

KRISTALA DEVELOPMENT 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 + Tool mechanics,
UI revamp, new Enemy abilities
+ takedowns, localization begins

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

JUN. 2025
ANNIVERSARY UPDATE

Final Early Access content update

Polish and optimization
for all existing content

JUL. 2025
EPIC GAMES STORE LAUNCH

Early Access launches on Epic Games store

Allowing more players
to experience Ailur

NOV. 2025
CONSOLE DEMOS

1st half of Chapter 1 available on all major consoles

Including fan-favorite boss fight against Lophi the Lost

APR. 23, 2026
1.0 LAUNCH

Kristala leaves Early Access and launches into 1.0

Available on PC, PlayStation & Xbox
(Switch release to follow)

2026 & BEYOND
DLC CHAPTER CONTENT

Development for remaining Chapters continues

Released as DLC

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