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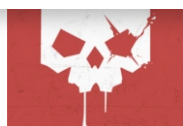   PAGES

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WELCOME TO PROJECT EVO WIKI

We plan to make a Project EVO (https://www.projectevogame.com/) Fandom Wiki where you can look for every detail of the game, get information & learn tips & tricks & guides. It's also an extremely important place for EVO beginners. Imagine you know nothing about : crafting, building, raiding, etc.
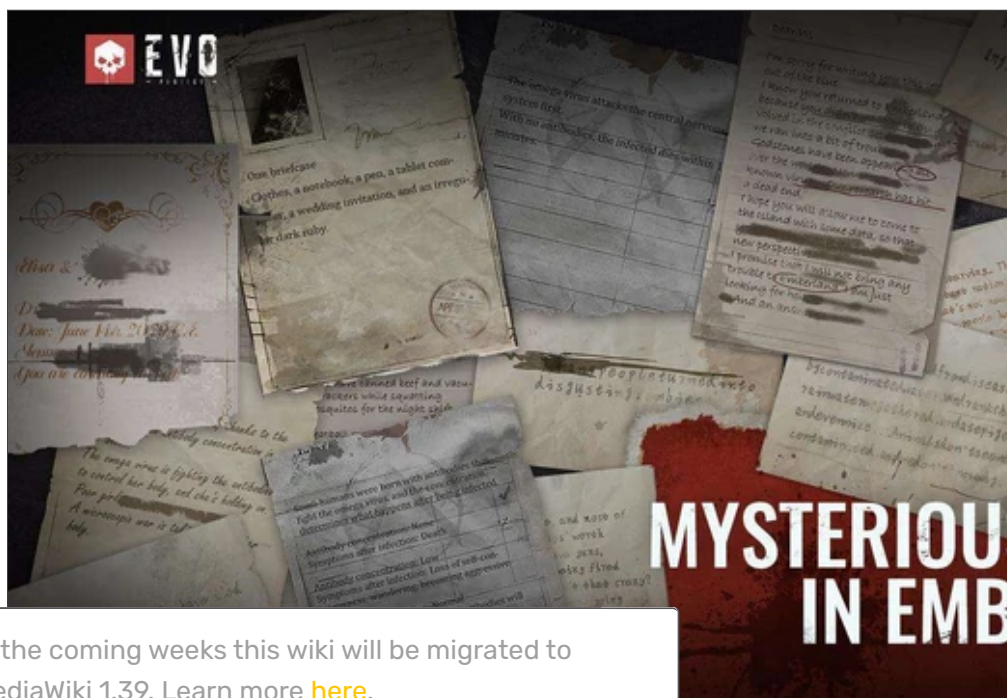
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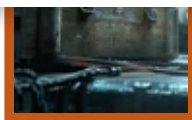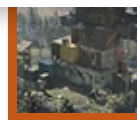
Weapons   **Items**   **NPC**   **Environment**   **Guide**

ABOUT

Project EVO is the first mobile survival game developed with Unreal Engine 5. It will be released in 2023. THE WORLD HAS BEEN RUINED. RAID FOR EMBERS, FIGHT FOR SURVIVAL! In this open world known as Emberland, the only aim is to survive... till the very end. Danger lurks around every corner, everything wants you dead. You have to survive through the cruelest of competition - not only against all kinds of mutant creatures, but against hundreds of other desperate players. Keep in mind, by hook or by crook, everything goes! But being alive is always the aim of the game. The light of Ember is guiding your way. Embark on this fantastic journey, NOW!

Main Categories

- Weapons
- Items
- NPC
- Guide
- Environment

Videos

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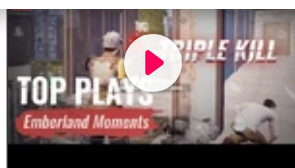
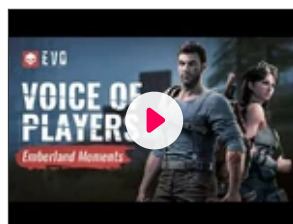**Top Plays in Feb -- Emberland Moments - PROJECT EVO**

[Top Plays (https://youtu.be/EKk4DWivOZ0)]
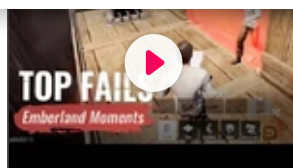
Top Fails in Jan -- Emberland Moments - PROJECT EVO

[Top Fails (https://youtu.be/AE3GibGPijw)]

Voice of Players -- Emberland Moments - PROJECT EVO

[Voice of players (https://youtu.be/cYPDBG7lh8k)]

Development News

BETA 1.3

Greetings, survivors!

2023 is here and we have a long plan to make game more aesthetic, competitive, and loving.

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Project EVO Updates - Feb.13, 2023

Project EVO Updates - Feb.13, 2023:

1. Optimized the server network to reduce high latency.
2. Fixed the issue that the ended session had not been removed from the history session page.

Project EVO Updates - Feb.9, 2023

Bug Fixed:

1. Fixed the abnormal VFX when aiming with scopes.
2. Fixed the issue that sometimes the effects of a piece of armor became

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from the backpack.

sed resource consumption

materials from 10 niter

20 charcoal.

umber being displayed

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Gameplay Updates:

1. Canceled the limit that players could join up to only 3 new Sessions per day. Now, each player can have up to 7 in-progress Sessions at a time.
2. Optimized the Lobby Squad system to help players find a Squad earlier on.
3. Optimized how the Airdrop mechanic worked in Sessions as well as its rewards, spawn rates, and VFX.
4. Optimized PvE rewards. Adjusted the number of Supplies that Zombies drop.
5. Optimized the PvP combat stats. Adjusted weapon DMG and armor DEF.
6. Optimized how Territory was repaired while in combat. The new mechanic is: While in combat, repairing your Territory Structure takes a while to complete. During that time, if the Structure comes under attack, the repair fails; if not, it gets repaired.
7. Updated the Ember mechanic:
   1. Canceled the mechanic that players could use Embers to level up their Territory and increase the capacity of their Safe.
   2. Embers are now consumables. Players can keep them in their Ember Chest to yield Ember Energy and Ember Points. Ember Energy will determine your ranking on the leaderboard. And you can spend Ember Points to redeem certain Supplies.
   3. Canceled the leaderboard daily rewards.
   4. Added Ember Point rewards. The content and number of Supply rewards now refresh daily2. Fixed the issue that sometimes the effects of a piece of armor became different once it was equipped to a character from the Backpack.
8. Adjusted repair function of raids:
   1. Added fragile Structure Components. Structure Components will be fragile when the Territory is still being built or under attack. When ...ts are fragile at first and ...ucture Components after

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...g Territory will now take a ...ory would be repaired

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preventing players from using the stairs.

2. Fixed the issue that sometimes the effects of a piece of armor became different once it was equipped to a character from the Backpack.

3. Fixed the issue that players could build their Territory nearby Longview.

4. Fixed the issue that there would be a network error when updating the game or an update error upon logging into the game.

5. Fixed the issue that players could build their Territory in some sea areas at the top of the map.

6. Fixed the issue that some stone visual assets were floating in the areas covered in snow.

7. Fixed the issue that if players built their Foundation around an Ember Chest, the Ember Chest would get stuck in the middle and couldn't be attacked.

Tweets from @ProjectEVO_Game

Project EVO
@ProjectEVO_... · 18h

Fill in the blank _____ ✍️
When you are looting a ruin and opening the door of a building, you see _____ and you choose to close the door and leave.
#projectevo

💬 6   ♡ 6   ⓘ

Project EVO
@ProjectEV... · Apr 9

Happy Easter! 🐰 How will the holiday be celebrated in your region, painting eggs or throwing a ... ow in the comment
...projectevo

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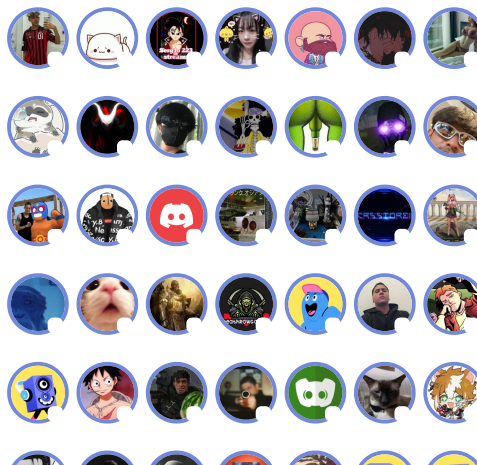
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Official Pages

- Project Evo Discord (https://discord.gg/projectevogame//)
- Project Evo Official Website (https://www.projectevogame.com//)
- Project Evo Facebook Page (https://www.facebook.com/PROJECTEVOGAME)
- Project Evo Twitter (https://twitter.com/ProjectEVO_GameRust)
- Project Evo YouTube (https://www.youtube.com/c/projectevogame//)
- Project Evo VK (https://vk.com/proj...e)
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Project Evo

Fandom Team

Editor(s)	• DONATiN • WayzZ
Writer(s)	• Mirage • Shafi
Developer(s)	• Rituraj Sir

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