# KRISTALA EARLY ACCESS RELEASE ROADMAP

Each chapter in our Early Access release includes **4 - 12 hours of gameplay**, depending on experience with the ARPG genre and overall interaction with side quests. **Players DO NOT pay for every chapter; your one-time purchase includes ALL planned content.**

## JUN. 6 2024
### EARLY ACCESS LAUNCHES
**CHAPTER I @ 85% COMPLETE**

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

July update includes the following new features; ongoing updates & polishes continue

- Capital City of Nisar
- More NPCs / Quests
- Addition of Greatsword
- Enemy AI improvements
- Dynamic Difficulty mode
- Shard Guardian Boss
- Blacksmith & Weapon
- upgrading added

**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.**

## OCT. 2024
### CHAPTER II
**Myrtuna clan biome + 1 new playable clan**
*(Tandara - ice magic)*

Feline Skill tree + Myrtuna clan Shard Guardian Boss Fight

## JAN. 2025
### CHAPTER III
**Tandara clan biome + 1 new playable clan**
*(Keoza - fire magic)*

First Familiars / Steeds added + Tandara clan Shard Guardian Boss Fight

## APR. 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

## JUL. 2025
### CHAPTER V
**Lyumina clan biome + 1 new playable clan**
*(Sykomana - psychic magic)*

Lyumina clan Shard Guardian Boss Fight

## OCT. 2025
### CHAPTER VI
**Sykomana clan biome**

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

## DEC. 2025
### CHAPTER VII
**Game Conclusion**

Game End Conditions + finalization of full Game Start conditions

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