



ARK: SURVIVAL EVOLVED FOR XBOX ONE AND PLAYSTATION 4 GETS FIVE NEW DENIZENS - ALONG WITH NEW UNDERWATER CAVES TO EXPLORE

Seattle, WA - January 17, 2017 - The ceaselessly sleepless team at Studio Wildcard today released a new content update for **ARK: Survival Evolved** on Xbox One and PlayStation®4 that adds a bevy of new beasts, and two expansive underwater environments to explore. This new update brings the console versions of the massively popular survival game on-par with its PC version through v253, and includes two full-scale underwater caves that are progression oriented with artifacts, while unleashing five new creatures! The PlayStation®4 update also adds the "Procedurally Generated Maps" feature on-par with PC and Xbox One, which allows players to generate an infinite variety of new ARKs to experience. The update is free, and available now on Xbox Live and tomorrow on PlayStation Network.

- Download the new **ARK** patch 253 Spotlight Trailer **HERE**: www.dropbox.com/s/dmphhyvz3nv2rut/253_Trailer.mp4
- View the new trailer **HERE**: www.youtube.com/watch?v=SgMKeuPtieg
- Download the new Dinosaur Dossiers **HERE** and Screenshots **HERE**: drive.google.com/file/d/0BwkOSLzA_UiIeDJ2aVJpR1M1aTg/view

New Dinos and Creatures!

Cnidaria Omnimorph: A combination of everything good and bad about various species of Jellyfish, the Cnidaria is too simple to tame or train, but tribes keep schools of them around for their bioluminescence and their ability to sting.

Containing them in pools around a camp is a great way to make a barrier of swimming, stinging security that also illuminates the night. They also drop a special biotoxin which can be used to create shocking torpor darts and is 2x as powerful as regular ones.



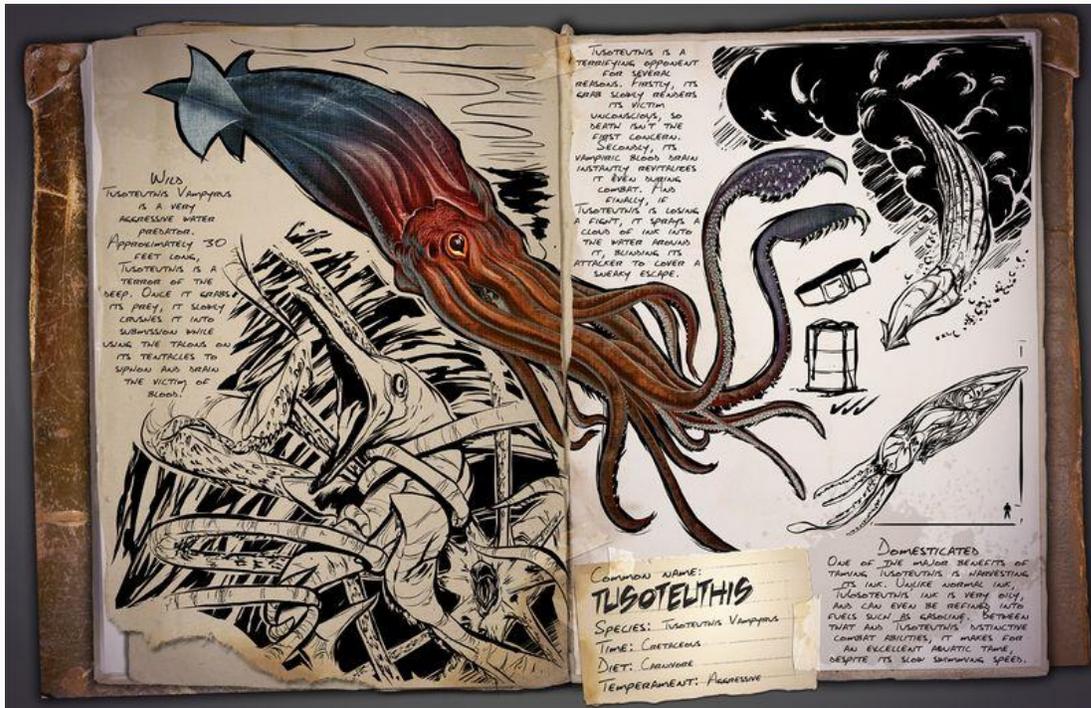
Troodon Magnanimus: Outside of human beings, the Troodon might just be the most clever creature on the islands. You don't "tame" a Troodon, you earn its loyalty through its social nature and love of the hunt. While Troodon is considered a smaller relative of the island's Raptors, they are no less dangerous, especially with their love of hunting at night.



Pegomastax Fructarator: Life ain't easy when you're at the bottom of the food chain on carnivore-filled islands, just ask the Pegomastax. This is a relatively harmless herbivore who prefers to live alone and gorges on just about any plants it can find. Far from the definition of "pretty," Pegomastax features a nasty looking beak (with tusks for extra effect!) and feathers, making him a unique sight on the island. Some tribes keep a few Pegomastax around, as they are excellent scavengers who collect an extraordinary quantity of seeds and berries, while also handily gathering the rare Flowers, Mushrooms, and other ingredients necessary to cook up unusual concoctions.



Tusoteuthis Vampyrus: A monstrous relative of the vampire squid, Tusoteuthis bears a closer resemblance to giant squids. It may be slow, but the aquatic Tusoteuthis is a horrific threat to anyone who dares get too close, using its tentacles to first grab, then crush...and then syphon the blood out of its hapless victims. Tribes will sometimes tame this nightmare of the deep in order to extract its unique ink, which contains oils that can be processed into fuels.



Therizinosaurus Multiensis: Built like a T-Rex, but completely tameable and a herbivore to boot, the Therizinosaurus is one of the strangest dinosaurs on the islands. Its claws allow it to perform both brute-force or delicate actions; from taking down enemies (though it would prefer to just leave them alone) to plucking leaves from a particularly tasty bush. Because of this ability, Therizinosaurus are always handy to have around for harvesting specific resources, or, when needed, decimating enemies in combat.



ARK: Survival Evolved is in development for Xbox One via the ID@Xbox program, Steam Early Access and PlayStation®4. The game is currently playable in on all three platforms, which includes Oculus Rift VR support and an integration of Steam community features such as Steam Economy and Steam Workshop for custom maps and mods. Players can host private/LAN servers and have access to a custom-built version of the Unreal Engine 4 Editor for creating mods. The world of **ARK** is designed to be modder-friendly and ever-expanding!

For the latest updates follow us on [Twitter](#), like us on [Facebook](#), subscribe to us on [YouTube](#), visit the Website at [playark.com](#) and watch us tame and train leviathan dinosaurs on [Twitch.TV](#).

ABOUT STUDIO WILDCARD

Studio Wildcard was co-founded in 2014 by industry veteran Jeremy Stieglitz and Jesse Rapczak, former Technical Art Director at Microsoft Game Studios, with the mission of bringing AAA quality to ambitious indie productions that are designed for core gamers. With combined 25 years of industry experience across multiple independent and studio-backed titles, Jeremy and Jesse have teamed up with other veteran developers for Seattle, WA-based and Gainesville, FL-based development studios that also include distributed team members across multiple continents.

Wherever talented, driven developers may reside, Studio Wildcard intends to seek out and work with them!

ABOUT INSTINCT GAMES

Instinct Games is Egypt's leading game development studio. Started in 2011 by former Timeline Interactive co-founders, the Instinct Games team develops and produces video games on all major platforms utilizing its competent technical team. Its mission is to collaborate with world class partners to foster Egypt's video game development ecosystem and set a precedent of high quality, low cost, entertaining indie games with worldwide appeal.

MEDIA CONTACTS

Tracie Snitker

Reverb Communications

tracie@reverbinc.com

(209) 586-1495 ext. 104

Ted Brockwood

brockwood@reverbinc.com