

A game that combines strategy, simplicity, and dynamic combat in true anime style

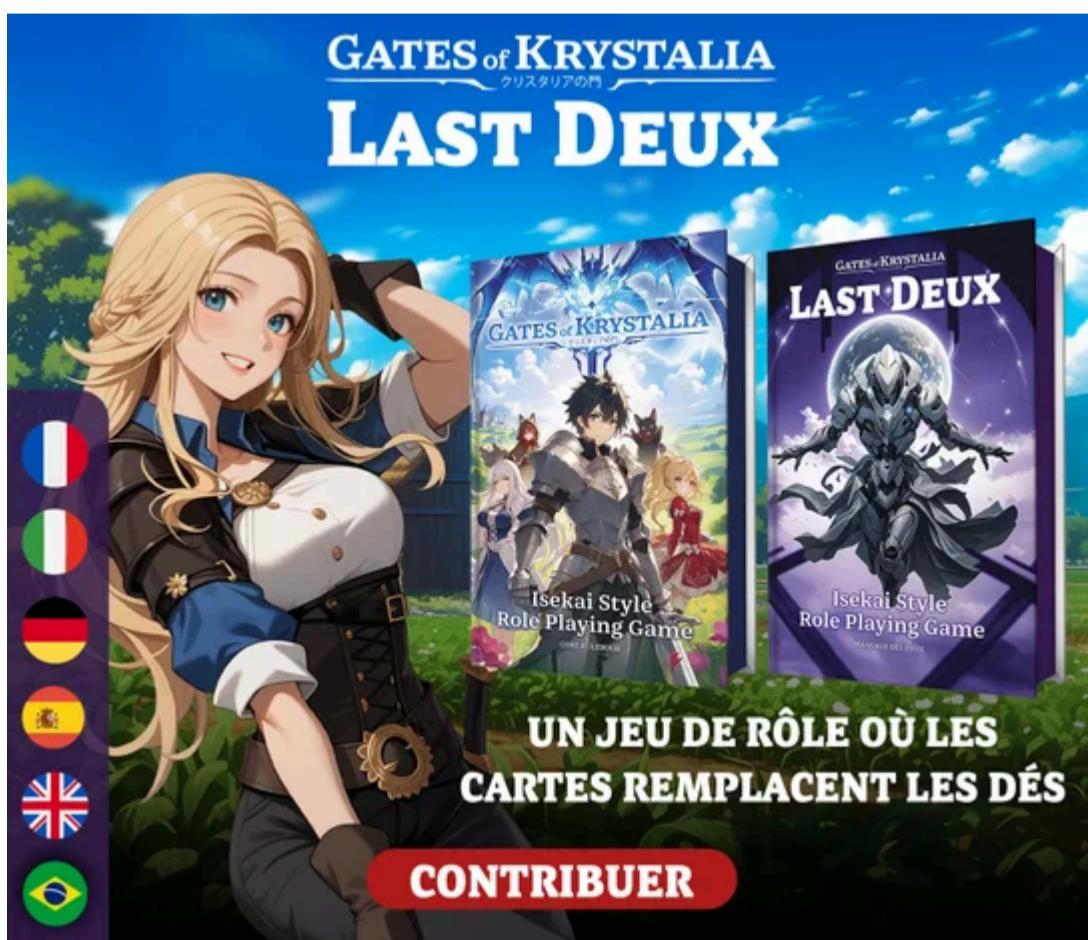
GATES OF KRYSTALIA

An innovative TTJRPG that doesn't use Dice

We've revolutionized the classic rules of tabletop roleplaying games without complicating the rulebook. Unlike current trends, where 90% of games are created based on the world's most famous roleplaying game, Gates of Krystalia offers a new and intuitive system, capable of catapulting you into the heart of the action in an extremely immersive way.

Each hero will have a deck of Playing Cards at their disposal to act, fight, create combos, and craft items. But that's not all - you can also create your own kingdom, building structures and caring for/defending your population.

Open your eyes in the new world and decide your new destiny!



[Download Demo](#)

Simultaneous Combat



In Gates of Krystalia's combat system, the initiative order no longer limits enemy reactivity. Even if an opponent acts last, they can still respond immediately to the heroes' attacks. This mechanic allows every enemy to counterattack when hit, making the encounter dynamic, narrative, and extremely engaging.

Item Creation



Whether it's forging weapons and armor or mixing potions and elixirs, your hero will be able to do it. However, you'll first need to gather the necessary resources to create the desired item. Explore, collect, and create; and if the life of a merchant is what you desire, sell your creations to increase your fame.

Your Kingdom



Starting from an abandoned house, you'll need to build a true settlement. Create agricultural fields to feed the population, forges and alchemical laboratories to produce essential items. Don't neglect relaxation areas like saunas and hot springs: these places are crucial for strengthening bonds with your allies and offer a welcoming space where you can confront and overcome your traumas through dialogue.

Relationships and Trauma



Indeed, like any respectable isekai, the harem component couldn't be missing. Court your allies with gifts, dates, and romantic declarations. Increase your intimacy with them to gain bonuses during the game. The heroes will face deep traumas, perhaps caused by witnessing a killing or losing an ally. In a world governed by chaos and dark forces, will you be able to maintain your sanity? Will you be able to resist corruption in your quest for power?

Late Pledge Available Now!

WHO WE ARE



Andrea Ruggeri is a passionate RPG player with over 20 years of experience in the tabletop gaming world. As a former game store owner, he has built strong connections with the RPG community across Italy. His deep knowledge of role-playing games is evident in his work, where he combines his expertise in game mechanics, storytelling, and design to create immersive and engaging experiences. In addition to his passion for gaming, Andrea is a professional graphic designer, known for his precision and artistic skill. He brings a meticulous and creative approach to his work, ensuring high-quality, visually striking designs that enhance the overall gaming experience.



ALBERTO DIANIN: Co-Founder, Engineer, Writer and Book Publishing Expert

Alberto Dianin is the owner of two small book publishing houses, specializing in non-fiction titles for English-speaking markets. He expertly manages relationships with suppliers, oversees marketing strategies, and handles every aspect of the publishing process, ensuring each project is executed with precision and professionalism. His comprehensive knowledge of the industry allows him to guide projects from inception to completion with a focus on quality and market relevance.



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From the STAFF

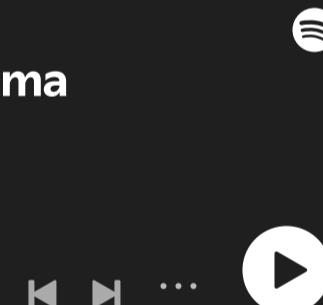
Thanks to all our supporters, playtesters, and the Gates of Krystalia community for your continued support and feedback.



Perpetua Flamma

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