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To tame or tamese also. Rock Drake, Managarmr, Magnasaur and Magma Dragon (why-wern) are one of the Crates ARK: Survival Evolved. This creature can be found on Scorched Earth in The World Scar, on Ragnarok in the Dragomale Trench and Wyvern Cave, on Valguero in The Great Trench, on Lost Island in the Wyvern Trench and on the Fjordur map, with each Wyvern found in a different realm. Poisons, Fire, Lightning, Ice (only on Ragnarok, Valguero and Lost Island), and Forest (only Extinction). A weaker variant of Poisons, Lightning, Ice and Forest is used in the Gauntlet Missions "Bog Beadown", "TEKnological Terror" and "Magma Medley Melee" respectively. Basic Info[] Dossier[] This section is intended to be an exact copy of what the survivor Helena Walker, the author of the dossiers, has written. There may be some discrepancies between this text and the in-game creature. Species Draconis vperaTime UnknownDnt CarnivoreTemperament Aggressive Wild Like its relative from the Island, the Draconis vpera are creatures straight out of European legend. Aside from size, the main difference between Draconis vpera and its larger cousin is that the former possesses only two legs, like an avian. Otherwise, it is quite similar, with armored scales, leathery wings and the ability to spew projectiles from a pair of glands inside its mouth. The nature of these projectiles is tied directly to the color of Draconis' scales. Some spit fire while others unleash poisonous acid or even bursts of bioelectricity.Domesticated I can imagine no flying mount more deadly than Draconis vpera. Its strength, toughness and ability rain death upon one's enemies makes it unmatched in combat. The few creatures that it cannot immediately overpower, it can outmaneuver. The ridges on its back form a natural saddle, to the point where many riders prefer to ride Draconis bareback. Curious indeed. However, Draconis vpera is so resilient to domesticate once it has become an adult. It must be raised from an egg if you wish to garner its loyalty. Behavior[] Extremely aggressive, often found flying around mountainous areas, or the dragon trenches looking for a fight. The only exception is Forest Wyvern, which does not attack at all. With very little to rival them, Wyverns are considered to be among the most dangerous predators on Scorched Earth for their surprising speed and devastating elemental attacks only surpassed by the Manticores and rveled in sheer ferocity and power by the Deathworms. Appearance[] From left to right: Poison, Lightning, and Fire Wyverns. Wyverns appear very similar to what one would assume to be a stereotypical dragon. There are five different types of wyverns, each with small but distinguishable variations in size, shape and color. Poison Wyverns generally appear in some hue of green or grey-green, while some cases have them appear in black or purple shades and hues. They have frills on the sides of their face, much like a Dilophosaurus. Their head is flatter and wider than the other Wyverns, seeming more Serpent-like. A ragged strip of webbed spikes runs down their back. They also possess a snake-like tongue. Fire Wyverns usually appear in shades of reddish-brown, red, orange, orange-brown, or even just brown. Their wing membrane can often sport a burnished gold color. Their head is probably the most stereotypically dragon-like of all the Wyverns. A row of sharp spines run down their back. A ridge of spikes protrudes like an eyebrow above their eyes. A fill of horns adorns their skull, and they have a cluster of small spikes by their jaw muscle. The tip of their snout hooks like a bird of prey, and they are the only Wyvern that has an Alpha, Forest, and Corrupted form. Lightning Wyverns can appear in almost any shade of blue or purple. Their wing membrane is either a dark grey/black with paler lightning-shaped streaks or blinding white. They have a very narrow, triangular face and large eyes. Its eyes are set back and it has three pairs of small fins on the side of its face behind the eyes. It also has a central fin rising from the top of its head giving it an Aquatic look. A ragged ribbon of flesh runs down its back. Ice Wyverns can be light blue/white with the rare possibility of being green and/or black/grey and/or pink/green/blue. Their wing membrane is either the same color as the body/tits highlights. They somewhat resemble Fire Wyverns but they have a more triangular, beak-like upper jaw and a slightly wider, spiked lower jaw. They are the most birdlike of the Wyverns, possessing a thin snout akin to a beak. They have a pronounced brow with a spike akin to eyebrows over each beady eye along with additional spikes on their heads akin to hair. Ice Wyverns' bodies are covered with spikes, which start on their shoulders, run down the spine, and end at the tail. Ice Wyvern eggs can only be found on Ragnarok, Valguero, and Fjordur. Forest Wyverns appears only in one color: bright red. Much of their appearance evolves from the Fire Wyvern, but are uncharacteristic in that they are both smaller and sport yellow, striking veins which protrude from their yellowish gradient wing membranes. Color Scheme and Regions[] The Forest Wyvern spawned from Forest Titan always spawns with the same color scheme and has no color regions unlike its predecessor, making it impossible to make alterations to its natural spawn color. This section displays the Wyvern's natural colors and regions. For demonstration, the regions below are colored red over an albino Wyvern. The colored squares shown underneath each region's description are the colors that the Wyvern will randomly spawn with to provide an overall range of its natural color scheme. Hover your cursor over a color to display its name and ID. This information can be used to alter the Wyvern's regions by entering cheat SetTargetDinoColor in the cheat console. For instance, cheat SetTargetDinoColor 6 would color the Wyvern's "body" magenta. Region 0:Body Region 1 is not usedfor this Creature. Region 2:Belly and Foot Scales Region 3 is not usedfor this Creature. Region 4:Fins and Wings Region 5:Belly Detail Region 0:Body Region 1:Fins and Frills Region 2:Wings Region 3 is not usedfor this Creature. Region 4:Back Region 5:Belly Region 0:Body Region 1:Fins and Frills Region 2:Belly Region 3:Wing Detail and Fins Region 4:Back Region 5:Body Detail Region 0:Main Body Region 1 is not usedfor this Creature. Region 2 is not usedfor this Creature. Region 3 is not usedfor this Creature. Region 4:Belly Scales Region 5:Top and Fin Scales Region 0:Body Region 1 is not usedfor this Creature. Region 2:Belly and Foot Scales Region 3 is not usedfor this Creature. Region 4:Fins and Wings Region 5:Belly Detail Drops[] Base Stats and Growth[] Wild Stats Level-up Type in values of a wild creature to see on which stats it's emphasized. Green values on a high-level creature are very good for breeding. If you've already tamed your creature you can try to recover the breeding stats via an external tool.[1]The stat-calculator does not work in the mobile-view, see here for alternatives. Apps Note that after the creature is tamed it is immune to the breath attack of its own kind and the status effects they afflict, and in most cases, that immunity is likewise shared by the rider. The only exception to this is the breath of the Poison Wyvern, which will still damage the rider of another Poison Wyvern. The only way for a rider to avoid the damage from a Poison Wyvern's breath is to either equip a Gas Mask, which only mitigates the damage, or a full suit of Hazard Gear, which negates all damage. Wyverns of different types, however, are still vulnerable to the breath attacks and the status effects applied by other types of Wyvern (I.E. a Fire Wyvern's breath will harm a Lightning Wyvern, and vice versa). Carrying[] The Wyvern is capable of carrying the following creatures: Combat[] General[] The Wyvern, for all intents and purposes, is the quintessential flying dragon. Wyverns have massive wings with the same design mechanisms as bats but the grace and strength of the Condor. However, they also have a very long tail with a nob or fin depending on the Wyvern type; on all the tail acts as ballast and makes them highly maneuverable. The Wyvern in the wild is highly territorial and fierce in defending its perceived territory and its nest. It also has a notably powerful bite: combat with a Wyvern is, quite possibly, the most dangerous challenge you can face short of a boss-level creature. Fighting one is definitely not for the faint of heart and flying a Wyvern is a thrill beyond comparison. Strategy[] Wyverns are extremely difficult to fight due to their mobility and devastating attacks. Nape of Neck Strategy: You will need a flying mount with decent health and pumped stamina, and melee damage. Focus on the nape of the Wyvern's neck and attack there. When it tries to turn, you turn as well, so it cannot turn enough to attack you. This is very dangerous due to the high damage output of the Wyvern, but when executed correctly, it is surprisingly effective. A variation of this strategy is to attack its feet from below. This strategy should only be attempted against a single Wyvern at a time! Chain Bola: Get a Paraceratherium with a Platform Saddle and build a Ballista on top, bait a Wyvern with any flying mount to the Paraceratherium and chain it down with the chain bola. Then you can attack it with any Dino so it is easy to kill. Grappling Hook: Using a grappling hook to latch onto a Wyvern can make a difficult task much simpler. Once attached, one can either meele the Wyvern with a sword or club/bloomingar depending on whether your aim is to kill or knock out or shoot at it with any firearm. A word of warning, though, depending on who you attach, the Wyvern may still be able to attack you with its meele. Also note that other Wyverns can attack you with relative ease, so never adopt this tactic when fighting groups. Wyverns can also be baited over turrets set to attack wild dinos. This is quite effective as Wyverns are susceptible to same ranged damage modifiers as all other flying dnos. Wyverns are often be outmatched by their tame counterparts, so fighting fire with fire is never a bad idea, even though two Wyverns of the same type can't damage each other with their special 'breath' attacks.\* While a Poison Wyvern cannot kill another Poison Wyvern with its poison projectile, it CAN still kill another Poison Wyvern's rider. Weaponry[] The homing missile can lock on to both normal Wyverns and Alpha Wyverns. Also, a Paraceratherium with Chain Bolas and a Ballista can get it on the ground for you to use your firearms, using a guided or normal rocket launcher can be sufficient when you chain bola it. Dingers[] All Wyverns have a different breath attack as follows: Fire Wyverns use a short-range fire breath which does the most overall damage per attack due to it leaving a DoT effect on whatever the attack hits. This fire has a rather large spread, making it harder to avoid. Lightning Wyverns have a lightning breath that travels instantly, does a incredible amount of DPS, and hits at a decent range and makes meele attacks nearly impossible as the entire body is affected by this attack (tested by dismounting during the breath attack), making them quite dangerous to fight with. Poison Wyverns use a toxic gas cloud which ignores armor (tested on Flak Armor), while extremely dangerous it does not move unlike the other 4 Wyverns but instead could be used as a area control attack limiting safe zones. If the poison projectile explodes too close to the rider, the splash damage can easily kill the rider if the wyvern has most of its points into meele. This is prevented if the rider is wearing an Gas Mask. Ice Wyverns uses a short-range ice breath attack which deals some damage and also slows whatever it hits. The slowest status effect will last a few seconds - this gives the Ice Wyvern enough time to use the attack again, though Pteranodons might escape by barrel-rolling away. Like that of the Fire Wyvern, the Ice Wyvern's breath has a large spread making it difficult to avoid. Weakness[] Using a Ballista Turret, a Wyvern can be immobilized by hitting it with a Chain Bola. Wyverns are also susceptible to the x2.2 Auto Turret damage to dinos modifier, so placing turrets is an effective way to kill groups of Wyverns. When using tamed creatures in combat, one can use the Wyvern's large turn radius as an advantage to avoid its attacks while targeting its wings and lower body. A Wyvern can also be easily killed by a Rock Elemental, as they're immune to breath attacks and take reduced damage from physical attacks. Taming[] Eggs[] Adult Fire, Lightning, Poison and Ice Wyverns cannot be tamed. To acquire a tamed Wyvern, the player must hatch a Fertilized Wyvern Egg, which comes in four varieties: Fire Egg, Lightning Egg, Poison Egg, and Ice Egg. These eggs must first be acquired by stealing from the nests of wild Wyverns, after which successive generations of tamed Wyverns can be bred, and traded between tribes. Stealing these eggs is not an easy feat, as the nests are often guarded by large swarms of adults patrolling the nesting grounds; inciting aggression from individuals just by getting too close, and the entire flock will give chase if an egg is successfully taken from a nest. There are many different methods for stealing eggs, most of which involve a flier that is faster than the Wyverns, or a powerful tame that can kill the attacking swarm rather than run from it. Unlike other tames which get level-boosted after taming, Wyverns do not, and the young hatch as the same level of the parent who laid the egg. To compensate for this, the maximum level of a wild Wyvern is 190. To get the best stats for your baby and establish a high-level breeding project, only the highest leveled eggs should be prioritized. Lower level eggs should still be taken, however, to encourage new eggs to spawn. These lower-leveled eggs do have a use, and aren't just inventory clutter; as they can then be used to make Extraordinary Kibble, the finest generalized taming food available. Once an egg is in your possession, unlike most, Wyvern eggs require a lot of heat to incubate properly: having a temperature range of 80 to 90 °C / 176 to 194 °F. Placing down a large number of any heat-emitting object such as Standing Torch, Campfire, or Air Conditioner, will work, though this can require constant adjusting to account for changes in temperature as the time of day and the weather alternates (Air Conditioners specifically provide insulation rather than heat, and enough of them will ensure a stable temperature). Alternatively, the egg can be dropped near a Dimetrodon, which provides an insulation boost dependant on its Damage stat, though in most cases additional heat sources will need to be used alongside the Dimetrodon (though less than if a Dimetrodon is not used). Perhaps the best available option now would be the new Egg Incubator, which can safely store, incubate, and hatch up to 10 Wyvern eggs at a time, though with the condition that you have to manually set the temperature for the machine. Under perfect temperature stability, Wyvern eggs take 5 hours to hatch. Raising[] Newly hatched Wyverns cannot be fed Raw Meat like most other carnivores, and will only start accepting meat once fully grown. Before they reach the adult stage, their food bar drops slowly and they will only consume Wyvern Milk (and may ask for it when imprinting, regardless of age). To acquire the milk you need to feed your hatchlings, you must either kill an Alpha Wyvern (which provides 50 ml), or knock out a wild female Wyvern and harvest it from her inventory while she is still unconscious (this provides 5 mlk at a time, but the milk in her inventory is restocked completely once every hour). Doing this is easier said than done, but the process can be made easy with the right equipment or tames. To kill an Alpha Wyvern, you'll need a very powerful tame with lots of health, damage, and an attack that can easily hit a fast-moving and flying opponent. Alpha Wyverns can easily be identified at a distance by their size and the red glow that surrounds them. To knock out a wild female Wyvern for milking, you will need a Spyglass to identify the gender of a wild Wyvern from a distance. Once a female has been found; draw her attention by triggering her aggression, then lead her to a safe area where you can contain her. Following this, the best option is to bring her down with a Harpoon Launcher loaded with a Net Projectile (Genesis: Part 2), which will ground and lock her in a 1-Minute stun, during which she cannot attack and will be safe to approach. While netted, a cage of 3-4 tightly spaced Stone Dinosaur Gateway can be built to lock her in place even after the net breaks. From here, any various knock-out method you'd like can be used at your leisure. Wyvern Milk gives 1200 food to the baby Wyvern. A growing baby Wyvern will consume approximately 1 unit of food every 10 seconds, or 360 units of food an hour. This means that one feeding of Wyvern Milk will sustain a baby Wyvern until about 3 hours and 20 minutes. An important detail about newly hatched Wyverns (especially at lower levels) is that even though the maximum food stated in the creature's statistics might be several thousand, the maximum food the baby can actually hold might be less than 1200 (the amount of food one Wyvern Milk delivers). This means that lower level baby Wyverns will never eat milk on their own, and will have to be force fed Wyvern Milk until they can actually hold more than 1200 food. As such, it is advisable to only hatch and raise higher leveled eggs, as higher quality babies with higher food stats are easier to raise, and can contribute their higher stats to breeding projects once they reach adulthood. If you don't have the resources to gather milk, it's actually possible to raise a baby Wyvern without it (though this can negatively impact imprint



raise wyverns. Based on Helena's and her explorer notes, she raised and tamed 3 wyverns, one of each elemental breath attack (lightning, fire, and poison). Raia's experience when after the destruction of the mantis, and when she and the village of Nosti were celebrating so much due to the surplus oil and other materials that the obelisks began to act strange as they were shining abnormally. The wyvern's elemental breath don't do any damage to a Rock Elemental even though Helena's Scorched Earth note #8 describes Raia's lightning wyvern easily tearing through a golem. Using the wyvern's elemental attack along with making a strafe run has devastating effects, but it is difficult to use. In Helena Scorched Earth Explorer Note #16, Helena described how Wali al Aswad (Raia) and her wyverns made a single strafe run that decimated an entire swarm of mantis. Changelog[] Patch Changes 246.0 Scorched Earth Expansion Release The Fire Wyvern, Lightning Wyvern, Poison Wyvern, and the Alpha Fire Wyvern are added to the game 246.1 The Poison Wyvern tertiary C attack now preforms wing flap and not a snarl 246.3 Wyvern Milk can no longer be placed in Refrigerators 246.6 The lightning beam attack from the Lightning Wyvern no longer damages structures 247.9991 The Lightning Wyvern beam attack now properly hits and damages smaller creatures, such as the Raptor that it was previously missing 249.0 Added the Dodo Wyvern, DodoWyvern Mask Skin, Zombie Wyvern, Bone Fire Wyvern, and the Wyvern Bone Costume for the ARK: Fear Evolved 2 event 249.1 Various fixes to Zombie Wyverns 250.0 Added Alpha Wyvern Trophy 250.2 Fixed Wyverns and other creatures from having infinite Stamina with special attacks when carrying a creature 253.4 Titanoboa can now be carried by flyers again 253.8 Tamed flyers can no longer carry survivors and creatures into the mesh/terrain fix. Will now be uncarried 253.95 Can no longer carry characters with C4 Charge attached to them 253.98 Flyers carrying C4 Charge can now fly, but at a significantly reduced Movement Speed Fixed a bug where flyer-carried C4's would disappear on clients after a certain distance 255.0 Fyers carrying creatures equipped with C4 Charge now move at a fixed slow speed 256.0 Added the flyer nerf. Flyers can no longer gain Stamina mid-air, and must eventually land. This can be changed in the server settings with ?AllowFlyingStaminaRecovery=true Flyers can no longer allocate levels to Movement Speed, nor gain Movement Speed from imprinting Mounted flyer Speed reduced for all flyers, ranging from a 10%-30% reduction depending on the flyer 50% decrease to all base Stamina in flyers, excluding the Lymantria Stamina in flyers now regenerate much slower, around 10 seconds across the board Passenger carry Weight now increased to 100% from the previous 30% Increased Stamina used from Wyvern breath and special attacks Various other modifications to various stats 258.0 Wyverns now support an AI turret mode with their breath attacks 258.8 Ragnarok Expansion Release Added the Ice Wyvern 259.0 Improved landing AI for Wyverns Fixed an issue where flyers out of stamina would not auto-land and become stuck mid-air 261.0 Fixed improper baby Wyvern Food values 262.0 263.0 Increased the ride distance for flyers to help players in the water to remount 267.0 Remodeled the Ice Wyvern and made them uploadable 267.2 Ice Wyvern is now properly transferable Cross-Ark 278.0 Fixed a bug which caused Wyvern Eggs to sink below their nests over time 279.275 Fixed a bug where the Poison Wyvern could loot bodies with its breath attack if it directly hit and killed Fixed a bug which would cause flyers to flee from players when attacking water Improved flyer AI so they no longer circle each other when attacking each other so much 285.104 Extinction Expansion Release Added the Corrupted Wyvern and the Forest Wyvern 287.110 Forest Wyverns now can be damaged from the Forest Titan 288.113 Fix for invisible Wyvern Eggs Improved flyer following when in water Added Whistle Flyer Land command 293.100 Fixed creature icon being blank for the Ice Wyvern 303.1 Modified the drag weights of Kaprosuchus, Gallimimus, Procoptodon, and Megalosaurus so they can no longer be carried by Wyverns 310.41 Switched the Valguero Ice Wyvern class to the Ragnarok Ice Wyvern class in order to fix transfer issues 310.47 Retroactive fix for Valguero Ice Wyverns which were stuck as "Raptors" in Cryopods 312.65 The Tek Helmet now provides protection from Poison Wyvern spit attacks Flying creatures will now prioritize picking up friendly creatures rather than dismounting friendly riders Mounting a flyer will no longer instantly cause it to take off 316.18 Tender Loving Care 3 Undocumented: Base stats of the Fire Wyvern, Ice Wyvern, Lightning Wyvern and Poison Wyvern have been changed. Health has been lowered to 1295 from 1725. Stamina has been increased to 315 from 275. Food has been lowered to 1800 from 2000. 338.23 Reduced Wyvern Health gained per level by approximately 20% Reduced armor penetration on Lightning Wyvern beam attack by approx 20% Buffed Fire Wyvern, Rnb, attack by approx 30% Note: For the changelog exclusive to Crystal Wyverns, go to Crystal Wyvern Gallery[] The early design of a Wyvern. Fire Wyvern as seen in the trailer for Scorched Earth. The new model for the Ice Wyvern. All 4 Wyvern (left to right: Poison, Fire, Ice and Lightning) An image of the Forest Wyvern from Extinction References[] Only a few of the many creatures in ARK: Survival Evolved can stand against the fiercest beings. One creature you should consider adding to your roster of domesticated non-human allies is the Wyvern. So, continue reading this ARK: Survival Evolved Wyvern species guide if you're looking into taming one to have on your team. The Wyvern in ARK: Survival Evolved is a fairly uncommon creature on different maps. You'll generally find this winged being in the following locations: This particular creature also has multiple variants, which are the following: Wyvern Alpha Blood Crystal Wyvern Alpha Fire Wyvern Blood Crystal Wyvern Wyvern Bone Fire Wyvern Wyvern Brute Fire Wyvern Corrupted Wyvern Crystal Wyvern Queen (Gamma) Crystal Wyvern Queen (Beta) Crystal Wyvern Queen (Alpha) Dodo Wyvern Ember Crystal Wyvern Fire Wyvern Forest Wyvern Ice Wyvern Lightning Wyvern Poison Wyvern Tropical Crystal Wyvern Voidwyrn Zombie Fire Wyvern Zombie Lightning Wyvern Zombie Poison Wyvern However, the Wyvern has a highly aggressive temperament regardless of its variant. Survivors can typically find this creature in specific regions and not flying around different areas. Health: 1,295 base value. +194.25 per level increase for wild units. Stamina: 315 base value. +15.75 per level increase for wild units. Oxygen: 150 base value. +15 per level increase for wild units. Food: 1,800 base value. +180 per level increase for wild units. Weight: 400 base value. +8 per level increase for wild units. Melee Damage: No base value. +4 per level increase for wild units. Movement Speed: 100% base value. Torpidity: 725 base value. +43.5 per level increase for wild units. Besides being highly aggressive, the Wyvern in ARK: Survival Evolved is also quite territorial. Couple that trait with it being found in packs, and unprepared players will find themselves running for their lives (if they can get away at all). Fighting a Wyvern isn't for the faint of heart. Nonetheless, it's no impossible feat. For instance, you can bring down a flying Wyvern with a Chain Bola. Mounting up on a Paraceratherium equipped with a Platform Saddle is also an effective strategy. Attack the Wyvern once it falls to the ground for an easy kill. Alternatively, you can also bring the Wyvern closer to you with a Grappling Hook. Doing so can even bring the flying beast within melee range, allowing you to attack with weapons like spears. But be wary, as the Wyvern can hit you while grappled. If you want to be as safe as possible, you can reduce the risks of being damaged by a Wyvern attack by attacking it from a distance utilizing tools like homing missiles. It's impossible to tame a Wyvern in ARK: Survival Evolved using ordinary means. Instead, you must steal an egg from a Wyvern nest. But this act is already challenging, considering you must also deal with aggressive Wyverns. After claiming a Wyvern egg and surviving the onslaught of angry Wyverns, it's time to incubate your prize. Then, it should hatch into a domesticated Wyvern variant. Additionally, a Wyvern egg requires more heat than most eggs from other creatures in the game - so make sure you handle it properly by utilizing our ARK: Survival Evolved breeding guide. In particular, incubating a Wyvern egg requires a temperature range of 176 to 194 degrees Fahrenheit (80 to 90 degrees Celsius). You can achieve this desired temperature by putting the egg in or around a Campfire or Standing Torch. However, placing it in an Egg Incubator is still the best consistent option for incubation. Once it hatches, you can't feed the young Wyvern with Raw Meat, unlike other carnivorous creatures. Instead, you must only feed it Wyvern Milk until it matures. Once it's an adult, that's the time you can feed it Raw Meat. Note: You must kill an Alpha Wyvern to acquire Wyvern Milk. With a Wyvern as your ally, you can use it to fulfill various roles. At first, you may consider using your Wyvern for offense. But it can also handle many other responsibilities, including the following: Resource Collection: Wyverns can collect thatch, wood, and cactus sap while they're on ground level. Air Travel: This creature's flying speed is reasonably fast, making it a good choice for air travel within ARKs. Item Transportation: Wyverns also have a pretty high maximum carry weight for transporting goods. Aerial Hunting: Wyverns are ferocious, fast, and have low stamina-drain similar to the Argentavis, making them an effective hunter. Create your own Ark Survival Evolved serverChoose a plan, pick a game, and play with your friends!Join our NewsletterSubscribe for the latest updates on all things gaming!Join our DiscordBe part of our community of over 20,000 like-minded members!Share your opinion and help us make our blogs even better!Rent a game server where you and your friends can play privately with low latency and custom settings. Choose from 70+ games, invite people from around the globe, and enjoy private matches, or build your own online community with your own rules.Join our email for updates on our hosted games, company news and exclusive deals. Stay in the loop!