KRISTALA EARLY ACCESS ROADMAP

Each chapter includes **4 - 12 hours of gameplay**, depending on experience with ARPGs & overall interaction with quests. **Purchasing at any point during Early Access grants you access to all planned content, meaning you DO NOT pay per chapter.**

JUN. 2024
INITIAL EARLY ACCESS LAUNCH

CHAPTER I @ 85% COMPLETE

JUL. 2024
CHAPTER I
95% COMPLETE

Addition of Greatsword, Dynamic Difficulty system, Shard Guardian Boss, city of Nisar, weapon ugrading

OCT. 2024
CHAPTER II

Myrtuna biome + Tandara clan *(ice magic)*

Feline Skill tree + Sephael boss fight

FEB. 2025
MAJOR UPDATE
New NPC + Questline

Food mechanic + Tools, Menu/UI revamp, new Enemy Abilities + Takedowns, Ch. I localized in 4 key languages

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All future chapters will include: at least (2) Boss Fights (+optional bosses), several new Enemy Types, additional NPCs / Quests & major updates to the Magic & Feline Skill Trees, with new skills acquirable for each existing clan. **Updates to be pushed every 1-3 weeks.**

APR. 2025
ENEMY AI UPDATE

Improved core combat + stealth mechanics, plus 2 new challenging Boss Fights

Refinements to all existing enemies + bosses; Myrtunan Shard Guardian + Spider Queen bosses added

JUN. 2025
CHAPTER III

Tandara clan biome + 1 new playable clan *(Keoza - fire magic)*

First Familiars / Wandering Bosses added + Tandara clan Shard Guardian Boss

AUG. 2025
CHAPTER IV

Keoza clan biome + 1 new playable clan *(Lyumina - light magic)*

At least (1) Familiar Quest, Steed / Familiar realm + Keoza clan Shard Guardian Boss Fight

NOV. 2025
CHAPTER V

Lyumina clan biome + 1 new playable clan *(Sykomana - psychic magic)*

Lyumina clan Shard Guardian Boss Fight

JAN. 2026
CHAPTER VI

Sykomana clan biome

Additional Steed / Familiar events + Sykomana clan Shard Guardian Boss Fight

APR. 2026
CHAPTER VII

Game Conclusion

Game End Conditions set + finalization of full Game Start conditions implemented

The release windows detailed above for Chapters 2 - 7 are tentative and subject to change; updates to slated release windows will be shared as development progresses.