

EnableCheats <Password> Self Password Server administrator password
enablecheats pass123

SetCheatPlayer true|false Self true to enable, false to disable Enable cheat commands
setcheatplayer true

AddExperience <HowMuch> Self HowMuch Amount to add Adds the specified number of experience points to the player (or the currently mounted
<FromTribeShare> FromTribeShare Apply as if experience came from tribe. To give another player experience, use the
<PreventSharingWithTribe> PreventSharingWithTribe 1: player only GiveEventToPlayer admincheat
0: share with tribe

AllowPlayerToJoinNoCheck <SteamID> SteamID Player to whitelist Adds the player specified by the their Integer encoded Steam ID to the server's whitelist
admincheat

AutoCycle <Duration> ? Duration

BanPlayer <PlayerSteamName> PlayerSteamName Player to ban Add the specified player to the server's banned list.
admincheat BanPlayer Bob

Broadcast <MessageText> MessageText Message to broadcast Broadcast a message to all players on the server.

ChangeSize <SizeMult> Self SizeMult Size multiplier Changes the current

ClearPlayerInventory <PlayerID> PlayerID Player's in-game UE4 ID Clears the specified player's inventory, equipped items, and/or slot items.
<ClearInventory> ClearInventory Clear player's inventory?
<ClearSlotItems> ClearSlotItems Clear player's slot items?
<ClearEquippedItems> ClearEquippedItems Clear player's equipped items (armor)?

ClearTutorials Self None Resets all tutorials on your client (make them so that they will re-appear without being forced).

DebugStructures Self None Toggles the display of debug information on

DestroyAll <type> type Destroys all creatures of the specified type.

Type to destroy

admincheat
DestroyAll
Ankylo_Character_BP_C

DestroyAllEnemies None Destroys all non-player creatures on the map.

admincheat
destroyallenemies

admincheat
ExecSetSleeping true

DestroyMyTarget	Target	None		Instantly destroys the creature or structure in the current player's To kill an entity and leave a corpse, use the Kill command.
DestroyStructures		None		Destroys all structures owned by all players on the map.
DestroyWildDinos		None		Destroys all untamed creatures on the map. admincheat destroywilddinos
DisableSpectator	Self	None		quits spectatormode (as the character is killed when enable spectating.
DisallowPlayerToJoinNoCheck <SteamID>		SteamID	Player to remove	Removes the specified player from the server's whitelist. admincheat DisallowPlayerToJoin
DoExit		None		Shuts down the server as
DoRestartLevel		None		
DoTame	Target	None		Tames the targeted creature if the creature is capable of being tamed, activating all triggers as if
EnemyInvisible true false	Self	true to be ignored, false for normal behavior		When enabled, all creatures on the map will admincheat EnemyInvisible true
ExecSetSleeping true false	Self	true to put to sleep, false to wake up		Puts the current player character to sleep or

Fly	Self	None		Activates "fly mode", admincheat fly
ForceTame	Target	None		Immediately tames the admincheat forcetame
ForcePlayerToJoinTargetTribe <PlayerID>	Target	PlayerID	Player's in-game UE4 ID	Forces the player specified by their in-game UE4 ID to the tribe that the target entity or structure of the current player belongs to. Known to have problems if there
ForcePlayerToJoinTribe <PlayerID> <TribeName>		PlayerID TribeName	Player's in-game UE4 ID Tribe's Name	Forces the player specified by their in-game UE4 ID to the tribe specified by it's name. Known to have problems if there
ForceTribes <PlayerName1> <PlayerName2> <NewTribeName>		PlayerName1 PlayerName2 NewTribeName		
GameCommand <TheCommand>		TheCommand	Command	Runs a game-mode specific command /

cheat gamecommand
startgame

GetChat		None		Returns the latest chat buffer (the same amount that the clients see).
Ghost	Self	None		Toggles "ghost mode", admincheat ghost
GiveAllStructure	Target	None		Gives the current player ownership of all the targeted structure and all structures connected to it recursively.
GiveColors <Quantity>	Self	Quantity	Item quantity	Gives you quantity of each dye in the game. In vanilla Ark, this equates to only 2.6 weight units per set.
GiveEngrams	Self	None		Unlocks <i>all</i> crafting recipes for the player admincheat giveengrams
GiveExpToPlayer <PlayerID> <HowMuch> <FromTribeShare> <PreventSharingWithTribe>	PlayerID		Player's in-game UE4 ID	Gives the specified player the specified amount of experience points.
	HowMuch		Amount to give	To easily give yourself
	FromTribeShare		Apply as if experience came from tribe.	
	PreventSharingWithTribe		1: player only 0: share with tribe	

GiveItem <BlueprintPath> <Quantity> <Quality> <ForceBlueprint>	Self	BlueprintPath	The blueprint path of the item to give.	Adds the specified item to the player's inventory (or its blueprint) in the
		Quantity	Number of items to add	To specify items by their item number, use GiveItemNum.
		Quality	Quality of added items	To give items to another
		ForceBlueprint	true to add the item's blueprint, false to add the item	
GiveItemNum <ItemID> <Quantity> <Quality> <ForceBlueprint>	Self	ItemNum	Item ID to add	Adds the specified item to the player's inventory (or its blueprint) in the
		Quantity	Number of items to add	To specify items by their blueprint path, use GiveItem.
		Quality	Quality of added items	To give items to another
		ForceBlueprint	true to add the item's blueprint, false to add the item	admincheat GiveItemNum 1 1 1 0
GiveItemToPlayer <PlayerID> <BlueprintPath> <Quantity> <Quality> <ForceBlueprint>	PlayerID	PlayerID	PlayerID to give the item to.	Adds the specified item to the player's inventory (or
	BlueprintPath	BlueprintPath	The blueprint path of the item to give.	To specify items by their item number, use
	Quantity	Quantity	Number of items to add	To give items to yourself, use GiveItemNum.
	Quality	Quality	Quality of added items	
	ForceBlueprint	ForceBlueprint	true to add the item's blueprint, false to add the item	
GiveItemNumToPlayer <PlayerID> <ItemID> <Quantity> <Quality> <ForceBlueprint>	PlayerID	PlayerID	PlayerID to give the item to.	Adds the specified item to the player's inventory (or
	ItemNum	ItemNum	Item ID to add	To specify items by their blueprint path, use
	Quantity	Quantity	Number of items to add	To give items to yourself, use GiveItemNum.
	Quality	Quality	Quality of added items	admincheat

ForceBlueprint true to add the item's blueprint, false to add the item

Quantity Number of items to add

GiveResources	Self	None		Add 50 units of each resource in the game to admincheat giveresources
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GiveToMe	Target	None		Changes the owner of the targeted entity (structure or dino) to the current player. However, note that this command does not actually tame dinos - their inventory will not be accessible and they will not be rideable unless they were already tamed by another player or you use one of the dino
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GiveSlotItem <BlueprintPath> <SlotNum> <Quantity>	Self	BlueprintPath	Item's blueprint path.	Adds the item specified by it's blueprint path into one of your item slots. If the item does not support To specify items by their item ID, use the
		SlotNum	Inventory slot number. (0-9)	
		Quantity	Number of items to add	

God	Self	None		Toggles "god mode", making the player invulnerable to damage To specifically enable or admincheat god
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HideTutorial <TutorialIndex>	Self	TutorialIndex	Tutorial index	Hides the tutorial specified by it's tutorial
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HurtMe <Amount>	Self	Amount	Damage to deal	Damages the player admincheat HurtMe 50
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GiveSlotItemNum <ItemNum> <SlotNum> <Quantity>	Self	ItemNum SlotNum	Item ID to add. Inventory slot number. (0-9)	Adds the item specified To specify items by their blueprint path, use the
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InfiniteStats	Self	None		Gives the player character admincheat
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KickPlayer	<steam_id>	steam_id		Forcibly disconnect the specified player from the server.
Kill	Target	None	Player to kick[1]	Instantly kills the targeted structure or dinosaur, leaving behind a corpse.
KillPlayer	<PlayerID>	PlayerID	Player's in-game UE4 ID.	To kill an entity without kills the specified player.
ListPlayers		None		List all connected players and their SteamIDs.
MakeTribeAdmin	Self	None		Promotes you to an admin of the tribe you're currently a member of.
MakeTribeFounder	Self	None		Makes you the founder of the tribe you're currently a member of.
OnToggleInGameMenu	Self	None		Opens or closes the in-game menu (when you hit the escape key).
OpenMap	<MapName>	MapName	Map's Name	To specifically show the in-game menu, use the ShowInGameMenu Loads the map specified OpenMap TheIsland
PlayersOnly		None		Stops all creature movement in the game admincheat
PrintColors		None		Prints the Color IDs.
RemoveTribeAdmin		None		
RenamePlayer	"<PlayerName>"	PlayerName	Player's current name.	Renames the player specified by their in-game
	<NewName>	NewName	New name for player.	
RenameTribe	<TribeName>	TribeName	Tribe's current name.	Renames the tribe specified by it's string
	<NewName>	NewName	New name for Tribe.	
ReportLeastSpawnManagers		None		
ReportSpawnManagers		None		

RequestSpectator	<Password>	Self	Password	Spectator password.	Requests spectator mode on servers where there is a spectator password. The password given must match the server's "SpectatorPassword".
SaveWorld			None		Forces the server to save admincheat saveworld
ScriptCommand	<CommandString>		CommandString	Command string.	Runs a game mode
ServerChat	<MessageText>		MessageText	Message	Sends a chat message to all currently connected players
ServerChatTo	<SteamID>		SteamID	Player's SteamID	Sends a direct chat message to the player specified by their int64 encoded steam id.
	<MessageText>		MessageText	Message	
ServerChatToPlayer	<PlayerName>		PlayerName	Player's In-game name.	Sends a direct chat message to the player
	<MessageText>		MessageText	Message	
SetBabyAge	<AgeValue>		AgeValue	Value to set age to.	Sets the age (0.01 to 1) of
SetGlobalPause	<IsPaused>		IsPaused	Pause game?	Pauses <u>EVERYTHING</u> game related.
SetGodMode	<Enable>	Self	Enable	Enable god mode?	Enables or disables god mode for the current player. To simply toggle between god mode states, use the UE command God.
SetGraphicsQuality	<Quality>	Self	Quality	Graphics quality.	Sets your client's graphics <0 Low 1 Medium 2 High >3 Epic
SetMessageOfTheDay	<Message>		Message	Message to use	Sets the server's "message of the day", displayed to players when they

admincheat
 SetMessageOfTheDay
 Beware the dodo.

SetTargetDinoColor <ColorRegion> ColorID	Target	ColorRegion ColorID	Color Region	Sets the dino you target to specified color/s. Example: cheat admincheat SetTargetDinoColor 1 1
SetTargetPlayerBodyVal <BodyValIndex> <BodyVal>	Target	BodyValIndex BodyVal	Color ID. ...	Will fill in later...
SetTargetPlayerColorVal <ColorValIndex> <ColorVal>	Target	ColorValIndex ColorVal	...	Will fill in later...
SetPlayerPos <x> <y> <z>	Self	x, y, z	Color ID Coordinates to use	Moves the player character's to the specified position admincheat SetPlayerPos -71467 -52156 0
SetTimeOfDay <Hour>: <Minute>[:<Second>]		Hour Minute Second		Sets the game world's time of day to the specified time admincheat
ShowInGameMenu	Self	None		Displays the in-game
ShowMessageOfTheDay	Self	None		Displays the message of the day.
ShowTutorial <TutorialIndex>	Self	TutorialIndex	Tutorial index.	Displays the tutorial

<ForceDisplay>	ForceDisplay		True = show tutorial even if you've already seen it.	0 Blank 1 Your first day.
Slomo <SpeedMult>	SpeedMult		Speed multiplier	Sets the game speed multiplier. Change back to 1 to reset back to normal
SpawnActor <BlueprintPath> <SpawnDistance> <SpawnYOffset> <ZOffset>	Self	BlueprintPath SpawnDistance SpawnYOffset ZOffset	Blueprint path	Spawns the entity specified by it's blueprint path.
SpawnActorSpread <BlueprintPath> <SpawnDistance> <SpawnYOffset> <ZOffset> <NumberActors> <SpreadAmount>	Self	BlueprintPath SpawnDistance SpawnYOffset ZOffset NumberActors SpreadAmount	Blueprint path Number of the specified entities to spawn.	Spawns a number of entities in the specified area.
SpawnDino <BlueprintPath> <SpawnDistance> <SpawnYOffset> <ZOffset> <DinoLevel>	Self	BlueprintPath SpawnDistance SpawnYOffset ZOffset DinoLevel	Blueprint path Dino level	Spawns a leveled dino specified by it's blueprint path.
Suicide	Self	None		Kills yourself. Does the same thing as hurting yourself (see <i>HurtMe</i>)
Summon <type>	Self	type		Spawns a creature of the specified type in front of the player character

admincheat summon
Ankylo_Character_BP_
C

Unban **<player>**

player

Player to unban

Remove the specified
admincheat Unban Bob

Teleport	Self	None	Moves the player admincheat teleport
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TeleportPlayerIDToMe <PlayerID>	Self	PlayerID	Player's in-game id. Teleports the player specified by their in-game ID to the current player. To teleport yourself to the other player, use the TeleportToPlayer command.
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TeleportPlayerNameToMe <PlayerName>	Self	PlayerName	Player's in-game name. Teleports the player specified by their name to the current player. To specify a player to teleport by their player name, use the
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TeleportPlayerIDToMe	Self	PlayerID	Player's in-game id. Teleports the current player to the player specified by their in-game ID.
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TeleportToPlayer <PlayerID>	Self	PlayerID	Player's in-game id. Teleports the current player to the player specified by their in-game ID.
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TeleportToPlayer	Self	PlayerID	Player's in-game id. Teleports the current player to the player specified by their in-game ID.
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TestSteamRefreshItems		None	To teleport the other
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ToggleInfiniteAmmo	Self	None	Provides unlimited ammunition for all of the admincheat ToggleInfiniteAmmo
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Walk	Self	None	Deactivates "fly mode" admincheat walk
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Stat <Command>	Self	Command	See Stat Commands. Enables an on-screen display Stat fps
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ShowMyAdminManager	Self	None	Opens the admin manager GUI, which gives you easy access to a number of useful admin things. It shows your player's current position, some useful server info, key server configurations, a list of currently logged in players, a list of banned players, a list of whitelisted players, allows you to modify the MoTD, and shows you a list of a good amount (but not all) admin commands.
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EnableSpectator	Self	None	If you select a player in Mode spectator
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StopSpectating			Ctrl-M: Toggle floating player huds for the entire map (helpful to spot Ctrl-P: Toggle Only Show Nearby Floating Ctrl-N to display a list of players to jump to Left click to attach to the player in front of you Left Click and Right Spacebar to detach Shift to Fly Fast Ctrl to Fly Slow Mousewheel to adjust fly speed Shift + f1-f10 to save camera positions, and f1- stopspectating for leaving cheat enablespectator
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ToggleGun	Self	None	Prevents the player togglegun
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destroytribestructures	Target	None	Will destroy all structures on the ARK, based on the Tribe owner (or player owner) of the thing that you are currently looking at.
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destroytribedinos	Target	None	Will destroy all dinos on the ARK, based on the Tribe owner (or player owner) of the thing that you are currently looking at.
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destroytribeplayers	Target	None	Will destroy all players of a tribe on the ARK, based on the Tribe owner (or player owner) of the thing that you are currently looking at.
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