



## **GDC 2017: STUDIO WILDCARD REVEALS *ARK: SURVIVAL EVOLVED* SPONSORED MODS PROGRAM TO PROVIDE FINANCIAL AND DEVELOPMENT SUPPORT TO 15 SELECT MOD TEAMS**

*ARK Opens Its Dinosaur-Infested Jungles to Inspire Select Modders, Gifting Them a Monthly Stipend and Developer-Support to Grow Their Projects*

**San Francisco, CA - February 28, 2017** - Studio Wildcard revealed today at the Game Developers Conference 2017 that it has launched the **ARK** Sponsored Mods program, which will provide both financial support and development advice to select modders of **ARK: Survival Evolved**. The program's goal is to give a boost to the vibrant **ARK** modding community by selecting 15 projects each month to each receive \$4,000 towards the modders' ongoing development costs. Completed mods may also be considered for integration into the final retail release on PC and Consoles of **ARK: Survival Evolved**.

"We know how expensive it can be to make and distribute a great mod, and through the new Sponsored Mods program, we want to reduce some of that financial burden, while offering development support to modders," said Cedric Burkes, Community Manager and Technical Liaison at Studio Wildcard. "We believe this program is the first of its kind, where modders earn money to

complete their projects, and we hope it catches on in the industry, perhaps even becoming a standard."

"ARK Mods have contributed mightily to the game's longevity & variety, and we're very grateful to the talented content creators who make them," said Jeremy Stieglitz, Co-Founder and Lead Designer & Programmer at Studio Wildcard. "With the new 'ARK Sponsored Mods' program, we aim to be able to support some of the most promising authors directly, and continue to attract the world's most talented Modders to build amazing new content for ARK."

During GDC 2017 week, Studio Wildcard will also be giving a panel talk titled, "ARK: Survival Evolved: Lessons from the Trenches of Early Access." The talk is scheduled for Wednesday, March 1, from 3:30-4:30pm in Room 130, Moscone North Hall and will focus on the benefits, challenges and results of developing a game via Steam's Early Access program. Conference attendees can also come to South Hall #1335 to chat about career opportunities in either the Gainesville or Seattle-based Wildcard offices.

Studio Wildcard opened up its ARK Dev Kit in July 2015 and since that time over 2,500 different mods have been created in Steam Workshop. Two of the most popular mods - **The Center** and **Primitive+** - were chosen last year to become official mods within the main game and now appear on both Steam, Xbox One and PlayStation 4 versions.

- Check out this month's select **ARK** mods in the new montage video **HERE**: [www.youtube.com/watch?v=bs7w9x4E04s](http://www.youtube.com/watch?v=bs7w9x4E04s)
- Visit the newly launched website featuring the March **ARK** Sponsored Mods **HERE**: [survivetheark.com/index.php?/ark-sponsored-mods/](http://survivetheark.com/index.php?/ark-sponsored-mods/)
- Download the **ARK** mods screenshot pack **HERE**: [drive.google.com/file/d/0ByEVL6CX1TeocnVIbVpYc1JHVIU/view](http://drive.google.com/file/d/0ByEVL6CX1TeocnVIbVpYc1JHVIU/view)
- Download the **ARK** Sponsored Mod logo **HERE**: [drive.google.com/open?id=0BwkOSLzA\\_UiIODdhZmJiSjFMaUU](http://drive.google.com/open?id=0BwkOSLzA_UiIODdhZmJiSjFMaUU)

Below are the first 15 mods that are taking part in the Sponsored Mod program. Every month going forward, new Mods may be added to the program, so be sure to check the [ARK Sponsored Mods website](#) each month to see who has made it

into the program! Click on a link for more info via the Steam Workshop.

[NPC Bush People](#) by Swords

[Scorched Earth Decor](#), [RP Decor](#), [eco In Wonderland](#), and [ecoTrees](#) by eco

[Ragnarok](#) by Excited Kangaroo

[Structures Plus](#), [Platforms Anywhere](#), [Platforms Plus](#) by orionsun

[Steampunk Mod](#) by iSpeZz

[Roraima](#) by Jeff

[Castles, Keeps, and Forts Architecture](#) by enc | ExileAcid

[Survival Plus](#) by Tao

[Ark Moon Survival](#) by DavidBC

[Shigo Islands](#) by Exilog

[Madagascar Evolved](#) by Hey my team rules!

[Thieves Island](#) and [Skies of Nazca](#) by Tkat5200

[MRRadTools.Inc](#) by MRRadioactiv

[Ark Postal Service](#) and [Offline Raid Protection](#) by jslay

[Advanced Admin Command Menu](#) by Woeful Macabre

Itching to get Modding in **ARK**? Players who have purchased **ARK** can begin modding immediately! The **ARK** Dev Kit is a simplified version of the Unreal Engine 4 Editor, specifically compiled to streamline the process of creating Mods and Maps for **ARK: Survival Evolved** and to then upload them directly to Steam Workshop for other users to download and play. Follow the "[How To Mod](#)" tutorial to get started, then join the ARK community, participate in the [Unreal Engine ARK Modding forum](#), and find content in the [Unreal Engine Marketplace](#).

**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](#).

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### **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.

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