# KRISTALA EARLY ACCESS RELEASE 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% COMPLETION**

## JUL. 2024
### CHAPTER I
**95% COMPLETE**

**Introduced the following new features:**

- Capital City of Nisar
- More NPCs / Quests
- Addition of Greatsword
- Enemy AI improvements
- Dynamic Difficulty system
- Shard Guardian boss fight
- Blacksmith + weapon upgrading available in Nisar

## OCT. 2024
### CHAPTER II

**Myrtuna biome + new clan**
*(Tandara, 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
### BOSS UPDATE

**2 New Major Bosses + Refinements to all existing Bosses**

Addition of Spider Queen + Myrtunan Shard Guardian; ongoing refinements

## MAY 2025
### CHAPTER III

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

First Steeds + wandering bosses added; Tandara clan Shard Guardian Boss Fight

## 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

## 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**

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

## APR. 2026
### CHAPTER VII

**Game Conclusion**

Game End Conditions + finalization of full Game Start conditions

*All release windows detailed above are tentative & subject to change; updates to slated release windows will be communicated as development progresses*