Server started

ARK: SURVIVAL EVOLVED · XBOX ONE (/8662467/wi/)

Server started

🔧 Settings

> ❗ The service setup just finished. Some services spawn background jobs for the initial start (generating the world or setup default packages), so it might be possible that not all features are working properly within the first couple of minutes.

Here you can adjust the server settings. All changes made here will usually take effect after a restart. With the search bar you can filter all settings. Use space to separate more than one search term. Experts can show the internal name of the setting to match up with the configuration files.

Search for settings ...

☐ Show internal names (like in the configuration file)

Config mode

Expert Mode

☐

If expert mode is active, all settings that belong to GameUserSettings.ini or Game.ini will be removed from Settings. A new option will appear under 'Settings', labeled 'Expert Settings', where you can add and adjust parameters in GameUserSettings.ini or Game.ini.

Base settings

Server name

Enter your server name.   ✖

Message of the Day (MOTD)

Tribe max: 3   good luck!
✖

Specifies the message of the day

MOTD Duration

10

[💾 Save changes] [☁ Export] [☁ Import] [🗑 Default Settings] ✖

Specifies how many seconds the message of the day is displayed.

Server password

Server started   ⏻ 👁   ↻

If you want to protect your server with a password, please enter it here.

Admin password

•••••••   👁   ✖

This password is needed for controlling your server.

Language

English (en)

The language for the server.

Mapname

Extinction   ✖

Set the map the server runs with.

> ❗ There is a known issue when changing the map of a PvP server with existing player profiles, which can result in very long respawn times. We suggest to either upload the player data through an obelisk before switching the map (and then downloading the player data after that), or performing a save folder wipe in the 'Backup' section after switching the map, which deletes all player data.

Restart Countdown

60   ✖

Countdown in seconds before a game server restarts or stops.

Gameplay Log

☐

Enables the gameplay log file for the server (win/lose tracking for Survival of The Fittest mode)

Active Event

Current official Event

Sets the active event on the server. If the current "official event" is being picked, the current event from ARK's official servers becomes active automatically. If the event makes changes to dino spawns, it's recommended to wipe all wild dinos once, so that new dinos can spawn.

New Year Event

☑

Enables the New Year Event

New Year start time

1609477200

Defines the time of day the new year starts. Needs to be a Epoch timestamp. Time calculator (https://nitra.do/tc_en)

💾 Save changes   ☁ Export   ☁ Import   🗑 Default Settings

New Year end time

1609497200

~~Server started~~ Defines the time of day the new year ends. Needs to be a Epoch timestamp. Time calculator (https://nitra.do/tc_en)

Spectator Password

Allows a non-admin user to join spectator mode with the password.

Optimise ram usage

☐

This Setting can increase performance on servers where large amounts of creatures and items are present.

No Anti-mesh system

☑ ✖

If activated it will turn it off the anti meshing system entirely.

No Anti-mesh kill system

☑ ✖

If activated it will turn it off the anti meshing player kills (but still allow teleportation).

Enable Cryo Sickness

☑

With enabled Cryo Sickness creatures will suffer from cryo sickness if they leave a cryopod.

Enable CryopodNerf Debuff

☑

A debuff to reduce damage to tames, players, structures for a short duration of time after a player releases from a Cryopod.

CryopodNerf debuff duration

1

Amount of time the CryopodNerf debuff affects a player after they release from a Cryopod.

Amount of damage reduced by Cryopod debuff

1

0.01 means 99% of the damage is removed.

Primitive+

☐

Enables Primitive+ DLC. Please note that for finding Primitive+ servers in ARK's server list, you will have to change the game mode in the main menu of ARK.

CrossPlay

☑ | 💾 Save changes | ☁ Export | ☁ Import | 🗑 Default Settings ✖

Activates CrossPlay and allows PC players with the Windows 10 version of ARK to connect to the server. Please note that the Steam version of ARK is not compatible with this feature.

Server started

Genesis

⚠ Experimental Features - The following options might not fully function on Console

Genesis building in mission area

☐

To disable building in Genesis mission areas, activate this option

TEK suit Powers

☑

Activate to enable TEK suit powers in Genesis

Genesis Missions

☐

Activate to disable missions on Genesis

Backup

Start with backup

- start with current savegame -

Choose a backup from the list to start the server with. Please note that the most recent save will be overwritten. Time stamps displayed in UTC+2, covert accordingly!

Dynamic Maps

⚠ These settings are only relevant for people who wish to use the new experimental procedural map creation feature.

Maps Name

PGMap ▼

Sets a unique map name. You can find save games in "SavedArks/PGArks/[map name]"

Terrain Properties

This option sets some terrain specific parameters, which are used by the procedural generation process

Dynamic Map Editor

Admin Log

Enable Admin Log

💾 Save changes   ☁ Export   ☁ Import   🗑 Default Settings

☐

Enable the admin log. You can view it using the server log file or the RCON command "getgamelog" (RCON is only available for PC servers!). Don't worry, the server log may take a few minutes to refresh.

Admin public chat logging

☐

Outputs the use of Admin actions to the public chat

Notify admins about admin commands in chat

☑   ✖

Only notify admins about admin commands in chat

Activate Admin Tribe Logs

☑

Activates the admin tribe logs

Restrictions

Prevent Survivor-Download

☐

If enabled, this setting will prevent character downloads.

Prevent Item-Download

☐

If enabled, this setting will prevent item downloads.

Prevent Dino-Download

☐

If enabled, this setting will prevent dinosaur downloads.

Prevent Survivor-Upload

☐

If enabled, this setting will prevent survivor uploads.

Disable dino taming

☐

Option to disable dino taming

Hide Damage from Logs

☑

Hides damage sources from Tribe Logs.   🖫 Save changes   ☁ Export   ☁ Import   🗑 Default Settings

Random Supply Crates

☐

Server started Option to make Supply Crates completely random.

Disable Weather Fog

☐

This setting will disable weather fog.

Gameplay

Tribe Name Change Cooldown

> 15

Set a timed lock for changing the tribe name.

Allow flying creatures

☑

Allow the use of flying creatures.

Flying inside caves

☑   ✕

Allows flying inside of caves.

Enable 3rd person mode

☑   ✕

Enables 3rd person mode

Enable Crosshair

☑   ✕

Turns on a crosshair.

Enable Hardcore

☐

When you die, your character is wiped to level 1. After you activate this option, your character will be deleted and you need to create a new one.

Enable status notifications

☑

Enables status notifications overall

Join notifications

☐

Enables player join notifications

💾 Save changes   ☁ Export   ☁ Import   🗑 Default Settings

Enable join message

☑

Server started
Displays message when someone joins the server.

Enable leave message

☑   ✕

Displays message when someone leaves the server.

Local Chat only

☐

Text chat only appears to people which reside in the immediate vicinity of the sender.

Disable floating name

☐

Disables the floating names.

Show players on map

☑   ✕

If this setting is active, your position will be shown on the in-game map.

Enable global voice chat

☐

Set's the voice chat to global; everyone will be able to hear each other.

Difficulty Offset

1.5

Scale the difficulty   ✕

Override official difficulty

0

Lets you override the difficulty offset to be higher than 1.0. Leaving blank or setting to 0 will be default.

Maximum structure count allowed nearby

1300

Sets the maximum structure count in the player's build radius range.

Day cycle speed scale

1

Defines the speed of a whole day.

Night time scale

| 6 |
|---| ✕

Defines the time scale of the night.

[💾 Save changes]   [☁ Export]   [☁ Import]   [🗑 Default Settings]

Day time scale

.8   ✖

Defines the time scale of the day.   ⏻   ↻

Prevent disproportionate harvests

☐   ✖

Enables the prevention of disproportionate harvests. The higher the tool's quality is, the more harvest can be obtained. By activating the option, this disproportion will be disabled.

Destroy all swamp and snow structures

Off

This option only can be used once per savegame. Be careful! All swamp and snow related structures get deleted.

Destroy all wild creatures

☐

Adds the option -ForceRespawnDinos to the command line for the next server start. Recommended for the first launch of a v216.x savegame. Tamed dinos are not affected.

All item containers lockable

☐

Makes it possible to lock/pin lock all item containers when set to true (so fridge, smithy, etc.) If set to false these will not be lockable.

Damage Dinos by spike walls

☑   ✖

Option to allow spike walls to damage wild/riderless Dinos

Disable loot crates

☐

Disables the spawning of Beacons/Loot Crates

Hard Limit Turrets in Range

☐

This activates the hard limit of turrets in range. If you go over this limit, random turrets will shut down until you go below the limit.

Creative Mode

☐

Allows you to go into creative mode on your server.

Prevent Offline PvP Connection timer

5

Set the time (In Seconds) that it takes for your connections to activate PreventOfflinePvP.

💾 Save changes   ☁ Export   ☁ Import   🗑 Default Settings

Show Floating Damage Text

☑

Server started
Use this to enable RPG-style popup text.

⏻ ↻

Disable Imprint Dino Buff

☑

Use this to disable the Dino Imprinting-Player Stat Bonus. (Whoever imprinted the Dino, and raised it to have an imprinting quality, gets a Damage/Resistance buff)

Allow Anyone Baby Imprint Cuddle

☑

Use this if you want ANYONE to be able to take care of a Baby Dino (cuddle etc), not just whomever Imprinted on it.

Override structure platform prevention

☑

This option allows Auto-Turrets on other platforms than Rafts and non moving Bases too

Enable Extra Structure Prevention Volumes

☑

Use this to completely disable building in specific resource-rich areas, in particular setup on TheIsland around the major mountains.

Non permanent diseases

☑

This will make Diseases not permanent (you will then lose them if you respawn).

Prevent diseases

☐

This will completely disable Diseases on the server.

Prevent tribe alliances

☑

If enabled, tribe alliances are not allowed. Alliances will not function if Offline PvP Prevention is enabled.

Allow raid dino feeding

☑

To allow your titanosaurs to be permanently tamed (namely allow them to be Fed)

Allow hit markers

☑

Enables hitmarkers for ranged attacks

No fish loot

💾 Save changes   ☁ Export   ☁ Import   🗑 Default Settings

☐

Disables non-meat fish loot

Fast decay unsnapped core structures

☑

Decompose not linked structures with 5-fold speed.

Tribe log destroyed enemy structures

☑　　　　　　　　　　　　　　　　　　　　　　　　　　　　　✖

Changed enemy-structure destruction log (for the victim tribe) to not display in Tribe Logs by default

Force Flyer Explosives

☐

Made all Flyers except for Quetz and Wyvern become 'grounded' if you put a C4 on them.

Destroy Unconnected Water Pipes

☐

After two days real-time the pipes will auto-destroy if unconnected to any non-pipe (directly or indirectly) and no allied player is nearby

Allow crate spawns on top of structures

☑　　　　　　　　　　　　　　　　　　　　　　　　　　　　　✖

Servers can now allow from-the-air supply crates to appear on top of structures, rather than being prevented by structures.

Auto Destroy Structures

☐

Set this to true if you want to autodestroy your structures under certain conditions. See here (https://steamcommunity.com/app/346110/discussions/0/141136086940145265/) for more information.

Autodestroy decayed dinos

☐

Destroys decayed dinos on startup.

Maximum amount of dinos tamed

> 250

Limits the maximum amount of dinos tamed.

Allow stamina recovery while flying

☐

Allows stamina to regen while flying.

Allow multiple C4 charges per dino　　　💾 Save changes　　　⬆ Export　　　⬆ Import　　　🗑 Default Settings

☐

If enabled multiple C4 charges can be attached to a single dino.

Allow Platform Saddle MultiFloors

✅ ✖

Allow more than one floor per saddle platform

Unlimited Respecs

☐

Allow unlimited respecs

Prevent Spawn Animation

☐

Disabled the spawn animation

Corpse Locator

✅ ✖

Upon death, a beam of light shoots into the sky to help the player locate where they died.

Disable structure placement collision

✅ ✖

Enable this feature to allow to place structures that clip into terrain.

Use singleplayer settings

☐

When enabled, this edits all game settings to be more balanced for an individual player experience.

Constant Fast Decay period

| 43200 |

Enable this option for a fixed constant decay period for Fast Decay structures.

Optimze the HarvestAmountMultiplier

☐

Optimizes the server performance but decreases the chance of getting rare items

Will clamp all spoiling times to the items' maximum spoiling times.

☐

Will clamp all spoiling times to the items' maximum spoiling times. Useful if any infinite-spoiling exploits were used on the server and you wish to clean them up. Could potentially cause issues with Mods that alter spoiling time.

This flag allows to manually configure the ItemStatsClamp modifier in the Configfile

☐

💾 Save changes   ☁ Export   ☁ Import   🗑 Default Settings

Usage in the config with ItemStatClamps[]= Attributes are 0=Generic Quality, 1=Armor, 2=Max Durability, 3=Weapon Damage Percent, 4=Weapon Clip Ammo, 5=Hypothermal Insulation, 6=Weight

Enable Idle Player Kick
Server started

Cause characters that have not moved or interacted within the KickIdlePlayersPeriod to be kicked.

No Anti Speed Hack

Anti speedhack detection is now enabled by default. To disable it, use this server commandline.

No Biome Walls

Eliminates the upcoming-Biome-change area wall effects as introduced in an unversioned addition of v241.5.

Minimum Dino Reupload Interval

```
0
```

Number of seconds cooldown between allowed Dino re-uploads (defaults to 0, set to 43200 on Official Servers which is 12 hours).

Only Auto Destroy Core Structures

☑

You can launch an autodestroy enabled server with this option to prevent any non-core/non-foundation structures from autodestroying (however they'll still get autodestroyed if a floor that they're on gets autodestroyed, of course). Official PvE Servers use this option.

Forced Respawn of wild Dinos at server restart

```
0
```

Force respawn of Wild Dinos on server restart. Enabled by default on official servers, this will force weekly respawns of dinos on the server to prevent certain dino types (like the Basilo and Spino) from becoming depopulated on long running servers. Keep in mind this will not always work.

Only Decay Unsnapped Core Structures

☑

If set, only unsnapped core structures will decay. Useful for eliminating lone pillar/foundation spam on PvP Servers.

Tribute Item Expiration Seconds

```
86400
```

Set the expiration timer for uploaded items.

Tribute Dino Expiration Seconds

```
86400
```

Set the expiration timer for uploaded dinos.

Tribute Character Expiration Seconds

🖫 Save changes   ☁ Export   ☁ Import   🗑 Default Settings

86400

Set the expiration timer for uploaded survivors.

Server started

Max number of players in tribe

0

This is the maximum number of players allowed within a tribe.

Limit Turrets in Range

☑   ✕

Clamping how many Turrets can be built in an area on the server, to dramatically improve server performance. ↗ More information (https://ark.gamepedia.com/273.74)

Turret Limit Range

10000

The radius in which the turret limit is applied. A range of 10000 is roughly equivalent to 33 foundations.

Number of Turrets

100

How many turrets can be build within a area on the server. Reduce this setting to increase the performance.

PvE

Disables PvP & Enables PvE

☐

Disables PVP, you are not able to kill other players.

Prevent Offline PvP

☐   ✕

Use this to enable offline raiding prevention. If enabled, this prevents tribe alliances.

Prevent Offline PvP Interval

800

Cooldown time between log off of a tribe or player before their structures or dinos become invulnerable/inactive. Note that all tribe members must be inactive to affect tribe dinos / structures.

Change gamma in PVP

☑

Allow gamma change in PVP/Hardcore.

PvP Structure Decay

☑

Activate structure decay on PvP servers.

💾 Save changes   ☁ Export   ☁ Import   🗑 Default Settings

PvP Dino Decay

☑

Server started

Activate dino decay on PvP servers.

○ ↻

Disable Friendly Fire (PvP)

☑ ✖

Disables Friendly Fire among tribe mates / tribe dinos / tribe structures on PvP.

Allow cave building in PVE

☐

If set to true, allows building in caves when PvE mode is also enabled

Allow Flyer Carry PVE

☐

Allows transport of Dinosaurs and Survivors while in PVE mode

Disable PvE Gamma

☐

Prevents gamma changes in PvE

PvE Allow structures at supply drops

☐

Allow building near supply drop points on PvE

PvE Timer

☐

Enables the PvE-timer. Needs to be unchecked for PvP to function.

Use System Time

☑ ✖

Use system time for PvE timer. Needs to be unchecked for PvP to function.

AutoPvE start

0

Daytime in seconds until activating the AutoPvE

AutoPvE end

0

Daytime in seconds until disabling the AutoPvE

PvE Allow Tribe War

☑ ✖

💾 Save changes　　☁ Export　　☁ Import　　🗑 Default Settings

False disables capability for Tribes to officially declare war on each other for mutually-agreed-upon period of time.

PvE Allow Tribe War Cancel

Server started   ⏻   ⟳

True allows cancellation of an agreed-upon war before it has actually started.

Multiplier

Dino Damage Multiplier

Modifies the multipliers for damage caused by wild dinosaurs

> 1.0

Player Damage Multiplier

Modifies the multiplier for player inflicted damage.

> 1.0

Structure Damage Multiplier

Defines the multiplier for damage structures against players.

> 1.0

Auto destroy of old structures

Sets an extra counter on structures after which they will be automatically destroyed.

> 1.0

Player Resis. Multiplier

Defines the multiplier for resistance of players. Reducing this value will increase the resistance of players.

> 1.0

Dino Resis. Multiplier

Defines the multiplier for the resistance of dinosaurs. Reducing this value increases the resistance of dinosaurs.

> 1.0

Structure Resis. Multiplier

Defines the multiplier for the damage done to structures. Reducing the value will decrease the damage done to structures.

> 1.0

XP Multiplier

Defines the multiplier for experience.

> 1.5   ✖

Taming Speed Multiplier

Defines the multiplier for the taming speed of dinosaurs.

> 2.5   ✖

Harvesting Multiplier

Defines the multiplier for the amount while harvesting.

> 3   ✖

💾 Save changes   ☁ Export   ☁ Import   🗑 Default Settings

Resources health Multiplier

1.0

Defines the multiplier for the natural health recover and allows longer harvesting of one and the same resource.

Server started　　　　　　　　　　　　　　　　　　　⏻　　🔄

Draining Multiplier

.7　　✖

Defines the multiplier of water drain from a player.

Starvation Multiplier

1.0

Defines the multiplier of starvation of a player.

Dino-Hunger Multiplier

.7　　✖

Defines the multiplier of starvation of a dinosaur.

Stamina Multiplier

1.0

Defines the multiplier of stamina draining of players.

Dino-Stamina Multiplier

1.0

Defines the multiplier of stamina draining of dinosaurs.

Regeneration Multiplier

1.0

Defines the multiplier for the natural health recovering of the player.

Player Harvesting Damage Multiplier

1.0

Higher number increases (by percentage) the damage done to a harvestable item/entity by a Player. The higher number, the faster you collect.

Dino-Regeneration Multiplier

1.0

Defines the multiplier for the natural health recovering of dinosaur.

Dino Count Multiplier

1.0

Defines the multiplier for the amount of dinosaurs. Warning! This setting may decrease the performance of your gameserver.

Decay Multiplier

1.0

Globally multiply the number of days for PvE structures to decay to the point where other tribes can dismantle them.

Resource Respawn Multiplier

.8　　✖

Defines the respawn rate of resource nodes. Values lower than 1 increase the rate at which resources respawn.

💾 Save changes　　☁ Export　　☁ Import　　🗑 Default Settings

Regrow on structures multiplier

.7

Controls the radius around structures within which resources cannot spawn. Values larger than 1 will increase the distance. Values smaller than 1 will reduce the distance.

Server started   ⏻   ⟳

Regrow Multiplier

.8

Controls the radius around the player within which resources cannot spawn. Values smaller than 1 will decrease the distance. Values larger than 1 will increase the distance.

Dino Decay Multiplier

1.0

multiplier value for the speed at which a dino is marked as unclaimed (higher value = slower decay)

Platform Saddle Modifier

1.0

Changes the amount of objects that can be placed onto a Platform Saddle.

Lay egg interval multiplier

1.0

Higher number increase time between eggs spawning

Dino turret damage multiplier

1.0

Higher number increases the damage done by Turrets towards a Dino

Dino harvesting damage multiplier

3.0

Higher number increases the damage done to a harvestable item/entity by a Dino. The higher number, the faster you collect

Custom recipe effectiveness multiplier

1.0

Higher number increases the effectiveness of a custom recipe

Custom recipe skill multiplier

1.0

Higher number increases the effect of the players crafting speed level that is used as a base for the formula in creating a custom recipe

Mating Multiplier

1.0

Time between two pregnancies (smaller value, more babies).

Egg Hatch Speed Multiplier

15

Incubation speed

Kill XP Multiplier

2

This multiplier affects the amount of XP for killed enemies

💾 Save changes   ☁ Export   ☁ Import   🗑 Default Settings

Harvest XP Multiplier

2

This multiplier affects the amount of XP for harvesting

Server started

Craft XP Multiplier

2

This multiplier affects the amount of XP for crafting

Generic XP Multiplier

2

This multiplier affects the amount of XP over time

Special XP Multiplier

2

This multiplier affects the amount of XP for special events

Supply Crate Loot Quality Multiplier

4

Quality of supply crates loot

Fishing Loot Quality Multiplier

1.0

Quality of fishing loot

Crop Growth Speed Multiplier

1.0

Higher number increases (by percentage) speed of crop growth.

Fuel Consumption Interval Multiplier

1.5

How fast the fuel consumption is. With a higher value the fuel lasts longer.

Crop Decay Speed Multiplier

1.0

Higher number decrease (by percentage) speed of crop decay in plots.

Hair Growth Speed Multiplier

1.0

Higher number increase speed of hair growth.

Oxygen Swim Speed Stat Multiplier

3   ✖

Use this to set how swim speed is multiplied by level spent in oxygen. The value was reduced by 80% in 256.0.

Corpse usage multiplier

2

Modifies corpse and dropped box lifespan

Battery consumption multiplier

3

The rate at which charge batteries are used in electrical objects

💾 Save changes   ☁ Export   ☁ Import   🗑 Default Settings

Tamed Creature Starvation Multiplier

1

Defines the multiplier for the starvation of tamed creatures.

Server started   ⏻   ↻

Wild Creature Starvation Multiplier

1

Defines the multiplier for the starvation of wild creatures.

Wild Creature Torpor Multiplier

1

Defines the multiplier for the torpor drain rate of wild creatures.

Passive Tame Interval Multiplier

1

Set how long it takes until a passive tame creature needs to eat again whilst taming.

Tamed Creature Torpor Multiplier

1

Defines the multiplier for the torpor drain of tamed creatures.

Stack Size Multiplier

| 2 | ✖
|---|

Defines the size of a Stack. Does not affect all items

Baby Multipliers

Baby Mature Speed Multiplier

15

Babys growing speed.

Baby Cuddle Interval Multiplier

1.0

How often Babies wanna cuddle. More often means you'll need to cuddle with them more frequently to gain Imprinting Quality.

Baby Imprinting Stat Scale Multiplier

1.0

How much of an effect on stats the Imprinting Quality has. Set it to 0 to effectively disable the system.

Baby Imprint Amount Multiplier

4

Multiplier applied to the percentage each imprint provides.

Baby Cuddle Grace Period Multiplier

1.0

A multiplier on how long after delaying cuddling with the Baby before Imprinting Quality starts to decrease.

Baby Food Consumption Speed Multiplier

💾 Save changes   ☁ Export   ☁ Import   🗑 Default Settings

1.0

How fast a baby can eat.

Baby Cuddle Lose Imprint Quality Speed Multiplier

A multiplier on how fast imprinting Quality decreases after the grace period if you haven't yet cuddled with the Baby.

1.0	⏻	⟳

Unreal 4 Engine

💣 Use the following settings to change the behavior of the game engine. Keep in mind that these settings are intended for expert users. All changes on these settings are written to the Game.ini configuration file after restarting the server. These settings are only effective if "Engine Settings" are active!

Enable only specified Engrams

☐

If you activate this option, all engrams not properly configured in the EngramOverwrite list will be hidden.

Spoiling Multiplier

> 0

Alters the multipliers for spoiling, depending on the previous rate.

Item-Decomposition Multiplier

> 0

Defines the despawn speed of dropped items.

Corpse-Decomposition Multiplier

> 0

Alters the multipliers for vanishing of bodies, after they died.

Experience points per Player

>

The maximum experience points a player can reach can be changed since the release of version 189.0. The configured value is absolute. This means that, if the value 15,000 is set, only 15,000 experience points can be gained.

Experience points per Dinosaur

>

The maximum experience points possible that a dinosaur can reach can be changed since the release of version 189.0. The configured value is absolute. This means that, if the value 15,000 is set, only 15,000 experience points can be reached.

Cave structure damage multiplicator

> 6.0

Alters the multipliers for damage caused to structures in caves or cave entrances.

💾 Save changes	🔄 Export	☁ Import	🗑 Default Settings

Disable Friendly Fire

[ ]

Server started
Disables friendly fire among tribe mates / tribe dinos / tribe structures on PvE.

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💾 Save changes   ☁ Export   ☁ Import   🗑 Default Settings