points to level up . Mastery points earned in @-@ app can then be applied to characters in the main Evolve game on any platform . Players who download the app can also unlock unique game art and watch replays of online matches from a top @-@ down view .

Evolve was launched with several merchandise items . Handled by Merchandise Monkey , the Evolve 's merchandise collection includes T @-@ shirts and different figurines . Funko also made several toys for Evolve , including 6 inches (15 cm) tall figurines of Markov , Val , Hank , Maggie and Goliath , each part of the first characters available to a player . A Goliath statue , standing at 29 inches (74 cm) tall , was also available for purchase .

= = = Post @-@ release = = =

In an interview with Official Xbox Magazine , Ashton claimed that Evolve would have the " best support for downloadable content ever " . However , many of the downloadable content packages are not covered by Evolve 's Season Pass On November 21 , 2014 Turtle Rock Studios co @-@ founder Phil Robb confirmed with IGN that all DLC maps will be free of charge . Robb stated the reason for this is " to allow people who don 't have the DLC , to still play against those who do , the only difference is that they can 't play as those hunters or monsters " . Despite Turtle Rock claiming that all DLC maps would be free to all players , the high number of paid DLCs has attracted criticism from fans who feel that it constitutes a large amount of content being deliberately withheld to be sold . Some players who purchased the game wrote negative reviews for the game on Steam , complaining about the excessive amount of DLC planned . Turtle Rock Studios countered this by claiming that as much content as possible was packaged with the main game , with DLC only including content created after the completion of Evolve 's development . At release , Evolve launched with 44 different paid @-@ DLC skin packs . Free updates were added to the game . The Observer mode was added on March 31 , 2015 , and a less strategic mode , the Arena mode , was introduced on May 26 , 2015 .

Robb thought that the game 's format has the potential to become an eSports game . 2K expressed similar enthusiasm , and added that they would allocate resources into developing eSports @-@ centric features to Evolve if fans of the game expressed demands for it . Turtle Rock and 2K collaborated with Electronic Sports League and Sony Pictures Entertainment to host a special

tournament , in which players have to battle Chappie , the titular robot from the film Chappie , in February 2015 . A Pro @-@ Am Tournament of Evolve took place on March 6 , 2015 during PAX East . During the tournament , they revealed that the eSport future of Evolve is determined . On June 15 , 2015 , another tournament was hosted by the Electronic Sports League and 2K .

On July 6 , 2016 Turtle Rock announced that the game was transitioning to become a free @-@ to @-@ play game under the title Evolve : Stage 2 due to the game downloadable content controversy and mixed critical reception . The new version introduces new changes , including longer respawn time , non @-@ ranked queue for casual players , and changes to hunters ' abilities . Turtle Rock also promised that patches would be released more frequently , and that most items featured in the game would be unlocked through simply playing the game . The alpha version of Stage 2 would begin on July 7 , 2016 for PC , and will be followed by a beta in August in the same year . Players who purchased the game will be given the Founders status , which gives them exclusive cosmetic items .

= = Reception = =

= = = Pre @-@ release = = =

Evolve received a largely positive reception from critics upon its initial announcement . It was nominated for six different awards in the Game Critics Awards , namely Best of Show , Best Original Game , Best Console Game , Best PC Game , Best Action Game and Best Online Multiplayer . It won four of them , and lost the Best Original Game Awards to No Man 's Sky and Best PC Game to Tom Clancy 's Rainbow Six : Siege . Evolve was also named the Best Game , Best Console Game Microsoft Xbox , Best PC Game and Best Online Multiplayer Game at Gamescom 2014 . Publisher 2K Games stated that these awards indicated that Evolve could become a defining title for both the PlayStation 4 and Xbox One . However , the DLC controversy caused backlash from customers , and the game was criticized for serving as a framework for the release of DLC .

= = = Post @-@ release = = =

Evolve received mostly positive reviews . Aggregating review website Metacritic gave the PlayStation 4 version 76 / 100 based on 46 reviews , the Microsoft Windows version 77 / 100 based on 38 reviews , and the Xbox One version 74 / 100 based on 31 reviews . The game received backlash from users on Steam , due to the excessive amount of DLC sold on day one and the game for being overpriced .

The asymmetrical structure of the game mostly received praise from critics . Vince Ingenito , from IGN , thought that the system was smart and has successfully delivered a unique multiplayer experience for players . He added that the system is tactically deep , and that the " evolution " mechanic saved it from being gimmicky . This was contradicted by Steven Strom of Ars Technica , who stated that the game overall was just a " great gimmick and little else : something we 'll play for a month or two , and not much longer " . , Evan Lahti , from PC Gamer , also commended the structure , and considered it the most compressed multiplayer experience since 2014 's Titanfall . He added that such structure is something that the genre needs . Anthony LaBella , from Game Revolution , praised the asymmetrical idea . He added that the distant gameplay elements between Monsters and Hunters had successfully introduced Evolve to a broad audience . However , he noted that such a structure may become repetitive and boring for players after months of playthrough . GameSpot 's Kevin VanOrd also appreciated the structure , which he thought made every battle feel " vicious and intense " . However , Jeff Marchiafava , from Game Informer , thought that the structure felt limited , and that Evolve , even with all the modes , had failed to offer enough variety and challenges to players . Nic Rowan , from Destructoid , thought that Evolve had presented some of the best moments he had had in a multiplayer game , but he felt that these moments are too far between .

The Monster 's gameplay was praised by Ingenito , as he thought it tasked players to use skills and patience while playing , and that Evolve has provided satisfying rewards for the player that successfully outsmarts the Hunters , a sentiment which was echoed by Strom . Lathi commended the Wraith , which he thought encouraged hit @-@ and @-@ run tactics . However , Rowan thought that the Monster gameplay can get old very fast . Furthermore , he noted that several Monsters felt overpowered , which made Evolve feel unbalanced . The controls of the game received praise . Marchiafava thought that it was smartly designed , and applauded it for its accessible nature . Lathi wrote a similar statement , but thought that the gameplay would be " difficult to master " . David Meikleham from GamesRadar praised Evolve 's shooting mechanic , but complained that the action presented on @-@ screen can become too chaotic for players to handle . Strom felt that the game @-@ modes were unbalanced in terms of fun , and that certain game @-@ modes prioritized fun for one team at the penalty of the other , and criticized the fact that outside of private lobbies with friends , you cannot choose any game @-@ mode other than Hunt .

The process of hunting the Monster was praised . Ingenito thought that the hunting process was as tense as the actual confrontation and combat between the Hunters and the Monster . The four classes was also applauded by him , as he considered that the distant class abilities have successfully made players co @-@ operate with each other in order to achieve success , as well as making the decision of choosing the correct character important and tactical . This was also contradicted by Strom , who felt that the hunter gameplay up until finding the monster was " hollow " , and generally just consisted of going around in circles . Marchiafava thought that Evolve had successfully delivered a compelling experience while playing with other players . He was also surprised by the game 's balance between the Monster and the Hunters . Meikleham thought that playing the game with other players can be an exhilarating experience , but only when players communicate with each other using microphones . Rowan thought that Evolve could only deliver an enjoyable experience when all players play cooperatively , and the overall experience would crumble if one of these players failed to do so . Lathi liked Evolve 's resources management , singling out the need for the Hunters to manage and conserve the energy for their jetpacks .

The Hunter characters featured in the game received praise . Ingenito thought that the Hunters in the game were memorable due to their pre @-@ game dialog , and thought that the dialogue was well @-@ written . He called this the " true beauty " of Evolve . Rowan echoed a similar statement , calling the banter " charming " . Marchiafava thought that the progression system has made the banter between characters repetitive , because players need to play the game continuously to unlock characters . Marchiafava compared the narrative unfavorably to that of Left 4 Dead , and thought that it was not emergent enough .

Evolve 's map @-@ design received mixed reviews . Ingenito thought that Shear was a " beautifully realized " planet , while Marchiafava thought that all the maps were both detailed and varied . VanOrd thought that Turtle Rock had successfully captured an unsettling atmosphere , and applauded the verticality of the maps . Lathi agreed that the maps were well @-@ designed . However , he criticized them for being " homogeneous " , as all the maps felt too similar to each other , and none offered a particularly unique experience that required players to change their tactics . He added that the lack of variety had significantly lowered Evolve 's replayability . Meikleham echoed a similar statement , adding that the maps are " bland " , and that they did not look different from each other .

The progression system received criticism . Ingenito thought that it was an unnecessary addition to the game . He added that the upgrade system hides a lot of content from players unless they play the game frequently . Lathi however thought that after every character is unlocked , he felt less motivated to continue to play the game . LaBella thought that the system does not offer enough content and described it as " thin " . This was echoed by Strom , who felt that unlocking the characters was a " grind " .

== Sales ==

Evolve debuted in No. 1 in the UK software @-@ sales chart ; the first title 2K Games had

published to take the No. 1 spot since March 2013 . Evolve was the second best selling game in the United States in February according to the NPD Group , only behind the handheld game The Legend of Zelda : Majora 's Mask 3D . However , the average player count on Steam declined significantly since the game 's launch . The game 's player count increased 15 @, @ 930 % and was listed as one of Steam 's most @-@ played games after its transition to a free @-@ to @-@ play model . More than a million new players played the game after the transition .

Financial analyst Doug Creutz , of the Cowen Group , estimated only 300 @, @ 000 physical copies were sold in Evolve 's launch month , and by its current sales rate , a well @-@ below average figure for the triple @-@ A gaming industry . Creutz stated that Evolve may be " too niche to reach a wide audience " , adding that the negative reception to its DLC plan has hindered its success considerably . Despite such estimations , Karl Slatoff , President of Take @-@ Two Interactive , stated that Evolve has achieved an ? incredibly successful " launch and that the company was very satisfied with the sales of the game . As of May 2015 , 2 @. @ 5 million copies of the game had been shipped . Take @-@ Two CEO Strauss Zelnick considered the property one of their " permanent " franchises , joining Grand Theft Auto , BioShock and Red Dead .