

XP Kibble Classic

ENGRAM OVERRIDES

Want to prevent a certain flavor of XP Kibble from being available in-game? As it turns out, Ark (by default) allows you to override Engrams within the Game.ini file.

Below you'll find each command needed to remove every single flavor of XP Kibble.

The commands must be placed in the [/script/shootergame.shootergamemode] section of your Game.ini file. If your Game.ini file is missing this section, create it.

XP Kibble Simple

```
OverrideNamedEngramEntries=(EngramClassName="EngramEntry_XPKibbleClassic_Simple_C",EngramHidden=True)
```

XP Kibble Regular

```
OverrideNamedEngramEntries=(EngramClassName="EngramEntry_XPKibbleClassic_Regular_C",EngramHidden=True)
```

XP Kibble Superior

```
OverrideNamedEngramEntries=(EngramClassName="EngramEntry_XPKibbleClassic_Superior_C",EngramHidden=True)
```

XP Kibble Exceptional

```
OverrideNamedEngramEntries=(EngramClassName="EngramEntry_XPKibbleClassic_Exceptional_C",EngramHidden=True)
```

XP Kibble Tek

```
OverrideNamedEngramEntries=(EngramClassName="EngramEntry_XPKibbleClassic_Tek_C",EngramHidden=True)
```