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## Ark crafting xp guide

When playing ARK: Evolved Survival, you may find yourself stuck at a certain level or need just a few more levels to get the crystals you want. Depending on your level, getting to the next level can be very freezing. To help you, we've created an overview in the fastest way to gain experience. The overview is divided into categories of a certain level, since there will be different methods when you get access to better items and gear. Reach level 94 as soon as possible by using the tips in this guide. If you have improvements to the list, leave a comment and we'll be happy to add to it! Also, don't forget to check out the Experience calculator to see how much experience the creatures are given! Low level (1-30) When you are just starting arK, you should focus on getting to know the game. Play around and you'll see that you're going to level without too much effort. Also, don't be afraid to die; it will happen a lot at first (we all have that problem). The good thing is that you won't lose your gear back or craft stuff/build a foundation again, which will all result in experience and help you level up. Other ways you can get some simple experience from doing anything (you'll receive a very small amount of just standing still or strolling around) Explore the island: just take a walk, make some stuff, find some berries to eat, make small huts; Just nothing to make yourself comfortable because you will spend a lot of time on the island (specially wooden stuff) for a small base. Craft notes or cloth caps. Both notes and caps give 1 exp, for a very small amount of resources. Notes are a little cheaper (3x thatch, 1x fiber) than a cloth hat (10x fiber), but you need to cancel a notewritten message every time you make one. Narcotic craftsmanship! This is the best way because it gives 2 experiences per craft and is pretty guick. Just make some pestles and fill them with narcoberries and damaged meat (5x narcoberries, 1x meat damaged). With a heap of 100 damaged meats, you need to add 500 narcoberries to be able to create 100 narcotics. To make it faster, it is advisable to divide your amount over different mortars because you will then make them parallel and gain an experience / second. Note that you don't have to be in a variety of mortars to gain experience, so just put everything and hit the 'craft all' button and proceed by collecting more damaged meat and berries as you get experienced. Another good thing for crafts is the storage box (wood 25x, 20x yangch, 10 fiber). This will give you 3.7 exp exp but it is quite difficult to make because you need a lot of sticks, whichch and fiber. The best way to get this is by having a mammoth or some good tool. For fiber, try to get a hold on the scythe and you will drown in it. Say advice: don't drop your incremental storage box created, but put it and destroy it. This will give you back half of the sources, which you can then use to make a few more. From level 15 on you will also be able to the craft. The resources for that are not too difficult to get (250x sticks, 125x fiber, 75x hides) and it provides a reasonable amount of experience (91 accurate). The resources required may seem like a lot, but compared to your storage boxes for 91 experiences equivalent to 625 sticks!) Get yourself a cooking pot and craft a new meal (since v238): Enlightenment Soup. This will give you a 1.5x experience for 20 minutes. The recipes are as follows: 10x Mejoberry, 2x Every vegetable (Citronal, Longrass, etc.) 5x Rhino Horn 1x Black Pearl 1x Mediumskin Level (30-60) Now that you have a hanging game, you should be able to do some more advanced things: Things expressed for low levels may still apply to you, because they are all good ways to get some more advanced things: Things expressed to low levels may still apply to you, because they're all good ways to get some more advanced things: Things mentioned for low levels may still apply to you, because they're all good ways to get some things more advanced: Things mentioned for low levels may still apply to you, because they're all good ways to get some things. some more advanced things: Things expressed to low levels may still apply to you, because they're all good ways to get some things more advanced: Things mentioned for low levels may still apply to you, because they are all good ways to get some more advanced things: Things that Kill bugs: find a simple dino target to kill, and leave its carcasses around. After some time, it should pull out bugs that you can kill. Do tracks on your health with this approach, and especially keep an eye on your dinos, because you can kill yourself if you don't pay attention! Build a nice foundation (preferably wood or stone) and get experience while building your dream home! Kill alphas (but be careful): the best way to go about alphas is to find a place where they can't get to you, but where you get to hit them by bowing/crossbow. With recent updates they might run away, so this makes it harder to draw nowadays. Another approach is to get a high-level rex/spino/giga and go after them with it. Also, don't get alpha rex anymore, because it's much stronger than rapists and carno. If you're brave enough, you can start killing an alpha raptor from level 30 with a pike, but make sure you don't bring in the most important supply because there is a risk you might die. As always, Enlightenment Soup can be used to get yourself a 1.5x experience. High levels (60-94) At this point in the game there aren't many simple experiences of left hacks. The main thing to do is kill sprees, because that gives you the most experience. Kill alphas Just go on the murder spirit with a rex/spino and kill everything you see. Keep the meat you get from this, so you can let it spoil later and use it to make narcotics. Build the biggest base you've ever seen and get experienced when creating crafts. As always, usual, Of Enlightenment can be used to get yourself a 1.5x experience: only in tribes and doing things together. As long as you're close to other tribal members, you'll get experience from the actions it's doing. So, if you're just going to collect some berries: be sure to stick together. More tribal experience: finding guarterback narcotics, but it can also be that you have to be near someone when they make something in their inventory). More tribal experience: if you get a quarter with some rexes/spinos/gigas: go raging together and kill every creature you see. Be sure to stick together though, because you instead won't get any experience. Also a good approach is to kill alphas together, because they are easier to take in a team. Build a large base along with your tribe; go farm together, build toget additional quarter experience. As always, Enlightenment Soup can be used to get yourself a 1.5x experience. In short Just play games and making to gain experience and improve. If you enjoy playing the game, you'll be flattering no matter what. If you're stuck and need for example a certain level for saddle or engram, then you can check the options listed above. Remember though, that there are also blueprints that will make it possible to make an item even if you're not the right level anymore. Collect resources In the guidance of several sources, such as narcoberries, is used to gain a lot of experience. Since there are various ways to gather resources, we list some of the easiest/fastest ways to get them, so you can level faster. Narcoberries Tame a (low level) dino, for example trikes or bronto or mammoth, and go through forests and places where there are plenty of bushes. Drop everything except for narcroberries and you'll have a lot in a while. Tame's damaged meat carnivores, for example rapists or rex or sabertooth (others also apply) and hunting for several animals. Good sources of meat especially fish schools are swimming around, since they are easy to kill and give a ton of meat. Next, remove all meat inventory of your dino and put it yourself (therefore reducing the timer is damaged). The next step is to divide all your piles. This means that you need to divide your single pile of 20 meat into 20 piles of 1 meat. The reason to do this, is that only the top items in the heap have a faulty timer. After the item is damaged, the next item timer will enter, etc. By dividing all The meat into a single pile, you make the timer spoil for every piece of meat you have: resulting in a faster spoil. The fastest way fiber is to get scythe and hit the plants with it to get a large amount of fiber in just a few minutes. If you happen to have Gigantopithecus, then you can also use it by putting it accumulate some. It would be optimal if you could combine both; set Gigantopithecus on wandering and using your cysts to get fiber on your own. That way you can keep an eye on your giganto, so it won't travel or be killed, while also productive on your own. Level experience and instance points For those interested in the exact amount of experience you need for each level, you can check it out in the table below. The table also contains a flying point for each level, which may be useful when choosing the engram you want. 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If you happen to know another way to get an experience that hasn't been listed yet, please let us know in the comments. We are happy to be happy to so that others can also benefit from it. It is. It.