Choose an ARK Survival Ascended map and CurseForge mods

ARK: Survival Ascended (ASA) and ARK: Survival Evolved (ASE) use different maps, mod systems and server builds. Instructions for Steam Workshop IDs or ASE's `ActiveMods` are not instructions for ASA. Check the game shown for your service before making changes.

Prepare a safe change

1. Write down your current map, enabled mods in order, game version and startup configuration. Confirm which player platforms must connect and whether each proposed mod supports them.
2. Tell players when maintenance will begin. Stop the service cleanly and make a completed backup of the save, configuration and relevant mod data. Download a separate copy and verify the archive is usable.
3. Check available disk space before starting downloads. A mod update can require space for downloading and unpacking as well as its final installed size.

Select the correct map

ASA uses map identifiers such as `TheIsland_WP` and `Ragnarok_WP`. Use the identifier documented for the intended ASA map, including spelling and case. A display name in the server browser is not necessarily its startup identifier.

For a custom map, find the author's ASA CurseForge page and read both its required mod project ID and its map launch instructions. Do not guess the launch name from the downloadable file. Some maps depend on other content or need a particular game build.

Apply only the relevant setting available in Startup. If a map field is not exposed, ask support to make the change rather than replacing the whole command line. Preserve allocations, passwords

and unrelated options. Starting another map does not convert your existing world; keep its save intact for a later return.

Add compatible mods

ASA's `-mods=` argument uses a comma-separated list of **CurseForge project IDs**. These are not Steam Workshop IDs. Where the service exposes a mod list, follow that field's instructions instead of adding a second competing argument.

1. Choose one mod initially. Read its server requirements, dependencies, compatibility notes and any premium entitlement requirements.
2. Preserve the author's required ordering when dependencies or interacting mods specify one. Keep a copy of the previous complete list.
3. Start the server once and watch the download and loading output. ASA can update selected mods at startup; a long download is not proof the process has frozen.
4. Join with an updated client on each intended platform. Check that the map loads and that the mod behaves correctly before adding more.

Keep the rollback usable

Removing a content mod from an established world can remove creatures, structures or items associated with it. A previous mod list alone may not reverse that damage after a save. Stop before experimenting and preserve a matching save backup.

If a change fails, collect the first download or loading error and restore the previous configuration during maintenance. Restoring world data requires a deliberate rollback too. Do not delete the entire mod cache or world to clear a single download failure. For joining issues, continue with the ASA connection checks.

Further reading

- ARK Official Community Wiki: server configuration
- CurseForge: ARK Survival Ascended creators getting started

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