

LOOPWEAVERS: DIMENSIONAL ALLIANCES

DIMENSIONAL ACADEMY

FIRST STEPS

(How to Play Loopweavers: Dimensional
Alliances)

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Loopweavers' Demon

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1. Welcome to the Loopweavers: Dimensional Alliances

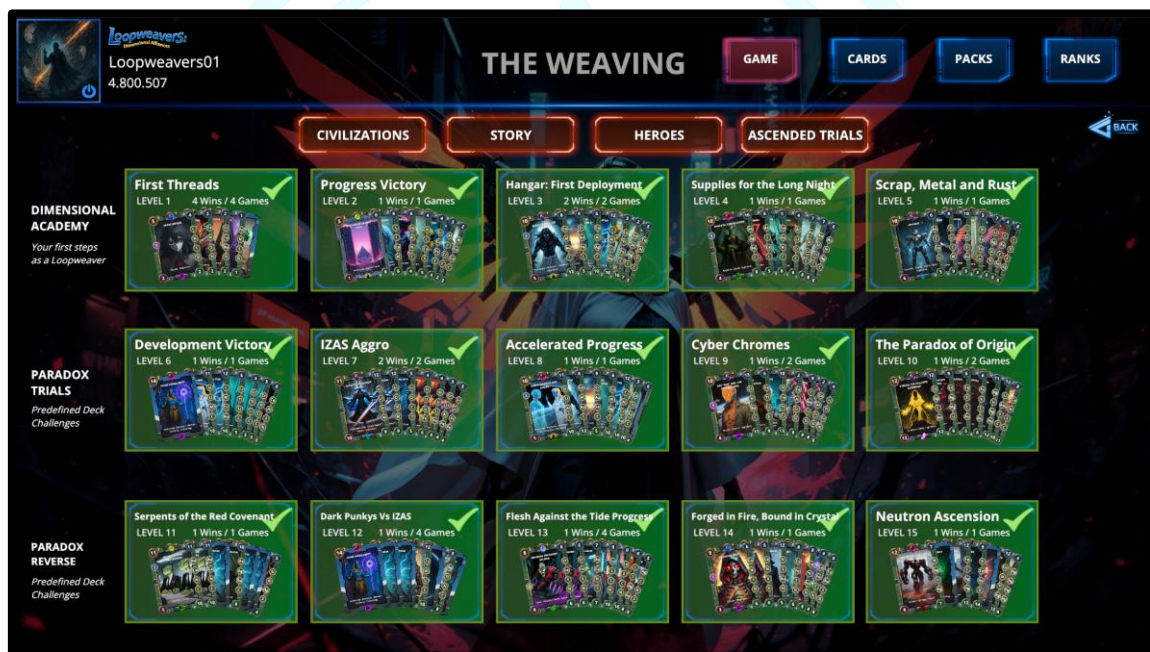
Forge decks that transcend the limits of reality. Learn the arts of dimensional weaving.

Note for New Players

In **The Weaving**, the section “**Dimensional Academy – Your First Steps as a Loopweaver**” includes **five guided tutorials** that teach the core mechanics of the game through interactive matches.

These tutorials are the best way to learn how Loopweavers works. They demonstrate the main systems of the game step by step while you play.

This **First Steps guide** complements those tutorials by explaining the mechanics and interface in more detail.



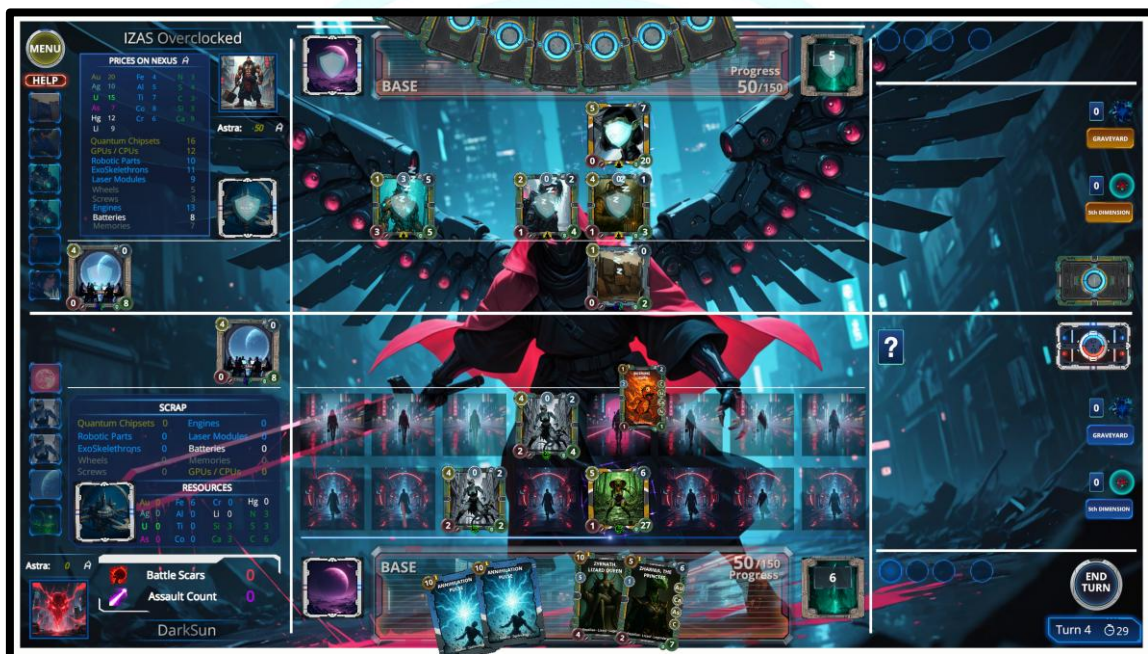
The Dimensional Academy is part of **The Weaving single-player campaign**, which includes **over 100 chapters** organized into several sections. These missions allow you to learn the mechanics of Loopweavers step by step while exploring the world of **Astralis**.

Now, Welcome to Loopweavers!

If you are reading this, you are already a **Quantum Weaver**.

You have the ability to entangle creatures from the 5th Dimension onto the battlefield to defend your Base and Hero — or to attack the enemy.

Loopweavers: Dimensional Alliances is a deep strategic card game where players build custom decks and deploy creatures and constructs across a tactical battlefield grid. Frontline units protect the creatures behind them, creating layered defenses as you gather resources, adapt to planetary conditions, and pursue multiple paths to victory — defeat the enemy Hero, sabotage their base, advance your civilization, or complete powerful mission objectives.



This guide follows the natural order of a match.

By reading it sequentially, you will understand how a game of Loopweavers unfolds from start to finish.

2. Starting a Match

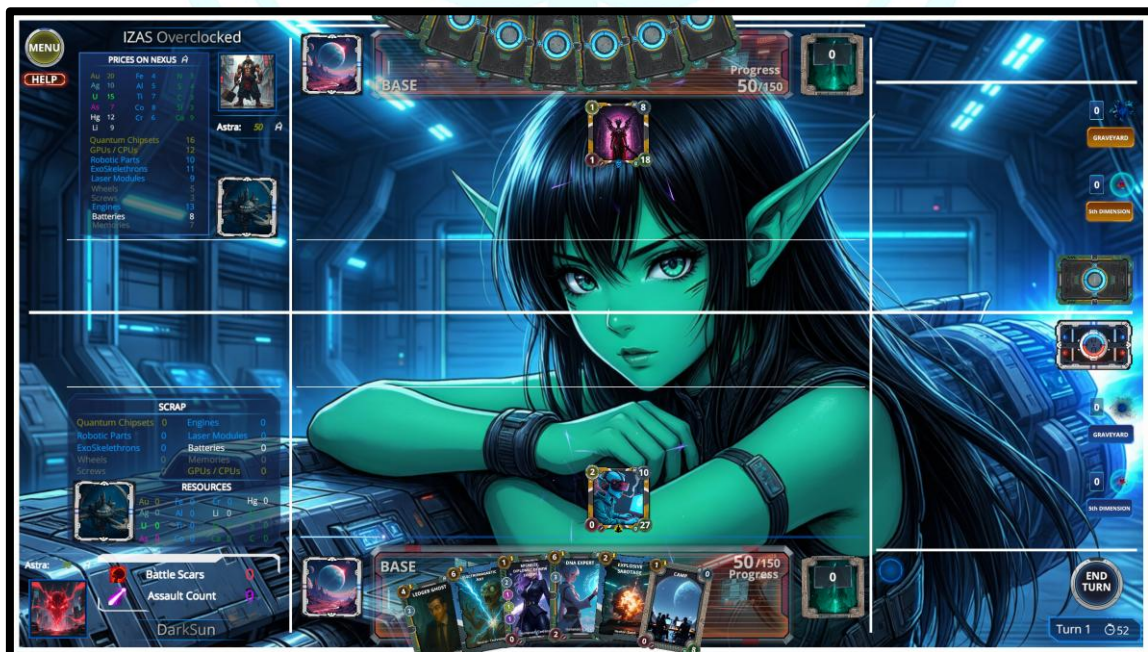
At the start of a match, each player performs a **Mulligan**.

You may select **up to five cards** from your initial hand and send them to the **Discard Pile**. For each card you discard this way, draw a new card from your **Deck**.

This allows you to improve your starting hand and prepare your strategy for the battle ahead.



Turn 1 starts with **1 Dark Energy** available to spend on cards or abilities.



3. Turn 1 – The Battlefield is Established

At the beginning of the first turn, the battlefield is prepared.

The following elements appear on the board:

- Your **Hero**
- The **Enemy Hero**
- The **Planet or Location** where the battle takes place
- Your **Base**
- The **Enemy Base**
- The fixed **Battlefield Structures**

These structures are always present on the battlefield and shape the strategic environment of the match.



Base

The **Base** stores **Progress Points**.

- **0 Progress** → **Defeat**
- **150 Progress** → **Victory**

You increase your Base Progress using the **Wisdom stat of your creatures**.

Protect your base while advancing your civilization.

You can also perform **sabotage attacks on the enemy Base** using the **Attack stat of your creatures**.



Hangar

The **Hangar** is used to construct **spaceships** and accumulate **Development Points**.

- 250 Development → Victory

The **Wisdom stat of your creatures** on the battlefield contributes to technological development, allowing you to secure victory without destroying your opponent.



Hangar. Permanent Construction

Deploy Assault Spaceship for 100 Astras (once per turn):

Send hand a Assault Spaceship.

Deploy Cargo Spaceship for 50 Astras (once per turn):

Send hand a Cargo Spaceship.

Victory Condition – Development.

Development Victory: At the start of your turn, if Hangar's Development Points are greater than 250, you win the game (with the effect "destroy enemy Hero").

Development Points: At the start of the turn, Hangar gains Development Points equal to the total Wisdom of all allied creatures.

Note: The ability to destroy the Hero if Hangar has enough Development Points is checked first, to give the opponent a chance; then the ability to check the Wisdom of allied creatures to add points to the Hangar is triggered.

Nexus Interface

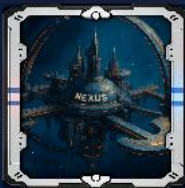
The **Nexus Interface** allows communication with the **Nexus**, the dimensional network used by Quantum Weavers.

Through the Nexus you can **sell surplus resources** to obtain the currency of the Astralis System: **Astra**.



Astra can then be spent to:

- link creatures to the battlefield using their **alternative cost**
- purchase **spaceship cards in the Hangar**
- perform other strategic actions

SCRAP							
Quantum Chipsets	0	Engines	0				
Robotic Parts	0	Laser Modules	0				
ExoSkelethrions	0	Batteries	0				
Wheels	0	Memories	0				
Screws	0	GPUs / CPUs	0				
							
RESOURCES							
Au	0	Fe	0	Cr	0	Hg	0
Ag	0	Al	0	Li	0	N	0
U	0	Ti	0	Si	0	S	0
As	0	Co	0	Ca	0	C	0

PRICES ON NEXUS 					
Au	20	Fe	4	N	3
Ag	10	Al	5	S	4
U	15	Ti	7	C	3
As	7	Co	8	Si	3
Hg	12	Cr	6	Ca	9
Li	9				

Nexus, Artificial Satellite

Neutral - Nexus

Nexus, Artificial Satellite.
Trading on Nexus, Artificial Satellite. The following stock pairs are eligible for selling:

Sell 5 units of Au for earn 100 astras.
Sell 5 units of Ag for earn 50 astras.
Sell 5 units of U for earn 75 astras.

Sell 10 units of C for earn 30 astras.
Sell 10 units of Si for earn 30 astras.
Sell 10 units of N for earn 30 astras.

Heroes

Heroes are powerful units that can **move across the battlefield** and **attack enemy targets**.

If your Hero's **HP reaches 0**, you lose the battle.



Example

Katty Vega, the Persuasive One is your enemy in this battle.

She has **20 HP**, **0 Attack**, and **7 Wisdom**.

You can defeat her if her **HP reaches zero**. If your own Hero reaches **0 HP**, you lose the game.

Viewing Card Information

You can view a card's detailed information by **hovering your mouse over it**.

Several banners will appear to help you understand the card:

- A **small banner** next to Creature, Construct and Hero cards displays their **current stats**.
- A **large banner on the left** shows the **original card**, including its base stats and abilities.
- On the **right side**, a **help section** displays icons explaining abilities and card mechanics, both for cards on the battlefield and in your hand.

Your Hero

Your Hero is **Slythara, the Venom Guide**.

She normally has:

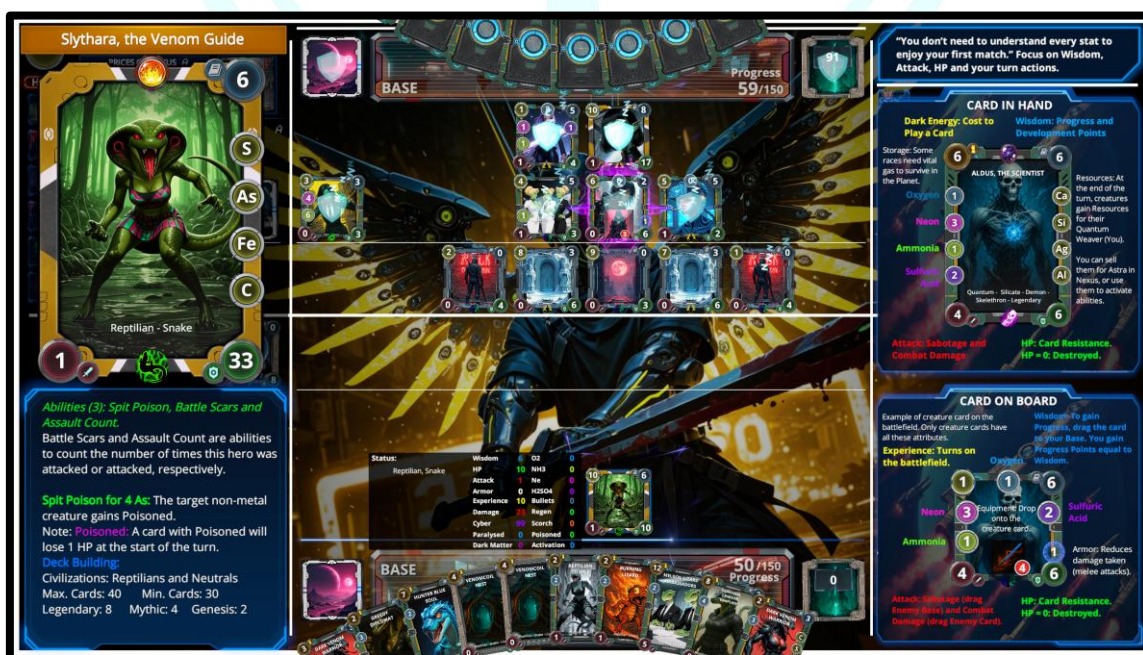
- **33 HP**
- **1 Attack**
- **6 Wisdom**

However, in this example she has already **received 4 damage**, so her card currently shows **29 HP**. She has an Experience of 8 since he has been on the battlefield for 8 turns.



Viewing Card Information

- The large banner on the left shows the **original card**, including its base stats and abilities.

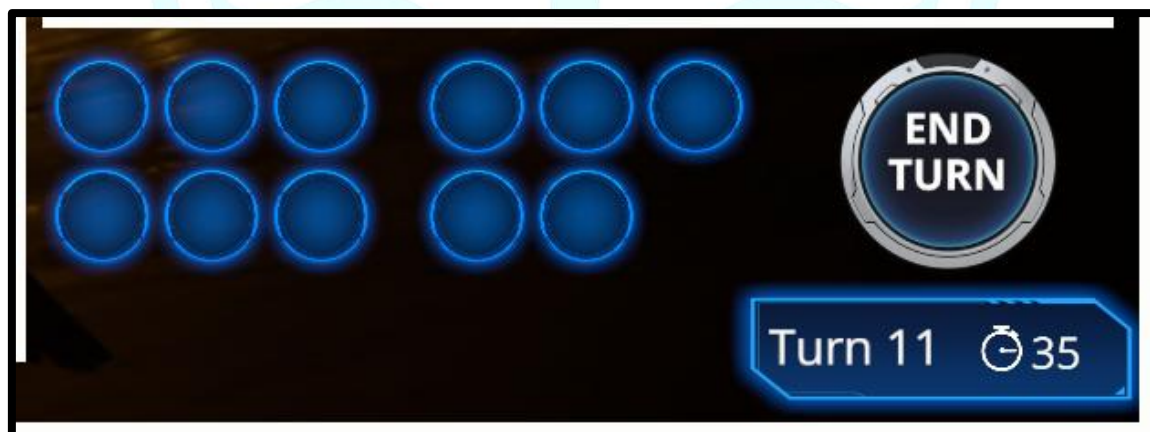
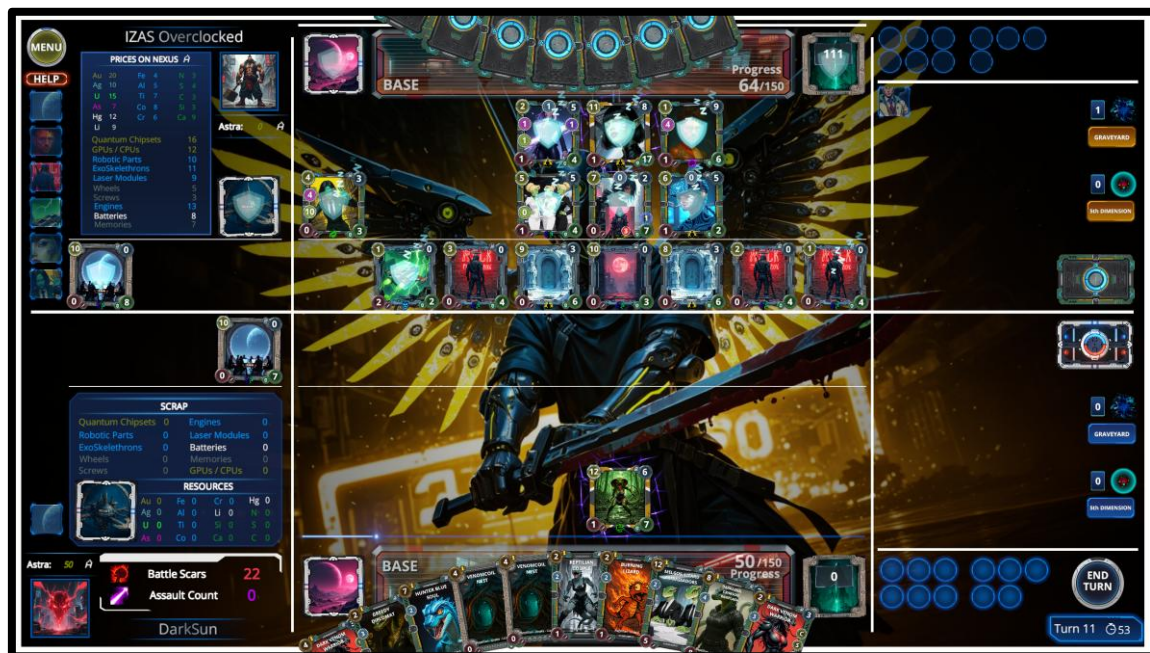


Dark Energy

Each turn, your **Dark Energy** capacity increases by **1 point**, up to a base maximum of **12**.

Dark Energy is used to play cards and activate abilities.

Some cards and technologies can **increase this limit**, allowing advanced strategies and powerful late-game plays.



4. Creatures and Battlefield Positioning

Hero and Creature cards can move across the battlefield and occupy two combat rows:

- **Rearguard** (Row 1)
- **Vanguard** (Row 2)

These rows form the main combat area where most battles take place.

Both **Heroes** and **Creatures** can move between these rows during their turn.

Vanguard Protection

Creatures positioned in the **Vanguard** protect the units behind them.

If a creature is placed in the **same column** in the **Rearguard**, the Vanguard creature acts as **cover**, forcing enemies to attack the Vanguard unit first.

This creates **layered defensive lines** and encourages strategic positioning of your units.



Vanguard units protect the creature behind it.

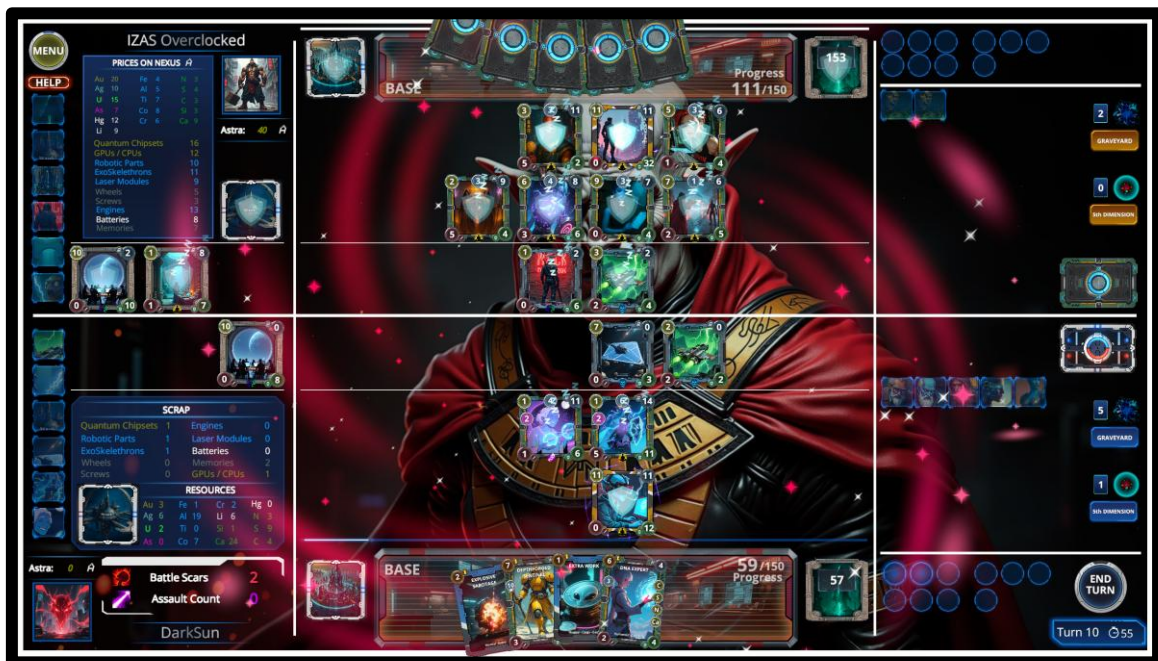
Constructs and the Fabrication Bay

Construct cards are placed in the **Fabrication Bay**, which is the **third row of the battlefield**.

This row is dedicated to structures and technological units.

Constructs include:

- defensive structures: walls
- technological devices



Walls

Walls protect your entire battlefield. While a **wall** is active, enemy units must attack the **wall first**, instead of targeting other units. Some abilities allow units to bypass walls, such as:

- **Airborne**
- **Dodge and Jump**

These abilities allow attacks to ignore defensive barriers.

Additional Battlefield Zones:

Citadel

The Citadel is located above the Resources Panel and the Nexus interface.

It contains three slots where players can place Structures.

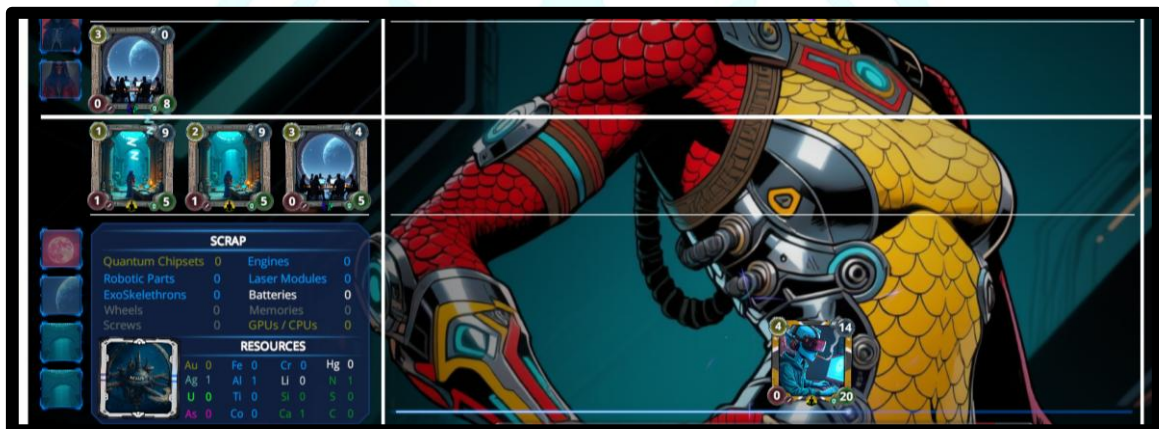
Structures are large constructions that provide powerful strategic advantages.

They may have:

- automatic effects
- activated abilities

Activated abilities may require Resources, Dark Energy, or both.

Structures remain in the Citadel and influence the battlefield throughout the match.



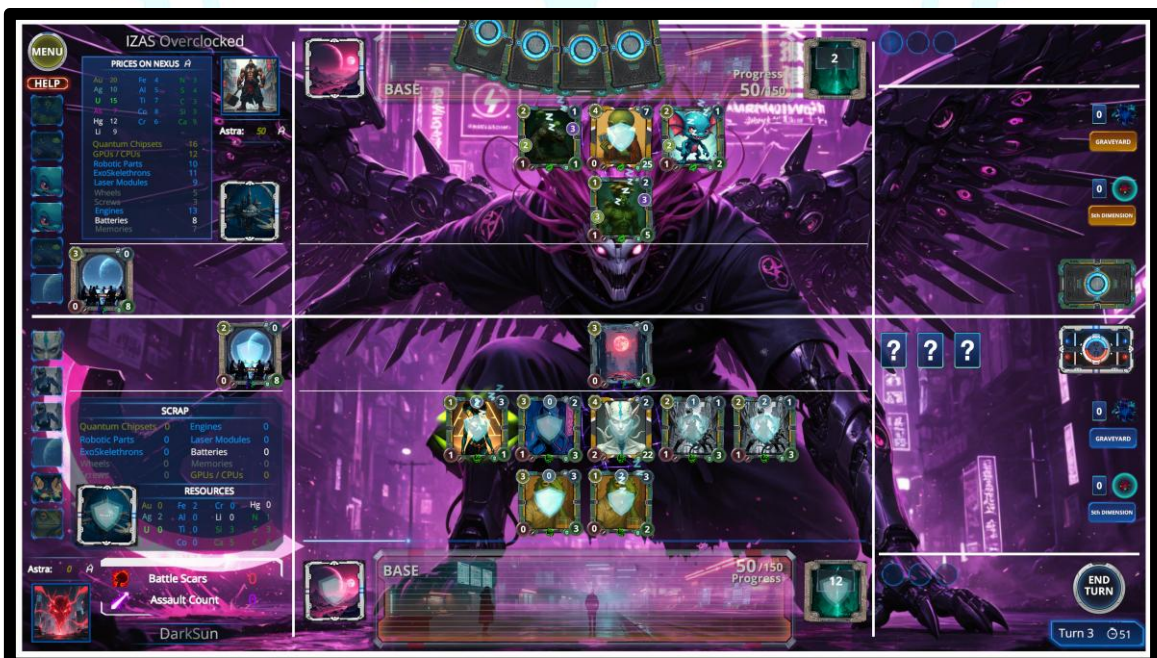
Phantom Zone

The Phantom Zone is a special area used to place Traps and Secrets.

These cards remain hidden from your opponent. On the battlefield, they are represented by a **question mark icon**, indicating that a hidden card is present.

The opponent can also see the icon that indicates the presence of cards in the Phantom Zone.

They activate automatically when a specific condition is met.



Traps

Traps activate when their condition is fulfilled and immediately resolve their effect.

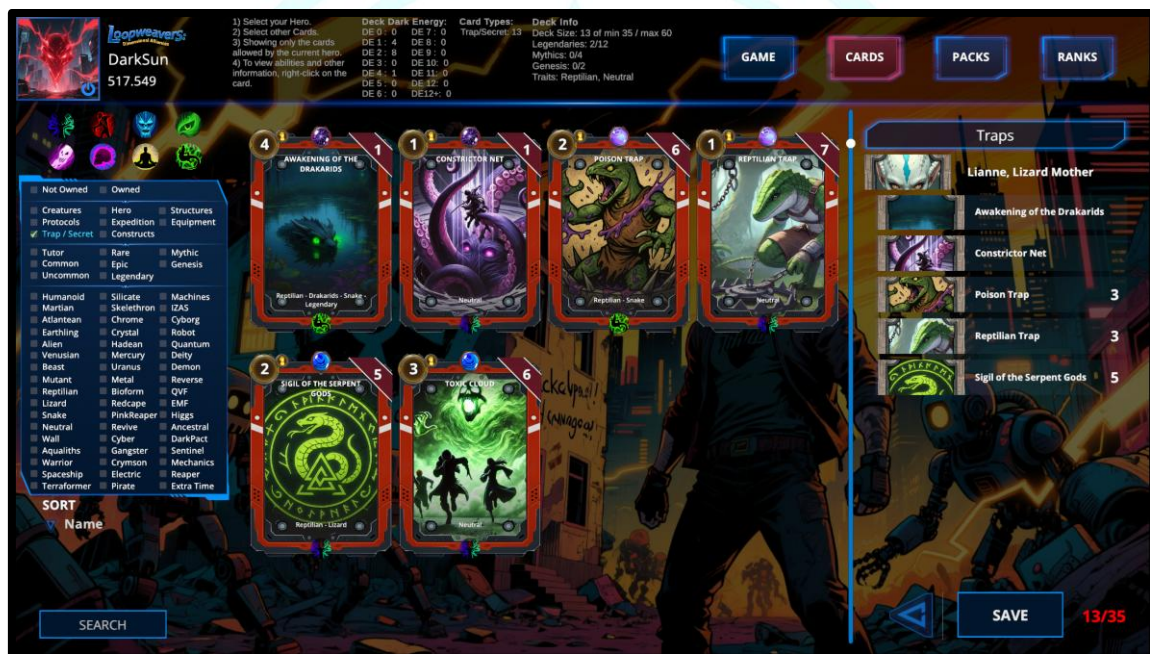
After being triggered, the Trap card is sent to the **Discard Pile**.

Secrets

Secrets also activate when their condition is met.

Depending on the card, a Secret may:

- go to the **Discard Pile**, or
- remain on the **battlefield**, continuing to influence the game.



The different battlefield zones allow players to combine positioning, technology, hidden tactics, and dimensional abilities to control the flow of battle.

Bases

Bases **cannot be defended** and can always be targeted.

There are two main ways to interact with Bases: Progress and Sabotage.

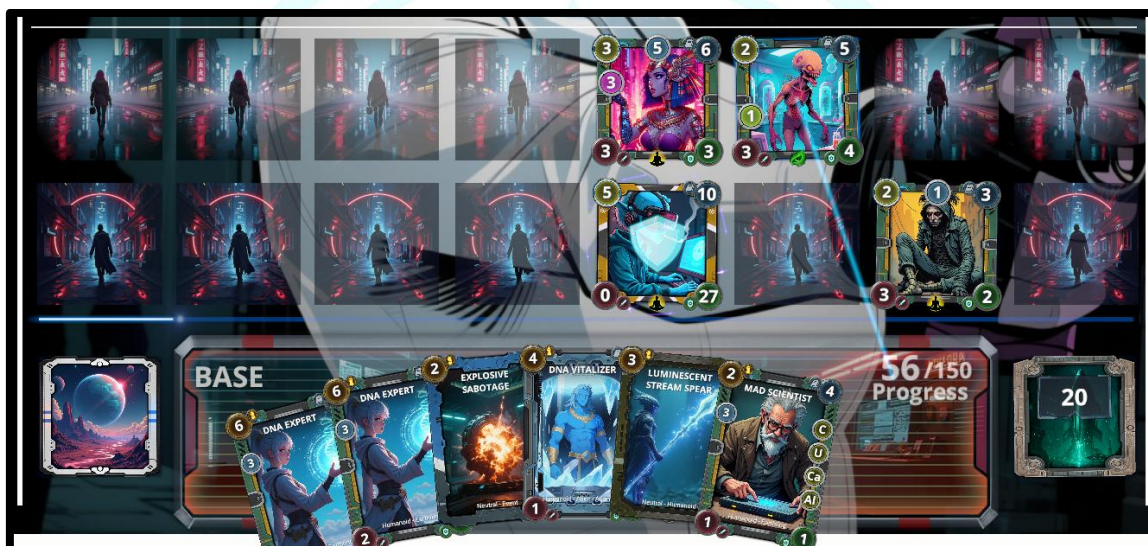
Progress

You can **Progress your own Base** by dragging a **Creature** onto it.

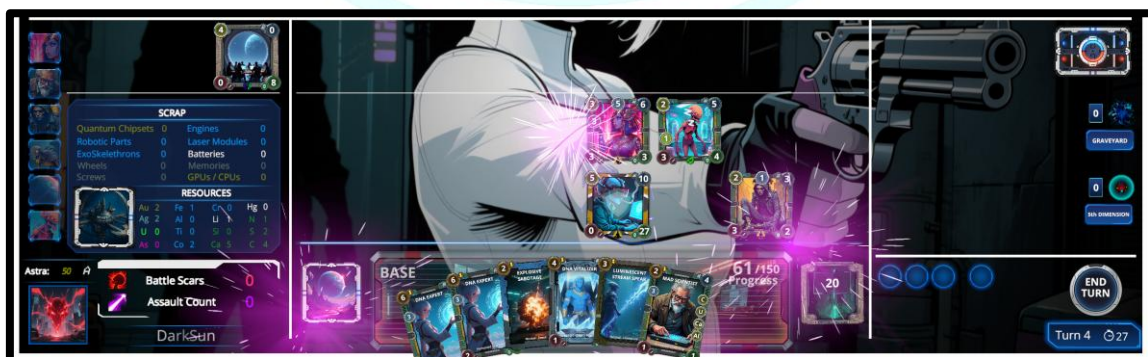
The creature contributes its **Wisdom stat** as **Progress Points**.

Only **Creatures** can perform Progress actions.

Heroes cannot Progress the Base.



In this example, the player drags their creature to the Base to perform a Progress action. The Base increases from 56/150 to 61/150 Progress Points because the creature has 5 Wisdom.



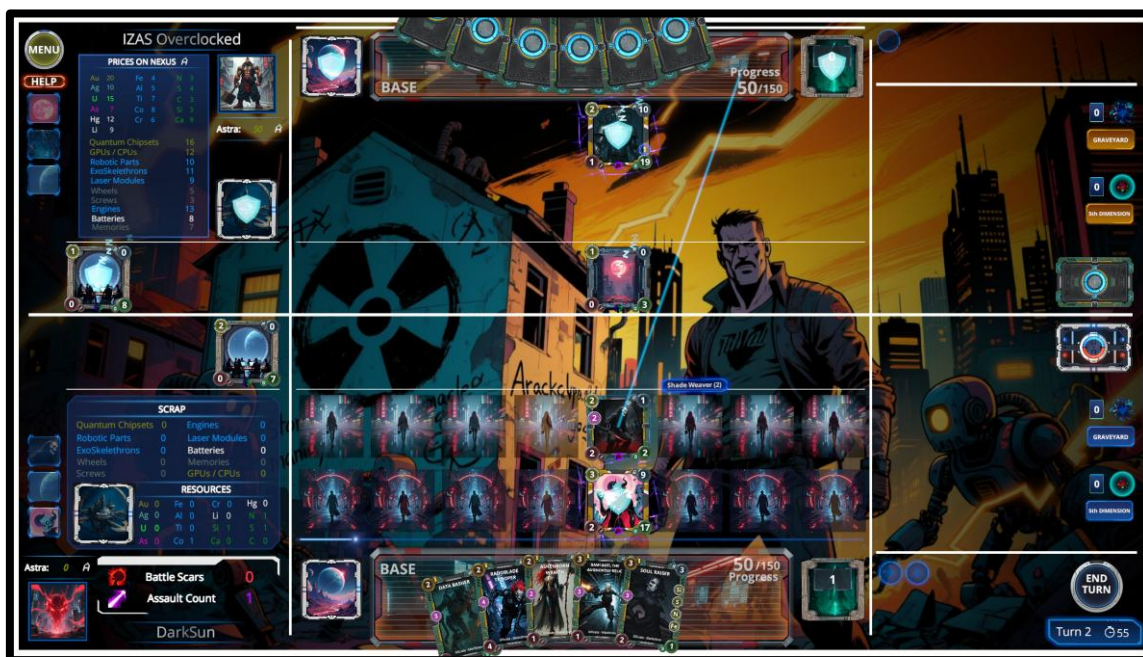
Sabotage

You can attack the **enemy Base** by performing a **Sabotage** action.

The creature uses its **Attack stat** to reduce the enemy Base's **Progress Points**.

Only **Creatures** can perform Sabotage actions.

Heroes cannot Sabotage Bases.



In this example, the player drags their creature to the Enemy Base to perform a Sabotage action. The Base decreases from 50/150 to 48/150 Progress Points because the creature has 2 Attack.

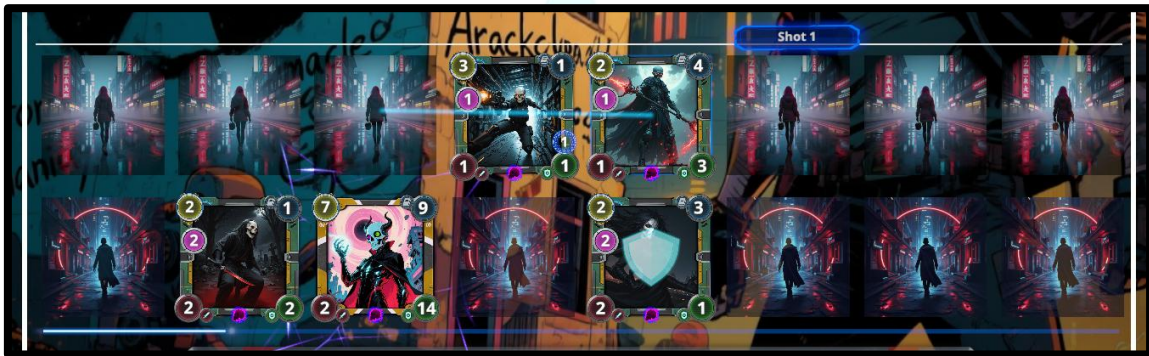


Unit Actions

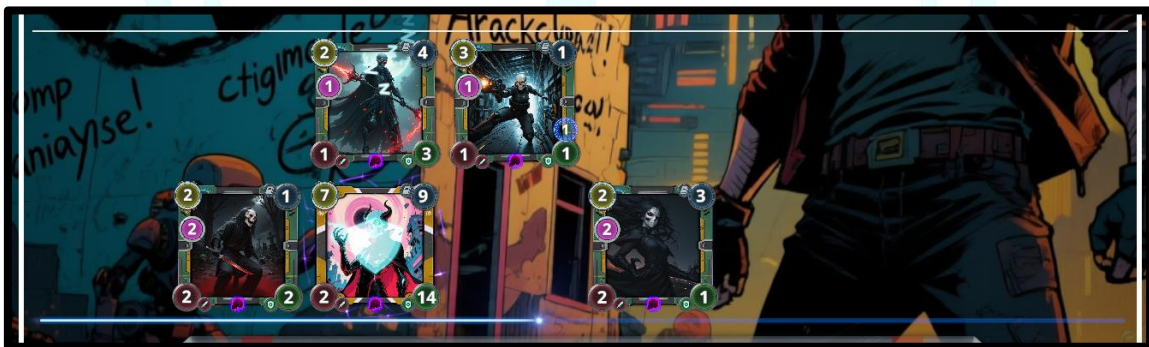
Each **Hero or Creature** can perform **one main action per turn**.

Possible actions include:

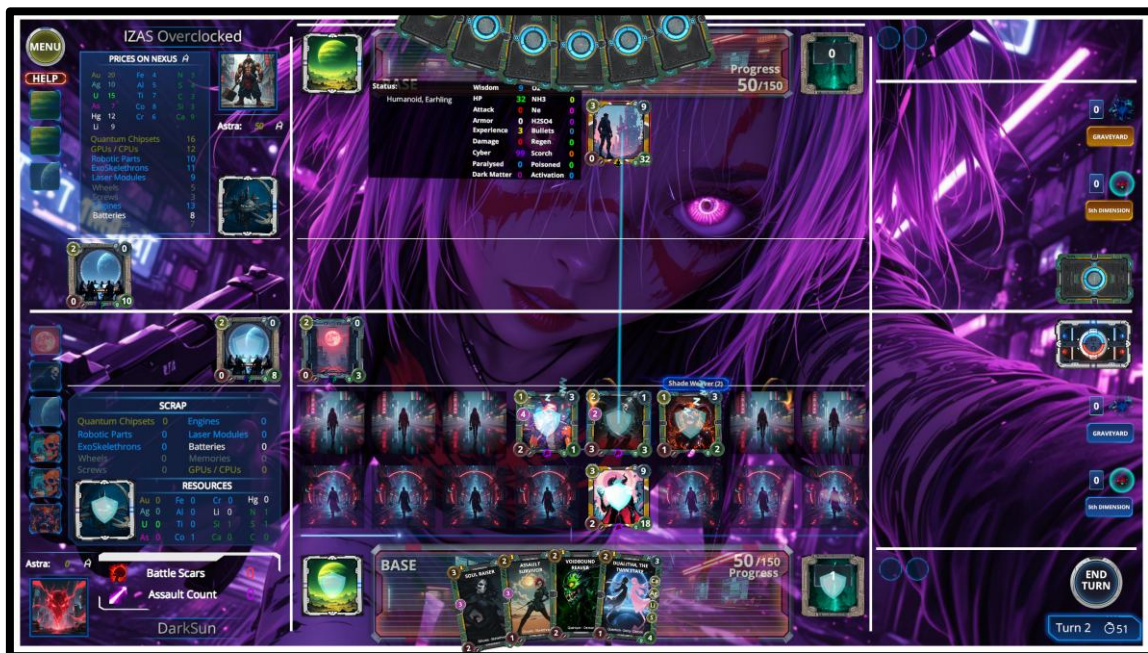
- **Move**
- **Attack**
- **Progress**
- **Sabotage**



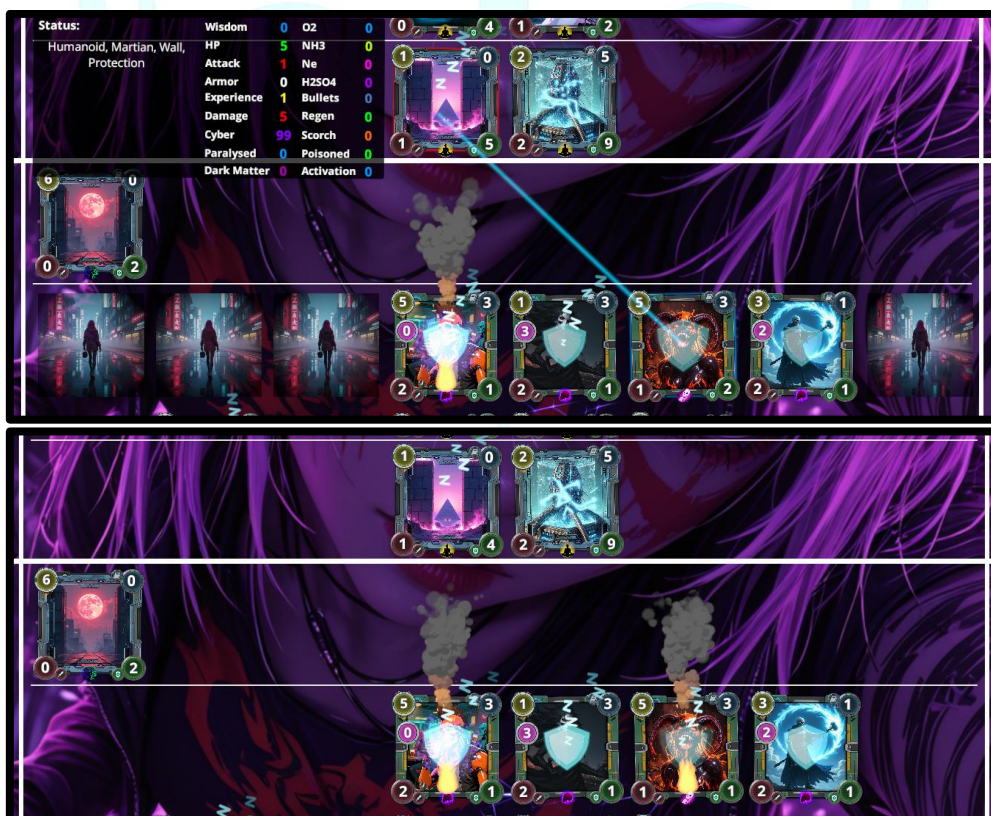
In this example, the creature moves from Vanguard position 5 to Vanguard position 3 to protect the Hero behind it.



To attack a creature, drag your card onto the enemy card. Your creature deals damage equal to its Attack value to the target, and receives damage equal to the enemy creature's Attack value. If a card's HP reaches 0, it is destroyed and sent to the Graveyard, 5th Dimension or Discard Pile.



In this example, the creature attacks an enemy wall. It deals 1 damage (its Attack value), reducing the wall's HP from 5 to 4. The creature also receives 1 damage from the wall, reducing its HP from 2 to 1.

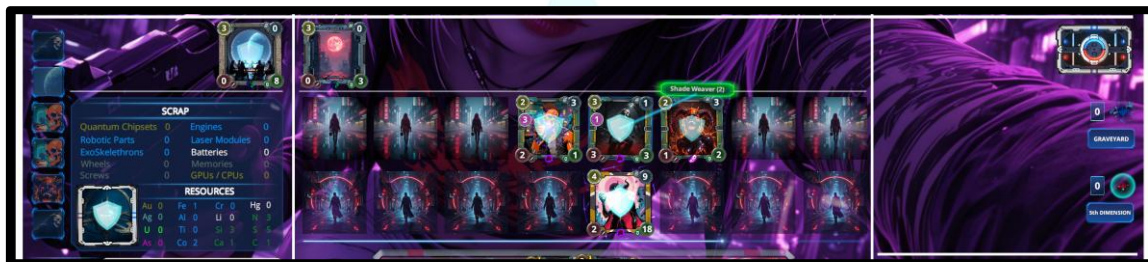


Activated Abilities

Units may also activate **special abilities** if their activation cost can be paid.

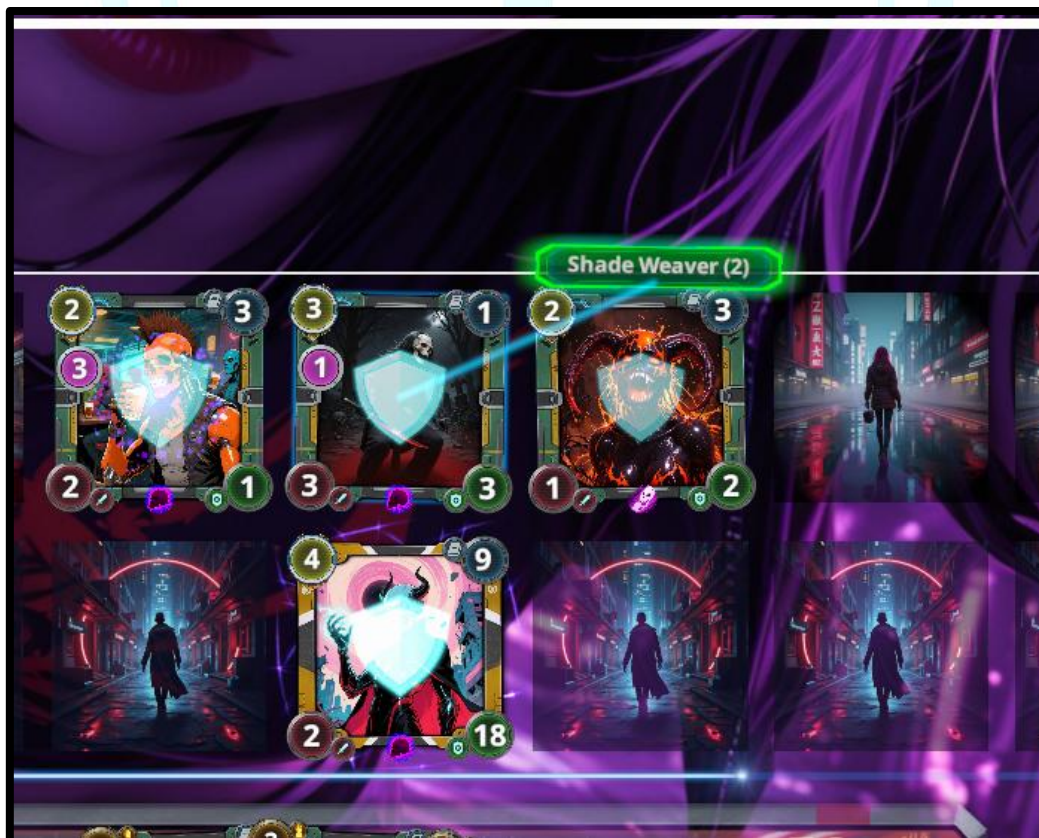
Activation costs may include:

- **Resources**
- **Dark Energy**
- **Both**



Some abilities may include additional restrictions such as:

- **Once per turn**
- **Exhaust** (consumes the unit's action for that turn)



5. Resources, Alternative Cost, Planetary Effects and Storage

Resources

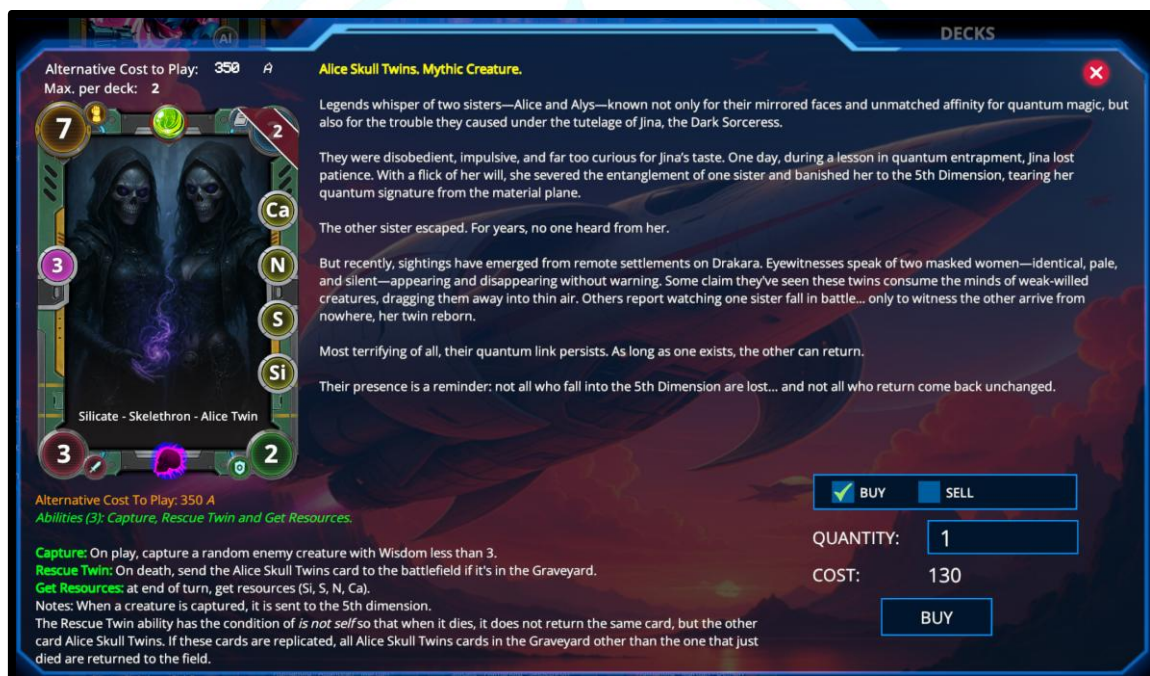
Resources are used to **activate abilities**, trade in the **Nexus**, and support various technologies and mechanics.

Creatures automatically extract resources at the end of their owner's turn.

The resources a creature can gather are shown on the **right edge of the card**, identified by a yellow circle with the element symbol.

For example, **Alice Skull Twins** extracts one unit of each of the following resources every turn:

Ca, N, S and Si



Each creature can extract up to four resources per turn.

This ability is called **Get Resources** and is present on all creature cards, even if it is not explicitly written on the card description.

Resources collected by creatures are stored by the player and displayed in the **Resources Panel of the Game HUD**.

Additional resources may also come from:

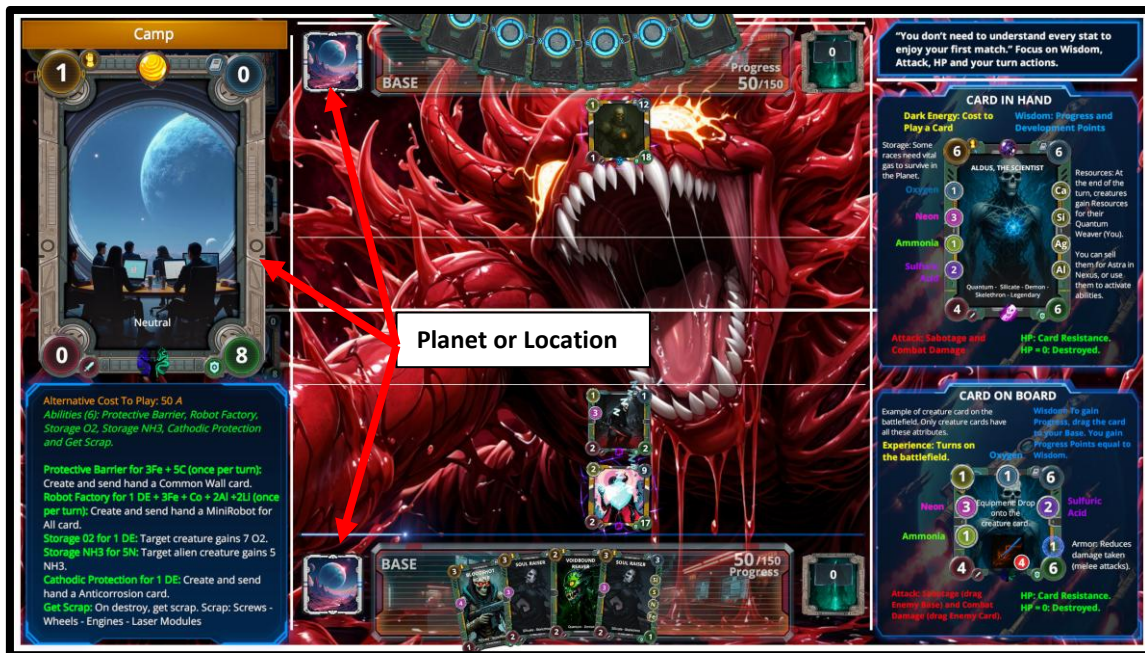
- **Structures and Constructs**
- **Planetary mining**

Mining

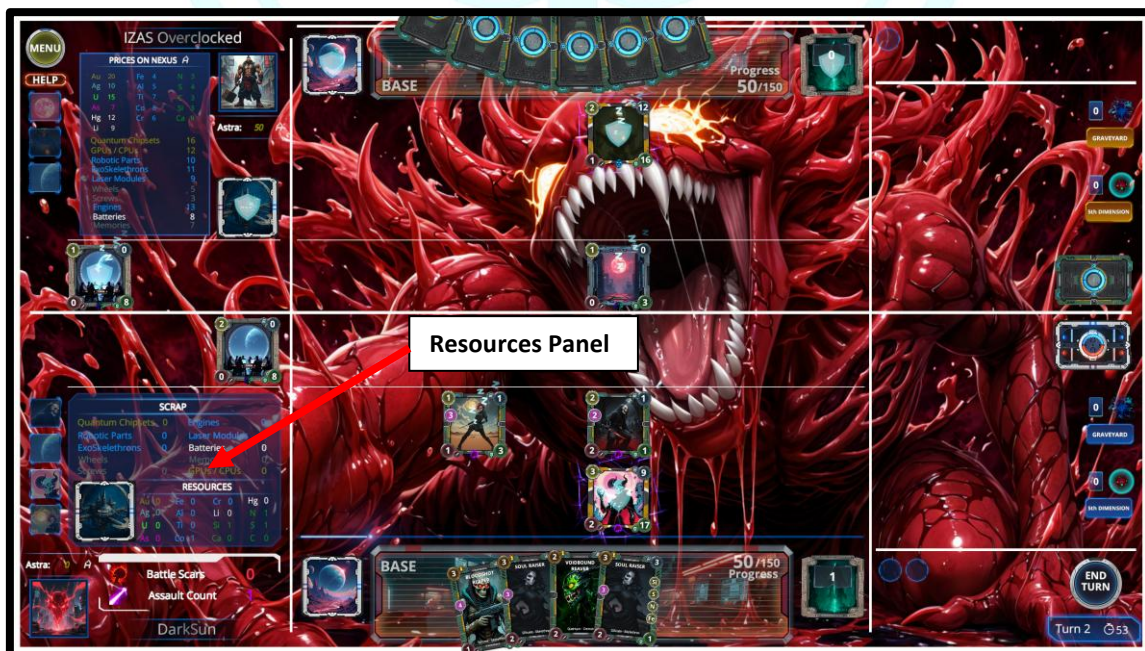
Each **planet or location** provides specific resources that players can mine.

Mining costs **1 Dark Energy (DE)** and extracts **one unit of each resource shown on the planet card**.

Planets also have **unique atmospheres** that may affect certain creatures depending on their race or traits.



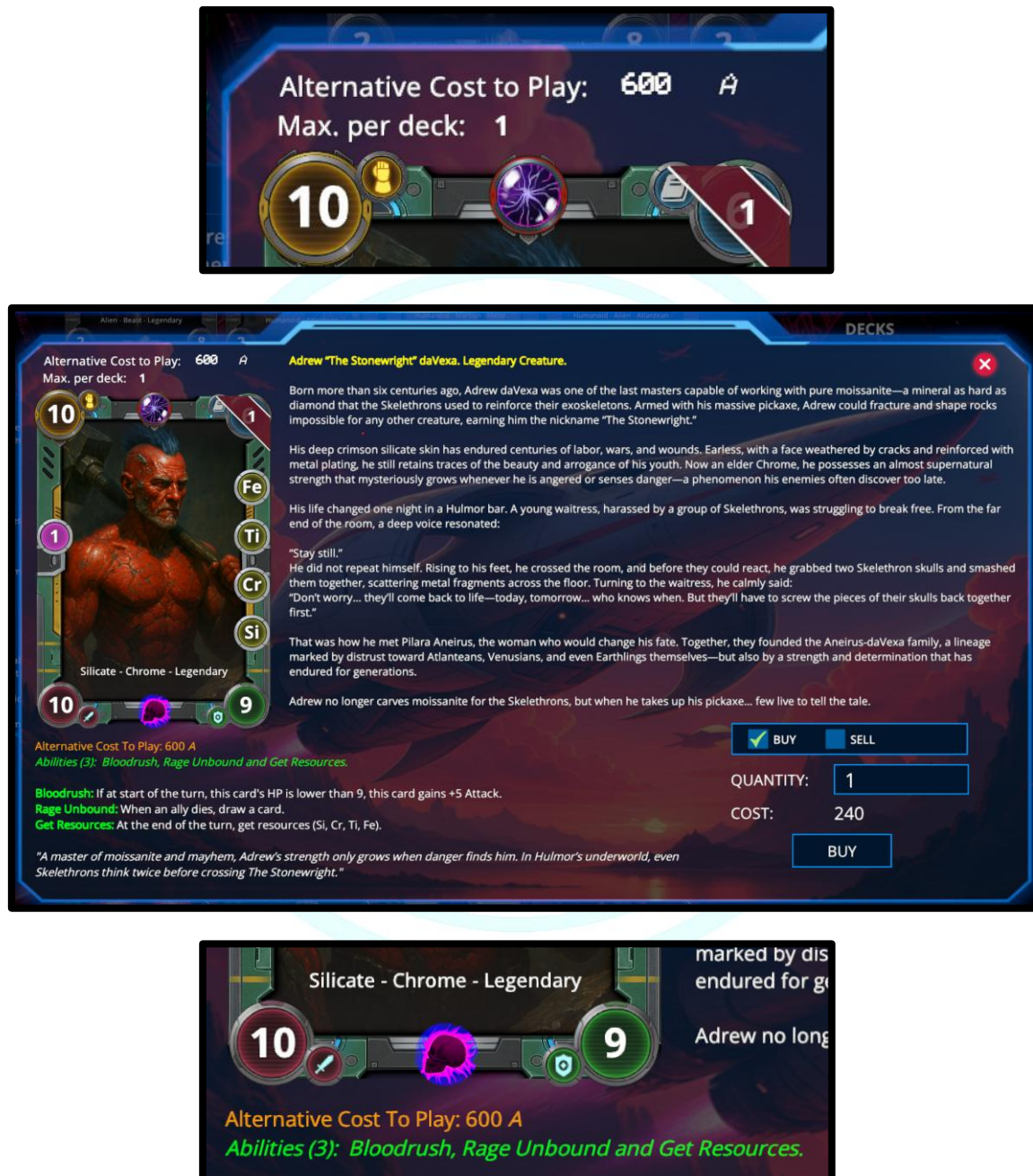
Resources are stored by the Player and can be seen in the Game HUD on the Resources Panel.



Alternative Cost to Play a Card

Cards can normally be played using **Dark Energy (DE)**.

However, if you do not have enough Dark Energy, you may play the card using its **Alternative Cost**, which is paid in **Astra (A)**, the currency of the Astralis System.



Players start each match with **50 Astra**.

Astra can be obtained by:

- **selling resources through the Nexus**
- using certain **broker or trading cards**

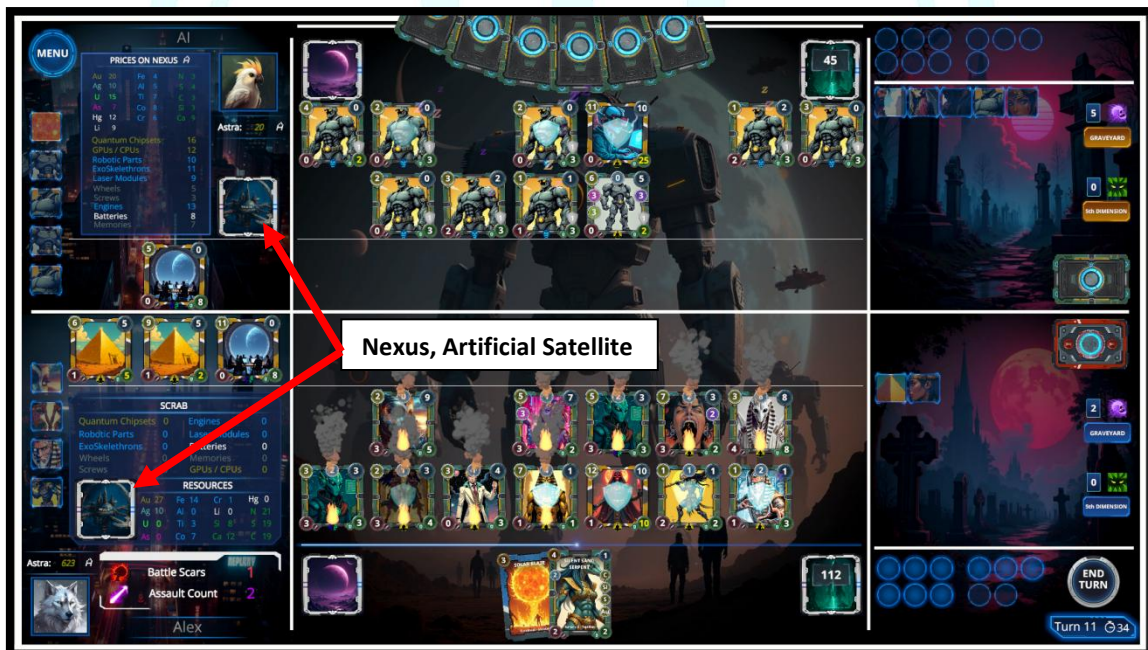
The Alternative Cost represents the **economic cost** of recruiting units, deploying technology, or preparing equipment for the battlefield.

Nexus

Nexus, Artificial Satellite is automatically placed at the start of the match.

This orbital station allows players to **sell resources and scrap metal** in exchange for **Astra**.

The Nexus acts as the **economic hub of the Astralis System**, regulating the exchange of resources between civilizations.



Planetary Effects

Each battle takes place on a **planet or location** with a unique atmosphere.

Some creatures require specific gases to survive, such as:

- **O₂ (Oxygen)**
- **NH₃ (Ammonia)**
- **Ne (Neon)**

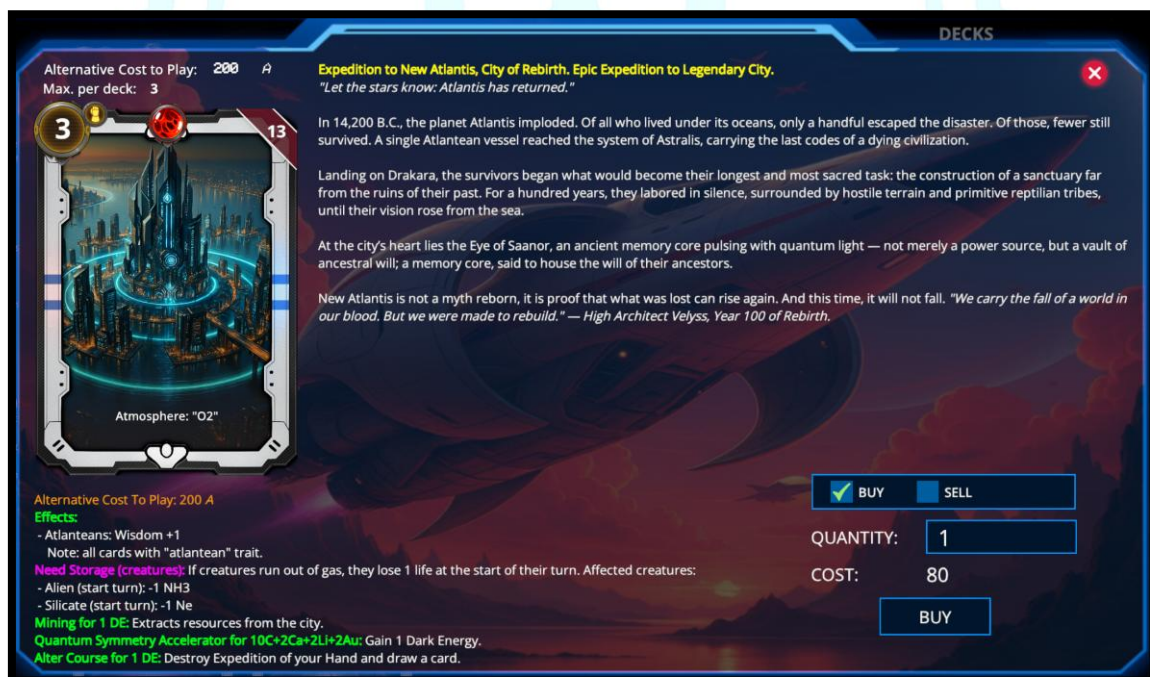
If a creature cannot access the resource it requires, it **loses 1 Resistance per turn**.

Certain atmospheres may also be **corrosive to metallic creatures** unless they have the **Anticorrosion trait**.

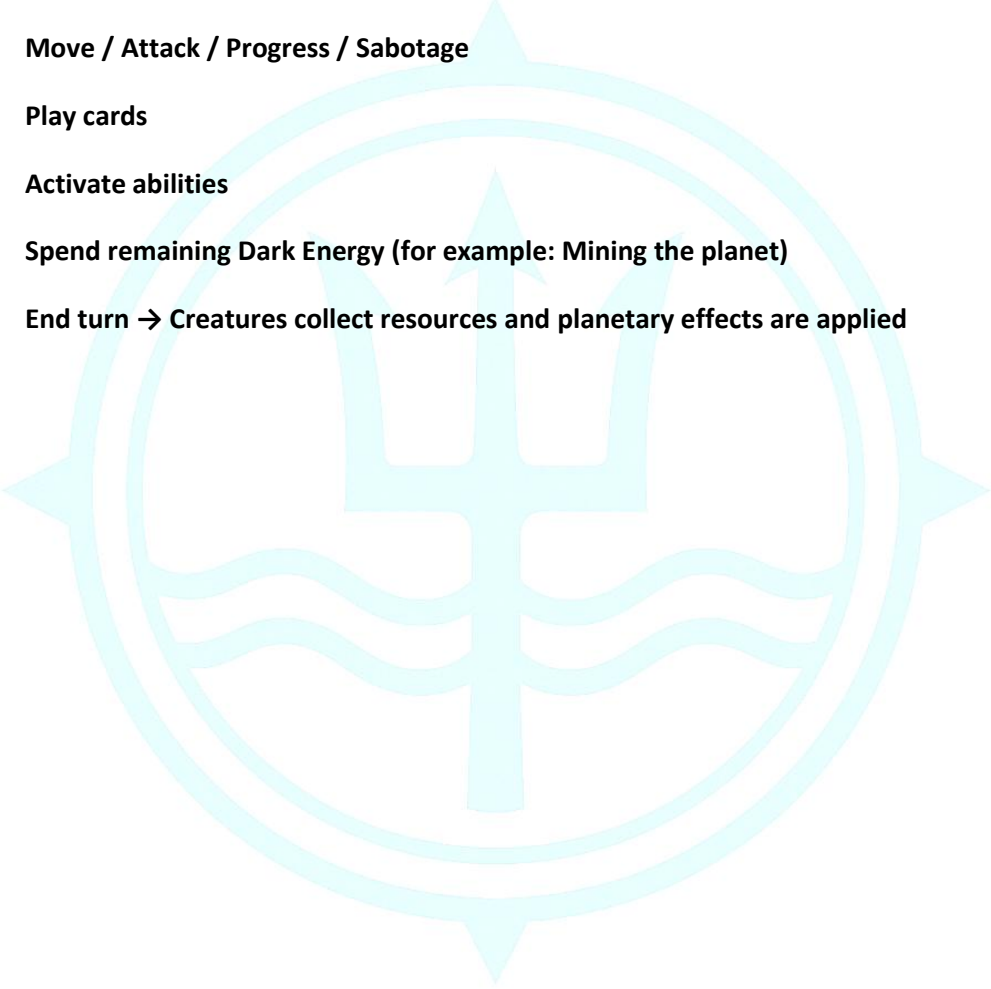
Planetary effects are an **advanced mechanic** that becomes especially important in competitive matches.

Using Expedition cards, you can relocate the battle to a planet or location that better suits your alliance of civilizations.

For your first games, you can focus on the core mechanics and explore planetary effects later.



6. Quick Start Summary

1. Mulligan
 2. Turn begins
 3. Gain Dark Energy
 4. Apply planetary (or location) effects
 5. Move / Attack / Progress / Sabotage
 6. Play cards
 7. Activate abilities
 8. Spend remaining Dark Energy (for example: Mining the planet)
 9. End turn → Creatures collect resources and planetary effects are applied
- 

7. Basic Instructions

Main Stats: You don't need to understand every stat to enjoy your first match. Focus on Wisdom, Attack, HP and your turn actions.

Card In Hand:

DARK ENERGY (DE) COST

The cost of playing a card.

Some creatures need a vital gas to survive in the atmosphere of certain locations and planets.

STORAGE

Oxygen

Neon

NH₃

H₂SO₄

ATTACK

RARITY



WISDOM

RESOURCES

Get Resources: at the end of the turn, creatures on the battlefield gain resources for their Quantum Weaver (you).

TRAITS

HP

The **Alternative Cost to Play** is the Astra cost of playing this card. It only activates if the Dark Energy is insufficient to play the card, but the Quantum Weaver has enough accumulated Astras.

Alternative Cost To Play: 320 A
Status (1): Intuitive.
Abilities (2): Exchange of Raw Materials and Get Resources.

Aqualiths. Ancestral DNA.
Intuitive: When defending, use Wisdom instead of Attack, but not when attacking.
Exchange of Raw Materials for 3Al + 3 Ca: Draw a card.
Get Resources: At the end of the turn, get resources (Al, Ca, C, S).

Status and abilities in the order in which they are programmed.

Explanation of the abilities and the status of the card.

Card on the Battlefield (Board):

Oxygen

EXPERIENCE

Turns on the Battlefield.

Neon

NH₃

ATTACK



WISDOM

H₂SO₄

HP

Scaled Trainer

Alternative Cost To Play: 110 A
Active: 20 HP, Poisonous Attack and Get Resources
Hidden for 1 Dark Energy (DE) Gains Hidden for 1 DE until next turn.
Poisonous Attack: On before attack, attacked non-metal creatures gain poisoned. They lose 1 HP each turn.
Get Resources: At the end of the turn, get resources (C, S, N, Al). If the card is on the battlefield at the end of the turn, Player gets a unit of C, S, N and Al. These resources can be used to pay for decks that require them or to sell in exchange for Astras (A), the main Astras currency.
Tutor Notes:
- Hidden: A card with hidden status cannot be targeted or attacked.
- Poisoned: Poisoned is a Status. A card with Poisoned will lose 1 HP at the start of the turn.
- The tutorial cards include general instructions for learning how to play. These cards are a good starting point.

BASE

Progress: 50/150

0

BASE

50/150 Progress

0

"You don't need to understand every stat to enjoy your first match." Focus on Wisdom, Attack, HP and your turn actions.

CARD IN HAND

Dark Energy: Cost to Play a Card

Storage: Some creatures need vital gas to survive in the atmosphere of certain locations and planets.

Abilities (2): Exchange of Raw Materials and Get Resources.

Aqualiths. Ancestral DNA.

Intuitive: When defending, use Wisdom instead of Attack, but not when attacking.

Exchange of Raw Materials for 3Al + 3 Ca: Draw a card.

Get Resources: At the end of the turn, get resources (Al, Ca, C, S).

CARD ON BOARD

Example of creature card on the battlefield. Only creature cards have all these attributes.

Experience: Turns on the battlefield.

Attack: Sabotage (drag Enemy Base) and Combat Damage (drag Enemy Card).

HP: Card Resistance. HP = 0: Destroyed.

CARD ON BOARD

Example of creature card on the battlefield. Only creature cards have all these attributes.

Experience: Turns on the battlefield.

Attack: Sabotage (drag Enemy Base) and Combat Damage (drag Enemy Card).

HP: Card Resistance. HP = 0: Destroyed.

Wisdom: To gain Progress, drag the card to your Base. You gain Progress Points equal to Wisdom.

Equipment: Drop onto the creature card.

Armor: Reduces damage taken (melee attacks).

Ability Triggers

Cards can have different ability triggers, which determine when their effects activate:

On Play: The ability triggers when the card enters the battlefield.

At the Start / End of the Turn: The ability triggers at the beginning or end of a turn.

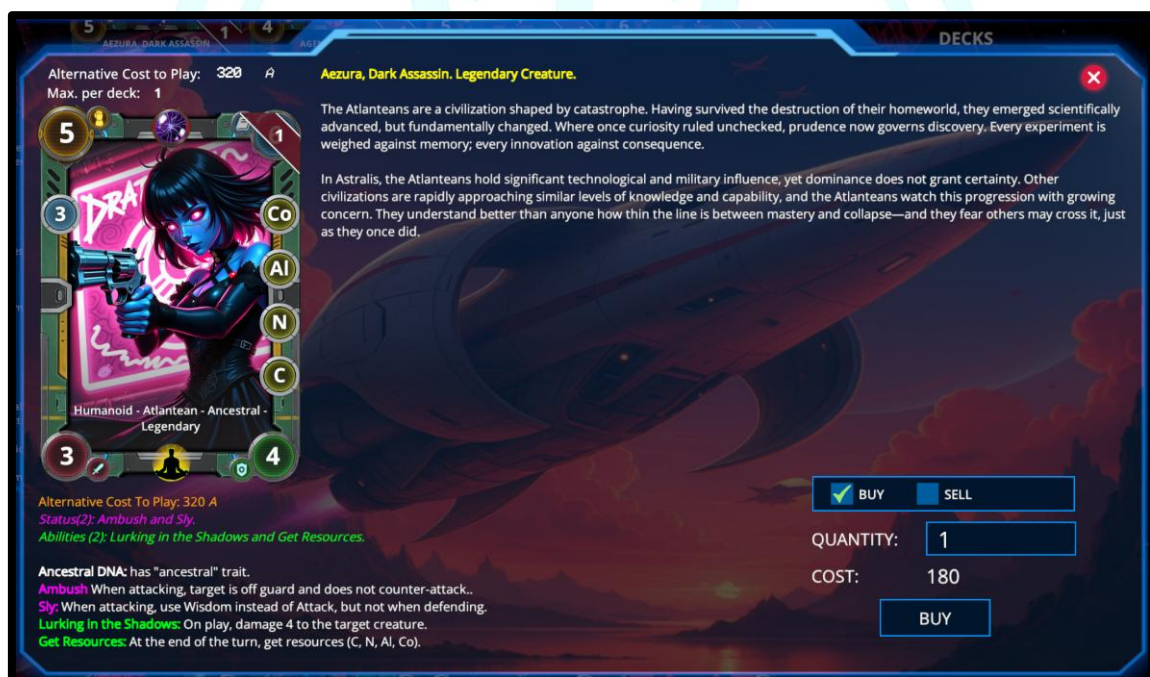
Ongoing: The ability remains active while the card stays on the battlefield.

On Kill: Triggers when the card destroys another card.

On Death: Triggers when the card is destroyed.

Before / After Attack or Defend: Abilities that trigger when a card attacks or defends (and usually also when it Progresses or Sabotages).

Activate: Click on the card to manually activate the ability by meeting its condition or paying its cost. Some cards may also have special or rare triggers that break these rules.



Actions

Each card on the battlefield can perform one action per turn, unless it has Burst, which allows two actions. A card will be Exhausted after performing its action. A card with Exhaust cannot perform an action.

The Unexhaust effect allows a card to lose Exhaust and therefore be able to perform an action.

A board card when played enters the battlefield with Exhaust. Rush's ability applies the Unexhaust effect to a card, allowing cards that have just entered the field to perform an action.

The actions are as follows:

- Attack (melee attack): Drag your card against an enemy card
- Progress: Drag your creature card to your Base
- Sabotage: Drag your creature card into the Opponent's Base
- Move: Drag a creature or Hero card to another Rearguard or Vanguard space
- Activated ability with Exhaust or Attack Distance: Hold down the mouse button over the card and select the ability to activate.

If the Entangler or Quantum Weaver (The Player) can pay the cost, there is no limit to the abilities a card on the battlefield can activate during its turn. However, some abilities have Exhaust, which means they exhaust the player's turn action. Additionally, these abilities cannot be activated if the card has already exhausted its turn action.

If a card has attack distance, it cannot attack in melee. Ranged Attack is an ability activated with Exhaust that attack distance.

- Play Cards: Drag a card from your hand to the board or to another card, if you need to select one when throwing.

8. Battlefield

The **battlefield** is the main board where you play your cards.

It also contains the **HUDs**, which show your resources, stats, and all the key information you'll need as a **Quantum Weaver**, especially as games become more complex.

The bottom of the field is your zone, and the top is the opponent's zone.

Don't be overwhelmed by the following outline; it's just a summary that we'll break down in the following pages.



8.1. Cards Types and Positions

There are eight type of cards that you can play:

■ Creatures ■ Hero ■ Structures
 ■ Protocols ■ Expedition ■ Equipment
 ■ Trap / Secret ■ Construct

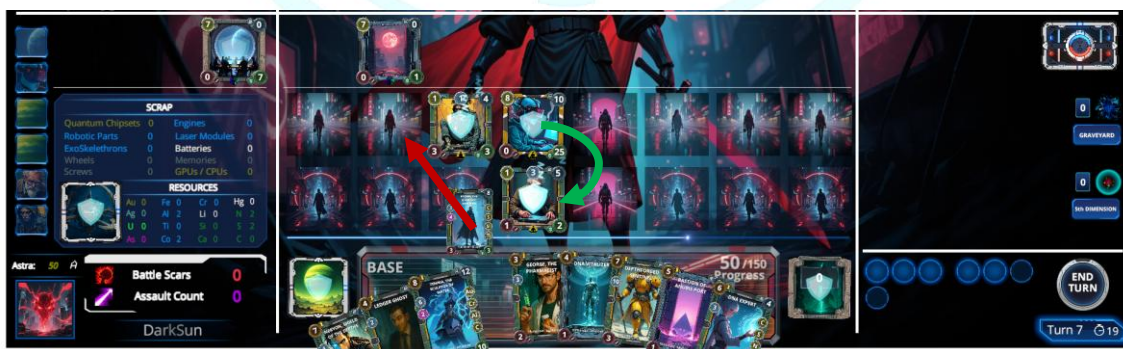
8.1.1. Creatures

Creatures: You'll recognize the creatures because they have a green frame. Dragging them from your hand will highlight their 16 valid positions on the battlefield.



The creatures are placed in the **Vanguard** and **Rearguard** ranks of the battlefield. A creature or Hero in Vanguard protects another creature or Hero in Rearguard, if they are in the same column (green arrow: The Hero protects the creature card underneath him).

To play a creature card, simply drag it from your hand to a valid position, which will be highlighted (red arrow). In the following image, all the cards on your side of the battlefield are protected by the wall. The enemy cannot attack your cards until they destroy the wall (certain abilities and status effects allow you to bypass protections).



Each creature card on the battlefield can perform **one action per turn** and **activate its abilities** (some of which require you to pay a cost).

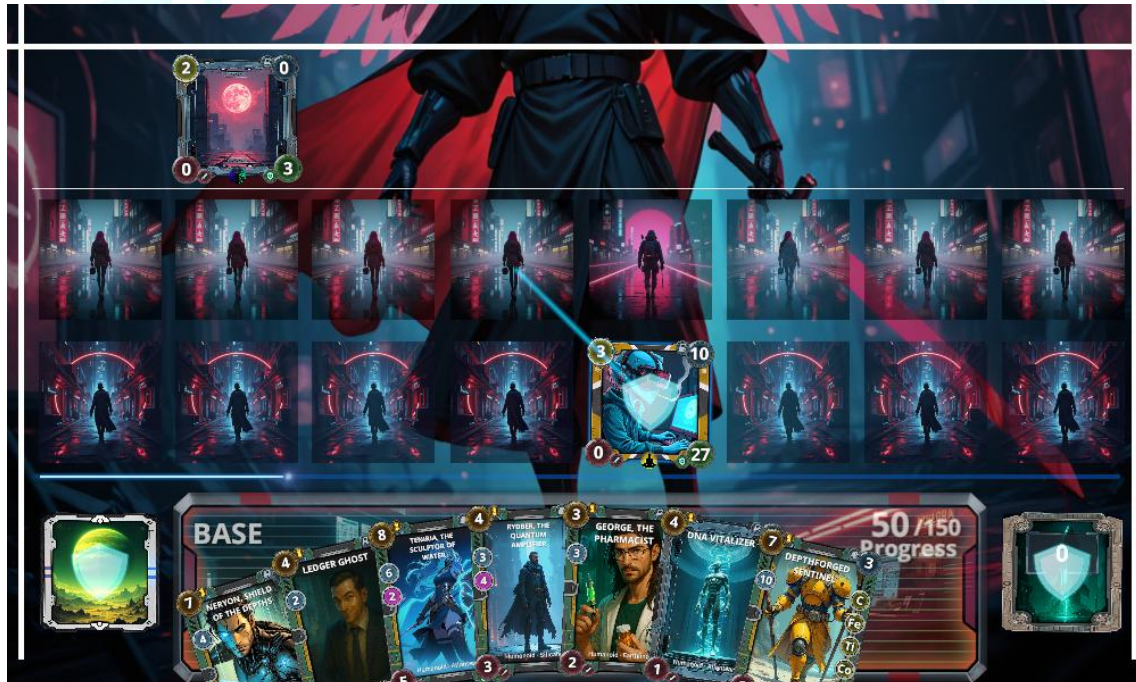
The available actions to creatures are **Attack, Sabotage, Process, and Move**, and they will be explained later.

8.1.2. Heroes

Hero: You'll recognize the heroes because they have a gold frame. At the start of the game, your Hero appears in position (1,5). You can move him between any Vanguard and Rearguard position.



Heroes are placed in the **Vanguard** and **Rearguard** ranks of the battlefield. A creature or Hero in Vanguard protects another creature or Hero in Rearguard, if they are in the same column.



Hero card on the battlefield can perform **one action per turn** and **activate its abilities** (some of which require you to pay a cost).

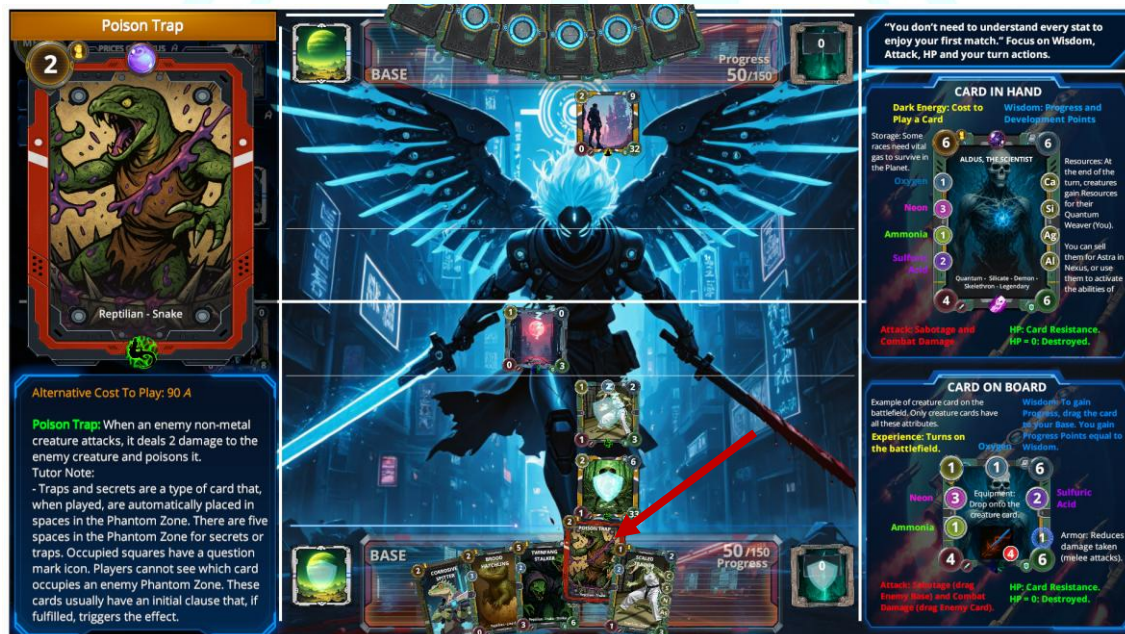
The available actions to Heroes are **Attack and Move**, and they will be explained later.

8.1.3. Traps and Secrets

Traps or Secrets: You can recognize **Trap** and **Secret** cards by their **red frame**. When played onto the battlefield, they are automatically placed in the **Phantom Zone**.



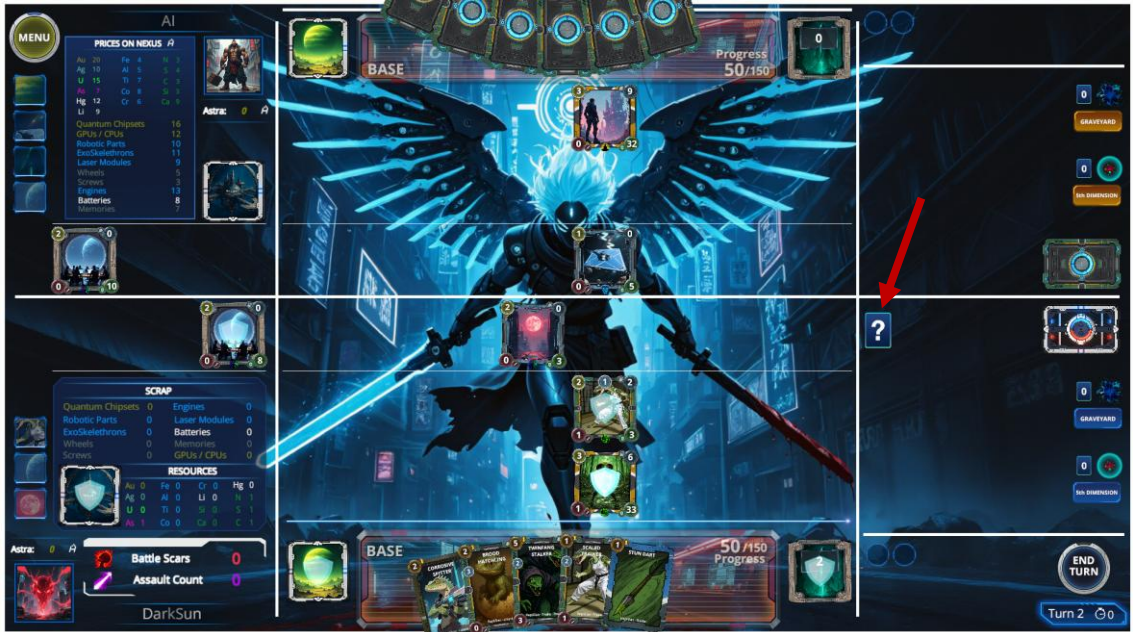
The **Phantom Zone** can hold up to **four Traps or Secrets at the same time** and is represented by a **question mark**.



A Trap or Secret is triggered when a specific condition is met, such as the opposing **Quantum Weaver** playing a card or attacking with a creature.

The difference between a **Trap** and a **Secret** is purely conceptual:

- **Traps** have negative effects on the enemy's cards or the enemy Quantum Weaver.
- **Secrets** provide beneficial effects to your cards or to you as a Quantum Weaver.



Alternative Cost to Play: 320 A

Max. per deck: 1

4

1

Reptilian - Drakarids - Snake - Legendary

Alternative Cost To Play: 320 A

Abilities (1): Awakening of the Drakarids.

Awakening of the Drakarids: When an enemy creature with DE cost greater than 9 is played, destroy all creatures on the battlefield.

"In the misty depths of Drakara's hidden lakes, ancient songs tell of the Drakaryn, a colossal serpent-drake believed to be the last echo of the Reptilian ancestors. Though thought extinct for millennia, its shadow still stirs the waters..."

DECKS

Awakening of the Drakarids. Legendary Trap.

Hidden deep within the heart of Drakara lies the Lake Nythra, a colossal inland sea whose dark waters stretch beyond the horizon. For centuries, the Reptilians have whispered of the beings that dwell beneath its surface — the Drakarids, ancient leviathans said to be the first guardians of the planet's balance. Their slumber has lasted for millennia, their shapes fossilized in myth, their roars echoing only through ritual songs.

To the priestesses of the Snake, Lake Nythra is sacred ground. Its depths are forbidden to all but the chosen few who carry the sigils of the old serpentine temples. Legends say that during the age of fire and chaos, when the first Reptilians emerged from the waters, the Drakarids watched over them — immense, intelligent, and bound by a pact sealed in dark energy. When that pact was broken, the Drakarids retreated beneath the abyss, their bodies fusing with the sediment and their minds with the silence.

The Awakening of the Drakarids is not an event, but a curse — a response to excess, to arrogance. When the balance of dark energy tilts beyond what the world can bear, Lake Nythra trembles, and the ancient scales beneath its bed begin to stir. From the depths rise four titans: Drakaryn, Hydrakar, Nesydake, and Thaladrake, each embodying an element of destruction — storm, tide, venom, and shadow. Their emergence is heralded by earthquakes, storms of black rain, and the screams of dying machines as their cores collapse under the pressure of the deep.

Those few Snakes who claim to have witnessed the Awakening describe it not as an attack, but as a purification — the will of Drakara cleansing itself from imbalance. The priests say that the Drakarids do not destroy out of rage, but out of remembrance, fulfilling a vow older than time. And when the waters of Nythra finally calm, only silence remains — the silence of a world reminded of its ancient guardians.

☒ BUY

☐ SELL

QUANTITY: 1

COST: 200

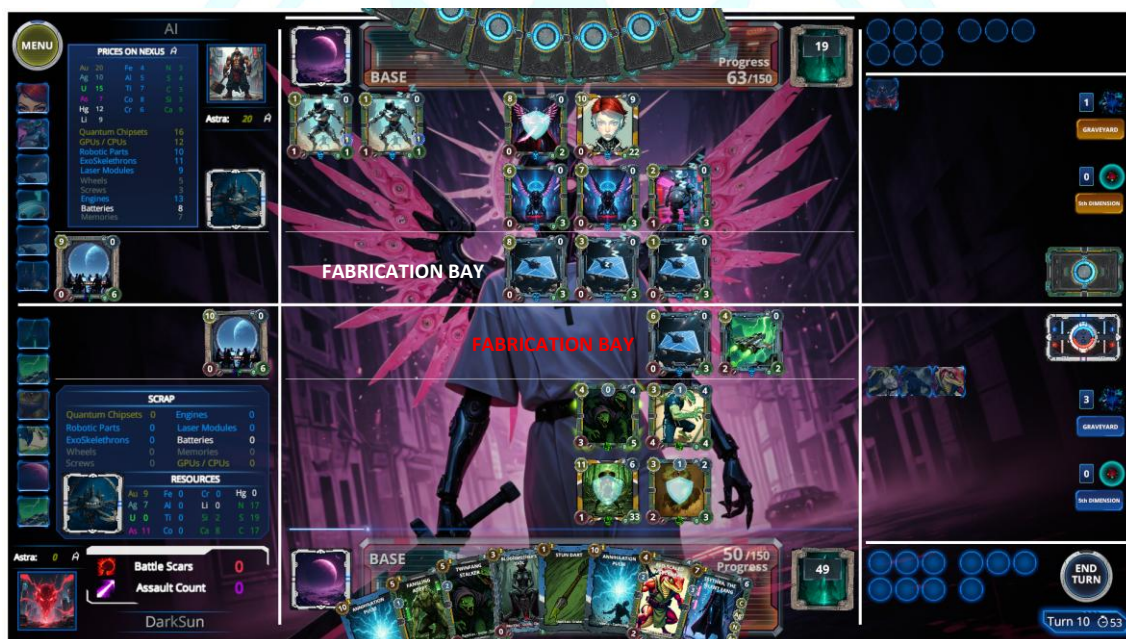
BUY

8.1.4. Constructs

Constructs: You can recognize **Constructs** by their **grey metal frame**.



Constructs are placed in the **eight slots of the Fabrication Bay**. When you drag a Construct card from your hand, the **Fabrication Bay** will light up.



Construct cards on the battlefield **cannot perform actions**, but they **can activate their abilities**—some of which require you to pay a cost, while others are automatic.

8.1.5. Structures

Structures: You can recognize **Structures** by their light brown frame.



The Structures are located in the three positions of the Citadel.



Structure cards on the battlefield **cannot perform actions**, but they **can activate their abilities**—some of which require you to pay a cost, while others are automatic.

8.1.6. Protocols

Protocols: You can recognize Protocols by their **blue frame**.



Protocols are play to the Battlefield and they take effect. Some require targeting a card or player.

To play a Protocol, simply drag it from your hand to the battlefield.



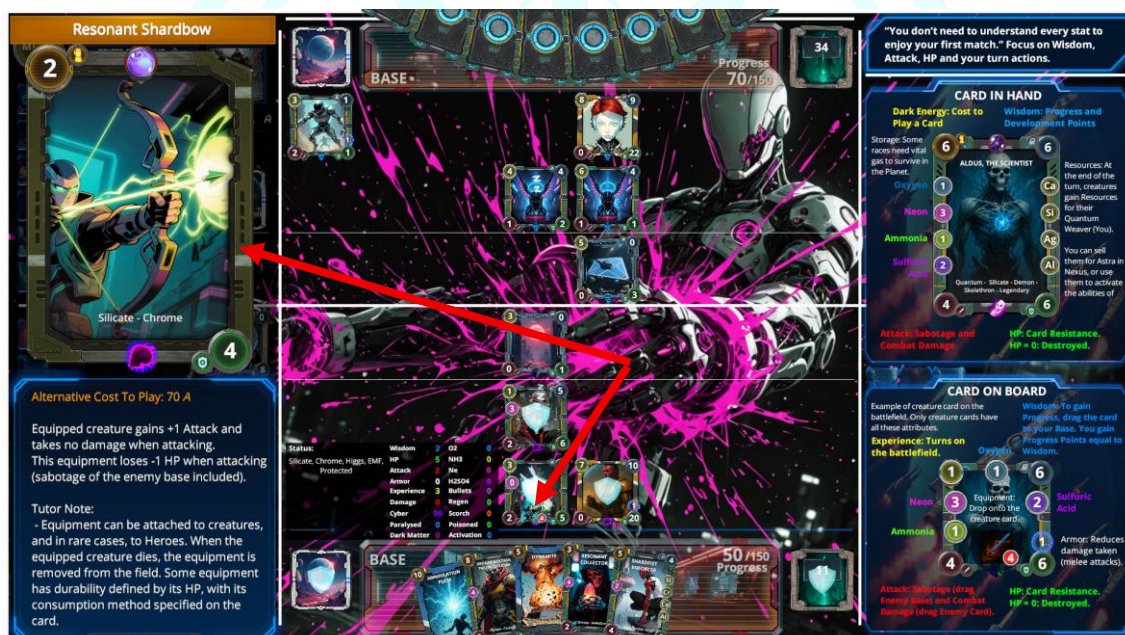
8.1.7. Equipments

Equipments: You can recognize Equipments by their **military brown color frame**.



To play equipment, you must drag it onto a creature already on the battlefield.

Equipment grants improved stats, abilities, and/or status effects to creatures while equipped.



A creature can only have one piece of equipment equipped at a time. If a creature dies, the equipment goes to the discard pile.

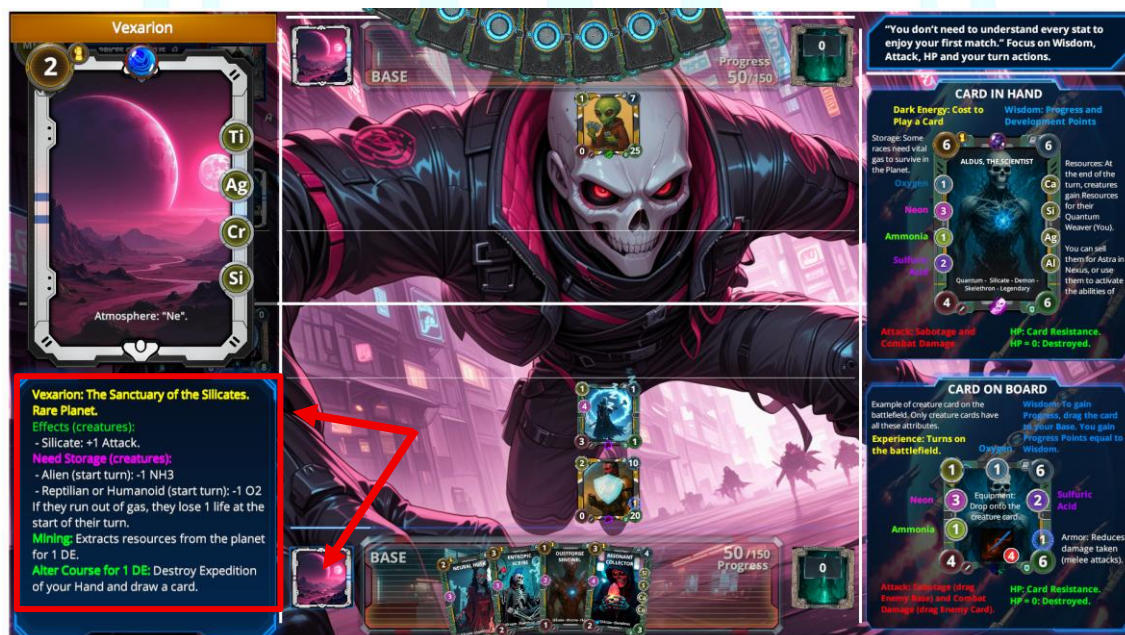
8.1.8. Expeditions

Expedition: You can recognize **Expedition** cards by their **white frame**. Expeditions allow you to change the **planet or location** where the battle takes place.



Each planet or location applies different effects to the cards on the battlefield. All planets share the ability **"Mining for 1 Dark Energy"**, which allows the **Quantum Weaver** to acquire the **four most abundant resources** of that planet or location.

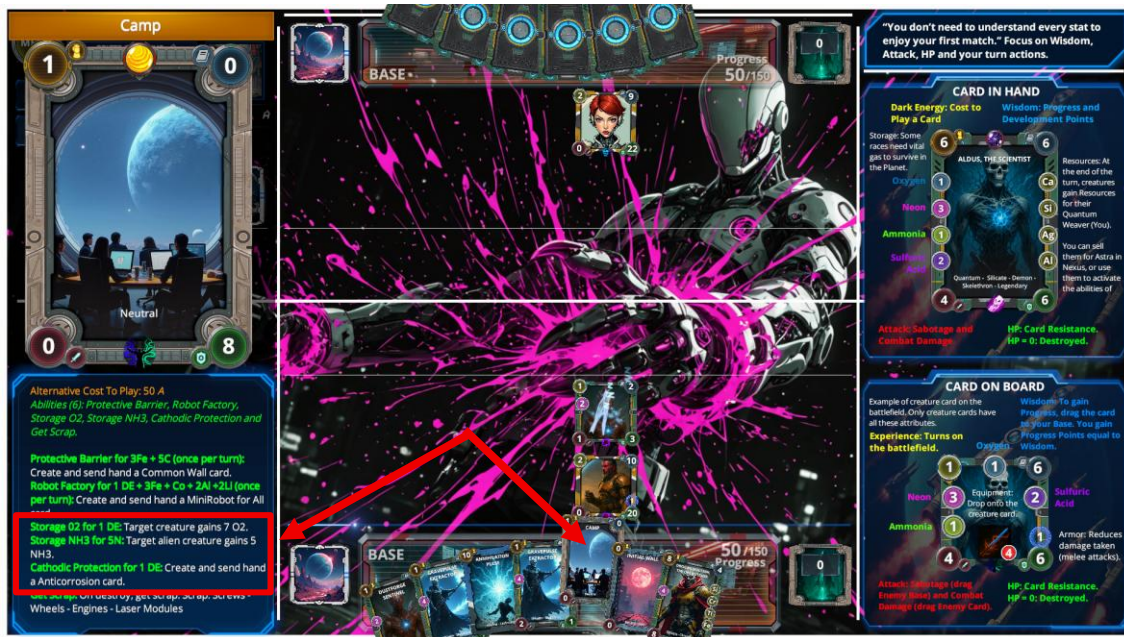
To change the battle's location, drag an **Expedition** card from your hand onto the battlefield. This change also affects your opponent's location.



Some planets or locations require **life support** for certain creatures (based on the creature card's **Storage Stats: Oxygen, Neon, Ammonia or Sulfuric Acid**) or **anti-corrosive elements** for metal-based creatures. Some cards grant these elements to creatures, either **automatically** or by **paying Astra, Dark Energy, or Resources**.

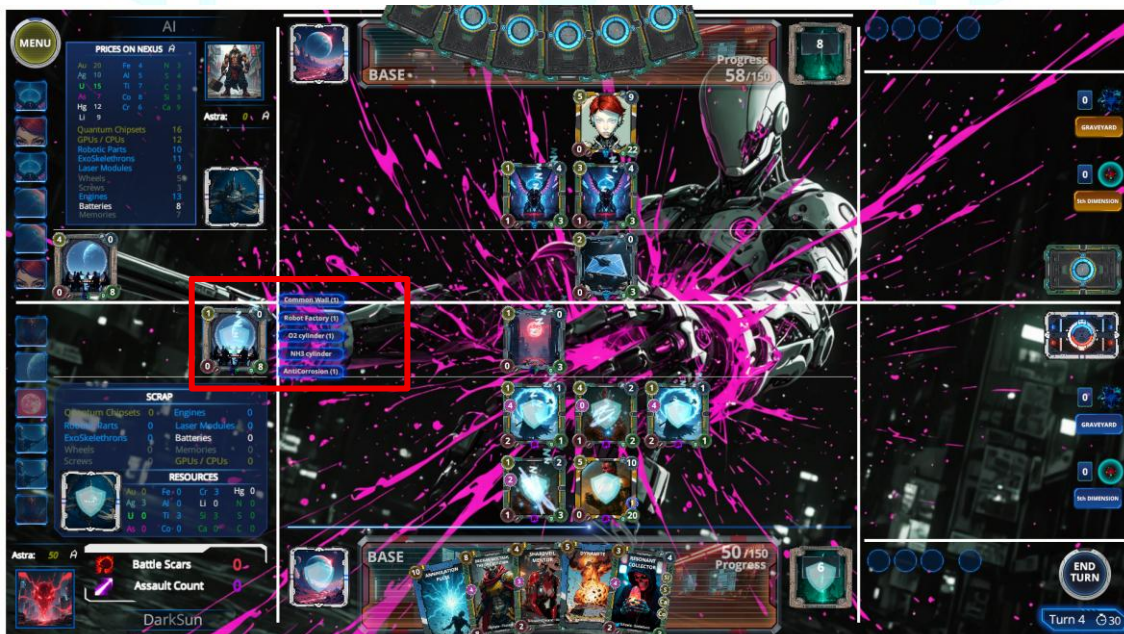
One such card is **Camp**, which costs **1 Dark Energy** or **50 Astra** and is added to the player's hand at the start of each game.

This card can be played on **turn 1**, either by paying its **Dark Energy (DE)** cost or its **Astra** cost (each player starts the game with **50 Astra**).



Since **Camp** has abilities that can be activated for a specific cost, clicking and holding the card will display its **ability menu**.

If you can pay the cost, the abilities will **light up in green** when you hover your mouse over them.



9. Actions and Abilities

The main actions that creatures can perform are: **Move** to another valid space on their field, **Attack** another card on the battlefield, **Sabotage** the Enemy Base, or **Progress** the Allied Base.

The main actions a Hero can perform are: **Move** or **Attack** an enemy card.

Each creature at the end of the ally's turn gets 4 resources for its Quantum Weaver (you).

Each card on the battlefield can perform **one action per turn**, unless it has Burst, which allows two actions. A card will be Exhausted after performing its action. A card with Exhaust cannot perform an action. The Unexhaust effect allows a card to lose Exhaust and therefore be able to perform an action.

A board card when played enters the battlefield with Exhaust. Rush's ability applies the Unexhaust effect to a card, allowing cards that have just entered the field to perform an action.

The actions are as follows:

- **Attack (melee attack):** Drag your card against an enemy card
- **Progress:** Drag your creature card to your Base
- **Sabotage:** Drag your creature card into the Opponent's Base
- **Move:** Drag a creature or Hero card to another Rearguard or Vanguard space
- **Activated ability with Exhaust or Attack Distance:** Hold down the mouse button over the card and select the ability to activate.



If the **Entangler** or **Quantum Weaver** (The Player) can pay the cost, there is no limit to the abilities a card on the battlefield can activate during its turn. However, some abilities have Exhaust, which means they exhaust the player's turn action. Additionally, these abilities cannot be activated if the card has already exhausted its turn action.

If a card has attack distance, it cannot attack in melee. Ranged Attack is an ability activated with Exhaust that attack distance.

- **Play Cards:** Drag a card from your hand to the board or to another card, if you need to select one when throwing. You will have to pay their **Dark Energy (DE)** or **Astra** cost (Alternative Cost to Play).
- **Abilities:** Abilities are triggered in many different ways. Some you have to activate (click on the card on the board and select the ability), others are activated when played, and others automatically when a condition is met, such as the start or end of a turn. Each card explains the abilities it contains or can perform.



There are many abilities in Loopweavers: Dimensional Alliances. Some abilities are repeated with different names. We understand this isn't optimal, but we want the abilities, their names, and their effects to be consistent with the game's lore. We also don't think there will be any problems identifying their effects, as these are indicated in the card's extended descriptions, which can be viewed at any point during deckbuilding and in-game.

10. Piles

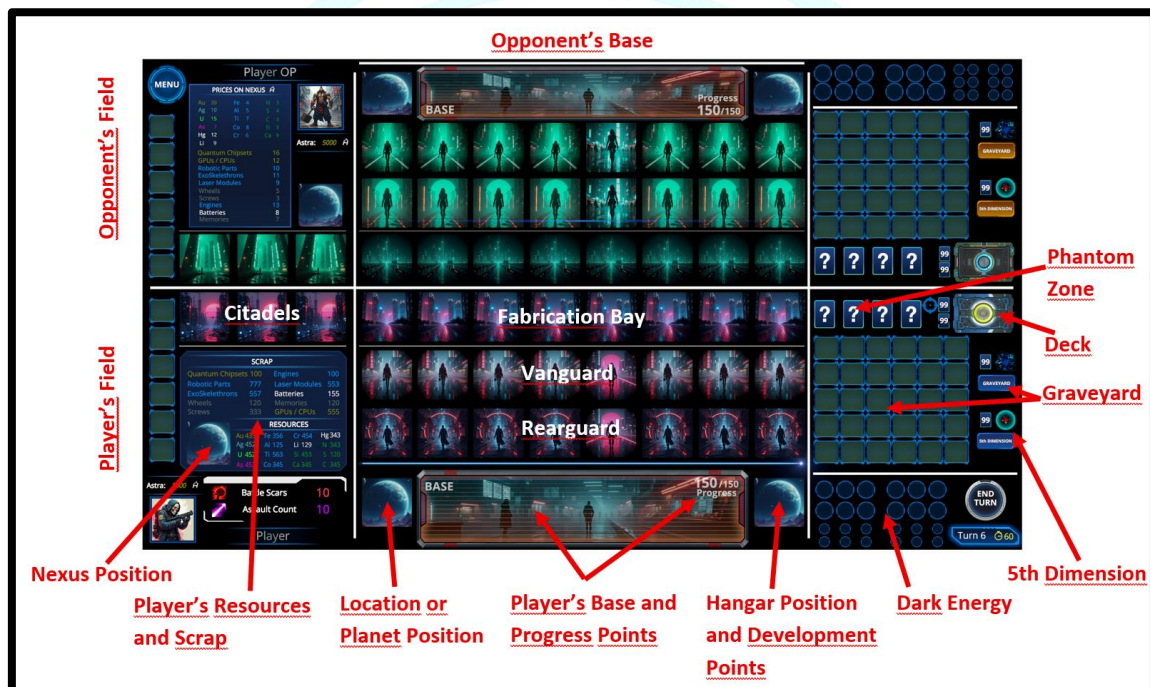
Hand: cards you have in your hand

Deck: cards that you have selected or were able to add during the match, minus the cards that are in other piles because they have already been drawn from the deck.

Graveyard: cards defeated on the battlefield or sent by some effect.

5th Dimension: some cards, instead of going to the Graveyard, go to the 5th Dimension because of some ability.

Discard: Non creature cards that are defeated go to the Discard pile. They can also be discarded due to card effects. Cards discarded in the Mulligan go to this pile.



11. Victory Conditions

Loopweavers: Dimensional Alliances features multiple paths to victory, allowing you to tailor your playstyle and deck around one or more of them.

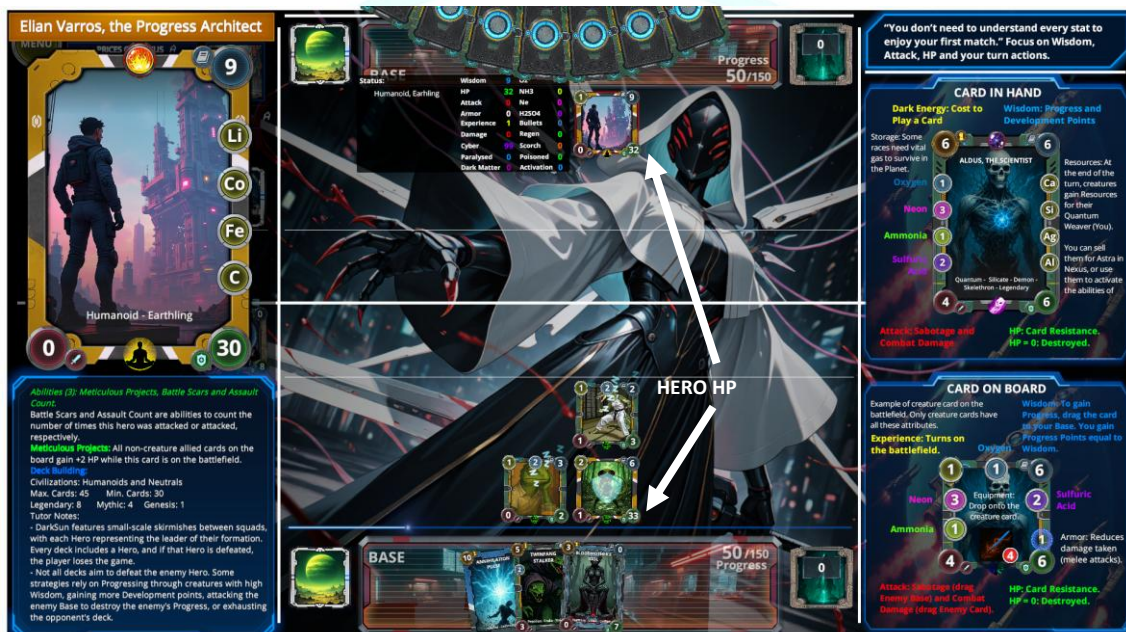
Additionally, some cards can grant alternative victory conditions.

The main ways to win are:

1) Victory to defeat the enemy Hero

At the start of the game, each **Quantum Weaver** (Player) begins with their **Hero** card on the battlefield.

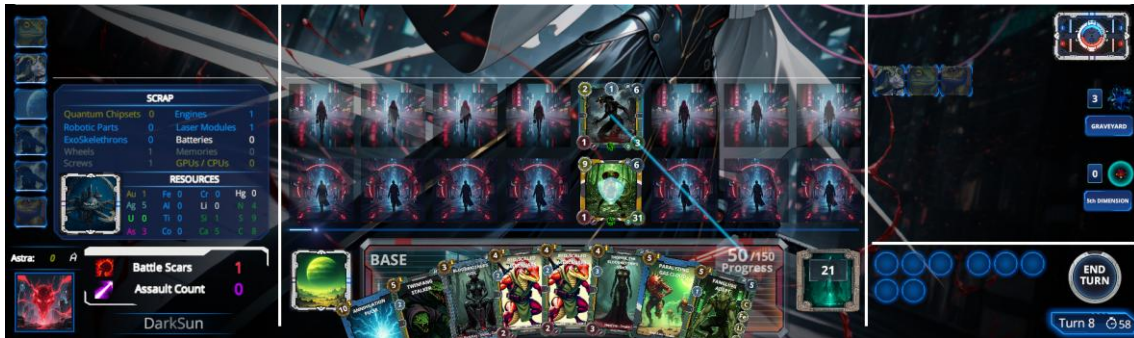
Heroes generally have higher HP than creatures, but you must protect them carefully— if a Hero's HP reaches zero, that player immediately loses the game.



3) Victory by Progressing your Base

You win the game if your Allied Base reaches 150 Progress Points.

Your creatures can **Progress** your base using their Wisdom stat. To do this, drag a creature card onto your Allied Base (the most comfortable spot is one of the two corners).



4) Victory by Sabotaging the Enemy Base

You win the game if the Enemy Base is reduced to 0 Progress Points.

Your creatures can **Sabotage** the enemy base using their Attack stat. To do this, drag a creature card onto the Enemy Base.

Bases cannot be protected, so you'll need to carefully monitor their Progress Points.

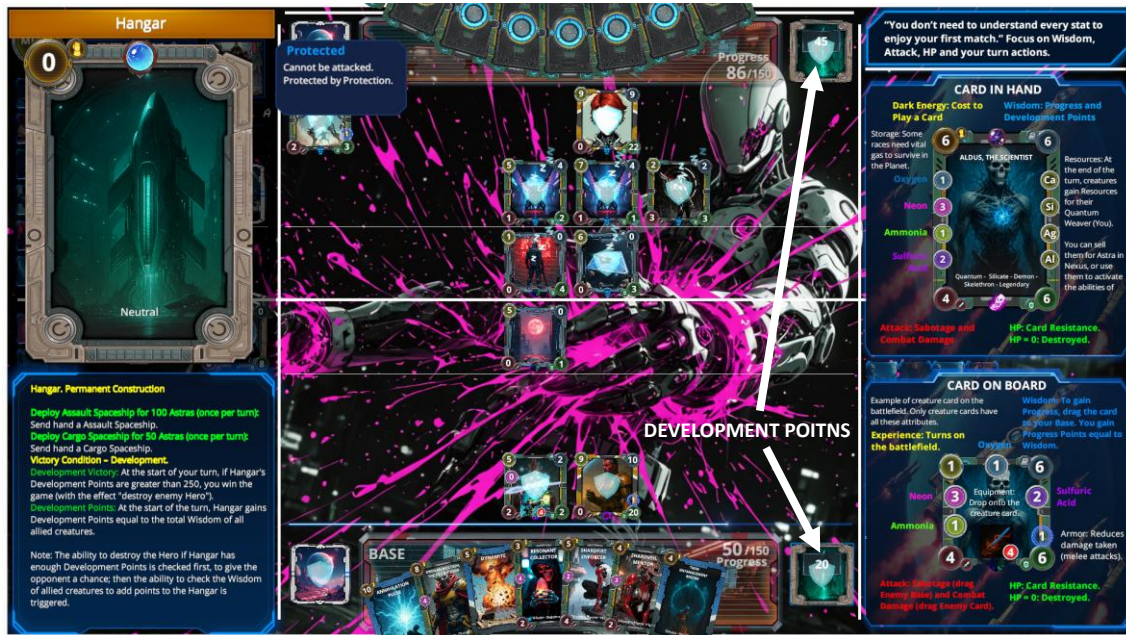


5) Victory by Development

You win the game if your **Hangar** exceeds **250 Development Points**.

At the start of your turn, if your Hangar's Development Points are greater than 250, you immediately win the game. Conversely, if your opponent reaches this threshold, you lose the game.

At the start of each turn, the Hangar gains Development Points equal to the total Wisdom of all allied creatures on the battlefield (Heroes do not count).



12. Tips for your first games

60 Seconds to Collapse

Turns are **very fast**, lasting only **60 seconds**, though they may increase slightly when many actions are performed.

Loopweavers: Dimensional Alliances is a **competitive game**, which is why turn times are short. Don't get frustrated by this during your first few games.

Even the game's creator, who is writing these lines, sometimes gets nervous during a turn and can't think of what to do, failing to spend all of their **Dark Energy**.

This short turn duration is **intentional** and represents the challenge of planning while events unfold rapidly in **Astralis**.

Hangar

The **Hangar** allows you to create two types of **Constructs** by **clicking and holding** on it.

By spending **50 Astra**, you can obtain a **Cargo Spaceship** card, and by spending **100 Astra**, an **Assault Spaceship** card.

Both cards are very useful, depending on your playstyle. Keep in mind that you **start the game with 50 Astra**.



Camp

The **Camp** card is available in each player's hand from the start of the game.

It can be played on **turn 1**, even if you've already spent your first **Dark Energy (DE)**, since it costs **50 Astra**.

Camp is very useful for creating a protective **Wall**, or for supporting creatures that require **Oxygen**, **NH₃**, or **AntiCorrosion** to survive the harsh conditions of certain planets.

Keep in mind that Camp can be attacked, so playing it on turn 1 is not always the best choice.

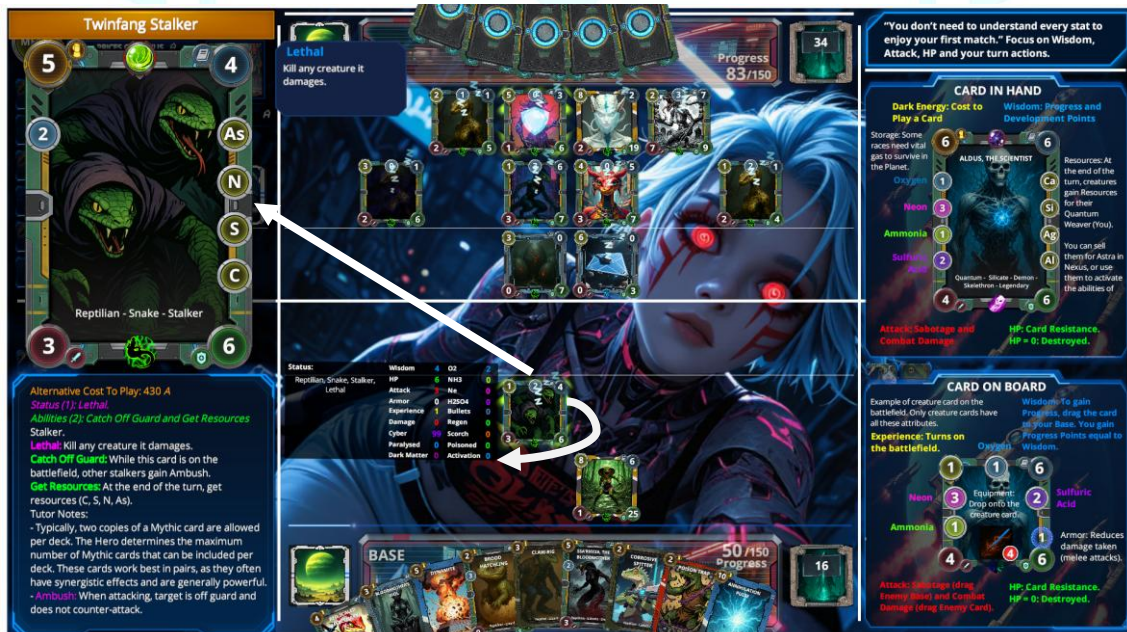
Dark Energy Mandates

The rules described in this document are supplemented by the **Dark Energy Mandates**.

In card games, general rules can be overridden by card-specific exceptions. In Loopweavers: Dimensional Alliances, every card clearly explains its abilities, statuses, and characteristics.

During gameplay, you can view the original version of a card by hovering your mouse over it. Two banners will appear:

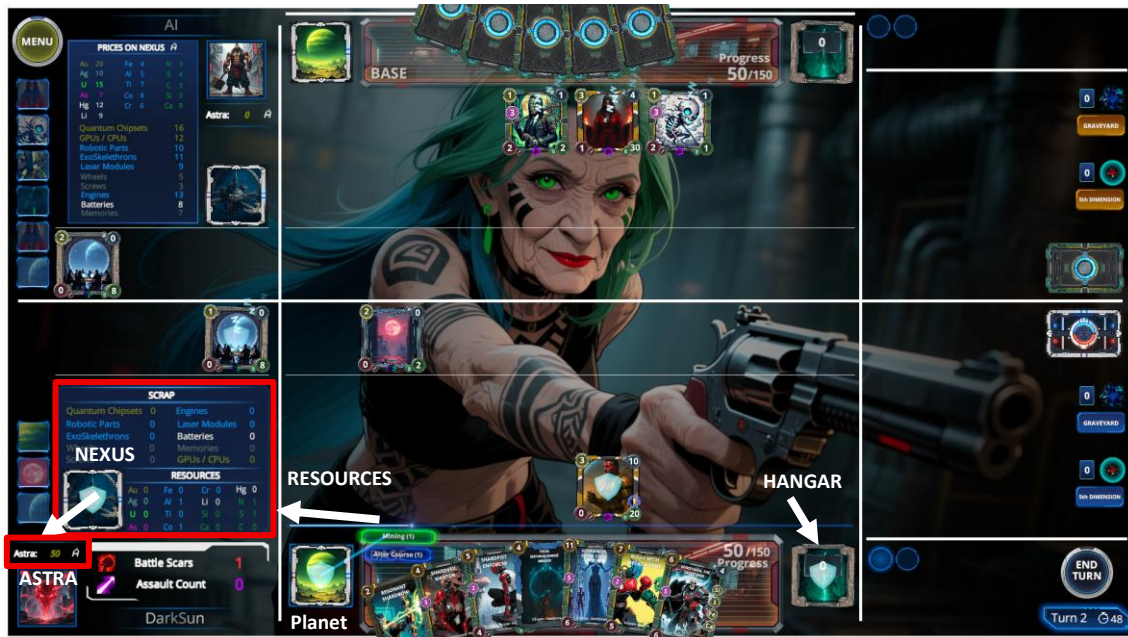
- A large banner on the left, showing the card's image (original stats and abilities) and a detailed explanation of its abilities.
- A smaller banner next to the card on the battlefield, displaying the card's current stats.



Mining and Nexus

Sometimes, you may not know how to spend the **Dark Energy** you have left at the end of your turn. In those cases, it can be a good idea to use it for **Mining** on the current planet to obtain additional resources.

Some planets provide resources that can be sold at the **Nexus** for a good price, allowing you to gain **Astra**. Astra can be used to **play cards from your hand** when you don't have enough Dark Energy, to **acquire spaceships in the Hangar**, and for other purposes.



The Best Quantum Weaver

Loopweavers: Dimensional Alliances is a complex game with countless possibilities for deck building and strategy. While you can play it by learning just a few rules, knowing them all is still not enough to truly master it. True mastery of a TCG comes from playing the game.

Our goal was to give the game **depth and variety** through its mechanics, making **deck building and strategic decision-making** essential to victory. We aim to create a **diverse and evolving meta**, where the best **Quantum Weaver** ultimately dominates **Astralis**.

However, the path to achieving this mastery will be **long and arduous**.

Decks

In this document, we'll be adding decks that dominate the meta over time. For now, we're including one deck that we're closely monitoring, as it features a mechanic that may prove too powerful.

13. Dark Pacts (Deckbuilding example)

Example of a powerful deck construction.

Deck's Name: **Dark Pacts**

"He who binds the dead to his will... while the living tremble at his shadow."

Hero: **Pharaoh Nezhakar, The Exiled**

Dark Pact: At the start of the turn, set the DE cost of hand creatures marked with Dark Pact by subtracting any slaps this Hero has received.

Deck Building Limits:

Civilizations: Martians, Skelethrone, Dark Pact and Neutrals

Max. Cards: 60

Min. Cards: 40

Legendary: 12

Mythic: 6

Genesis: 2

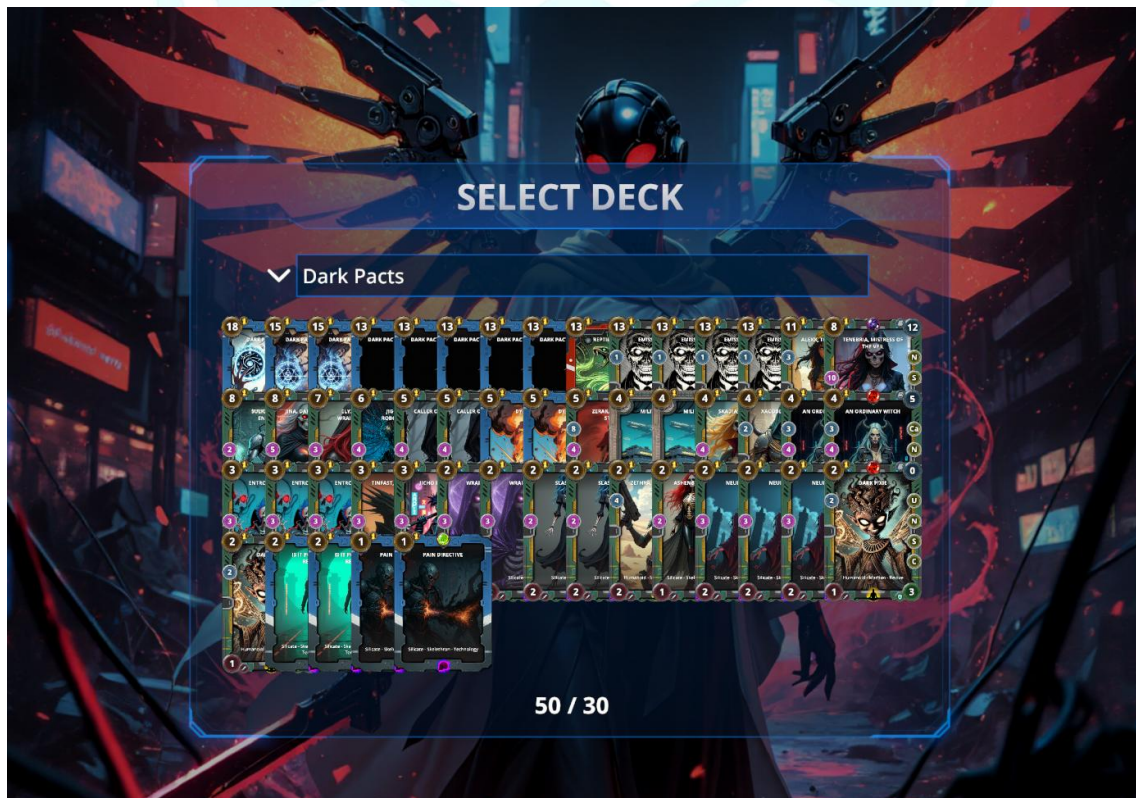


Once a ruler of the Martian Dominion, Nezhakar was banished for forging pacts in forbidden dimensions — bargains sealed not with coin nor power, but with souls. His exile led him deep into the mysteries of the 5th Dimension, where he discovered that consciousness does not end with death: it merely slips beyond the reach of matter.

Now, driven by an insatiable will to rule again, Nezhakar has established a silent pact with his Quantum Weaver. When enraged — whether by defeat, injury, or insult — his fury tears open interdimensional pathways, enabling the Weaver to quantumly entangled the very souls of beings that once served him in the world of matter. Some obey out of loyalty. Others... out of fear. A few return simply because they want to, having already transcended the limits of baryonic flesh.

1 DE – 2x **Pain Directive** – Protocol Technology
 2 DE – 3x **Neuronal Husk** – Creature
 2 DE – 2x **Dark Pixie** – Creature
 2 DE – 2x **Is it possible to return?** – Protocol Technology
 2 DE – 1x **Zethra, Fury of the Sands** – Creature
 2 DE – 1x **Ashenborn Wraith** – Creature
 2 DE – 2x **Slashbrush** – Creature
 2 DE – 2x **Wraithcaller** – Creature
 3 DE – 1x **Jicho de la Maza** – Creature
 3 DE – 1x **Titanfast, Necrotitan** – Creature
 3 DE – 3x **Entropic Scribe** – Creature
 4 DE – 1x **Skadia, Soul Thief** – Creature
 4 DE – 2x **Militar Base** – Structure
 4 DE – 1x **Xacobe, The Nexus** – Creature
 4 DE – 2x **An Ordinary Witch** – Creature

5 DE – 1x **Zeraka, the Last Strider** – Creature
 5 DE – 2x **Dynamite** – Protocol Technology
 5 DE – 2x **Caller of the Fallen** – Creature
 6 DE – 1x **Jiggy Ben, Robo-Wraith** – Creature
 7 DE – 1x **Elyzra, the Wraithcaller** – Creature
 8 DE – 1x **Jina, Dark Sorceress** – Creature
 8 DE – 1x **Sulkatur, the Engineer** – Creature
 8 DE – 1x **Tenebria, Mistress of the Veil** – Creature
 11 DE – 1x **Alexx, The Immortal** – Creature
 13 DE – 4x **Emissary Pact** – Creature
 13 DE – 1x **Reptilian Elixir** – Trap
 13 DE – 5x **Dark Pact Punishment** – Protocol Technology
 15 DE – 2x **Dark Pact Hatching** – Protocol Technology
 18 DE – 1x **Dark Pact Impact** – Protocol Technology



LOOPWEAVERS: DIMENSIONAL ALLIANCES

Episode One: Children of the Same Star

TUTORIAL EXPEDITIONS AND LOCATIONS

Tutorial for using Expedition cards and understanding
the effects of planets and locations

ALEJANDRO RODRÍGUEZ FERNÁNDEZ

Loopweavers' Demon

02/05/2025

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1. Expeditions and Planets – Tutorial

In today's tutorial, I will explain the function of planets or locations and Expedition cards.

Expedition cards change the battle location for both players. To play them, you simply drop them onto the board, just like Protocols and other cards (such as Traps and Secrets).

Each location applies its effects automatically.

At the start of the match, the initial location is chosen at random from the four general locations (**Drakara, Vexarion, Ammonis, and Lunar**).

There are currently **three planets** (Drakara, Vexarion, and Ammonis) and **one moon** (Lunar) that can be visited in the game.



There are also **six visitable locations**: New Atlantis, Nova Cydonia, Vexarion: Act of Planetary Union, Vexarion: Before the Union, Hulmor, and Ironhaven.

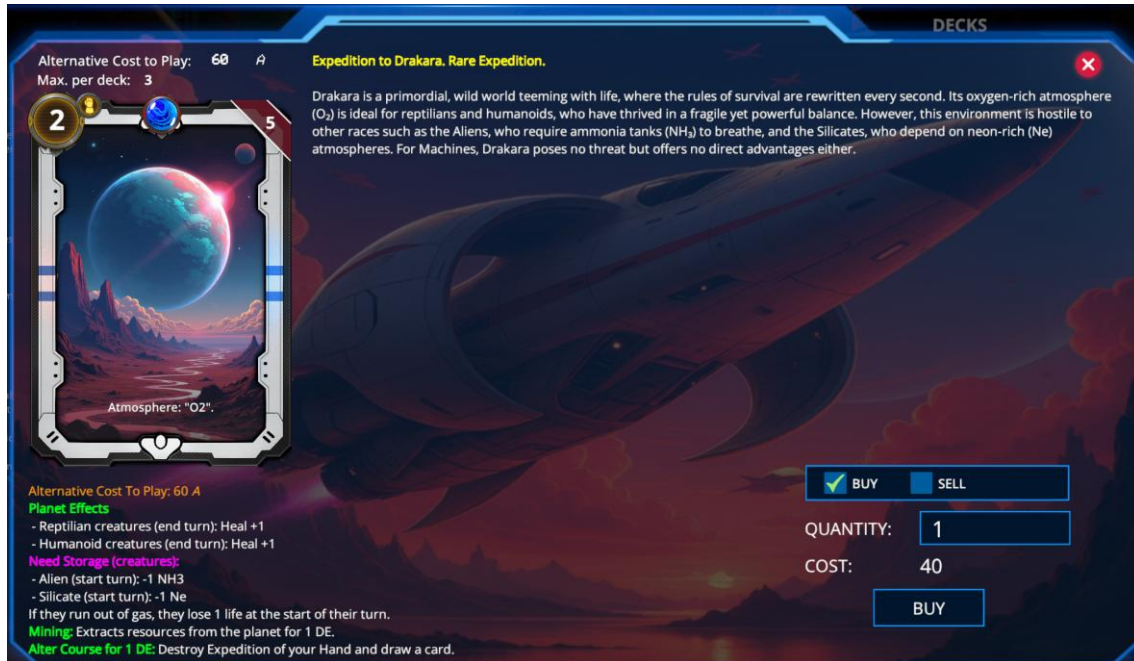


Each location and planet has different characteristics that favor certain civilizations over others. Some locations have atmospheres that are unbreathable for many creatures, while others feature acidic environments that are corrosive to certain cards (generally those with the **Metal** or **Machines** trait).

Once played, Expedition cards are sent to the **Discard Pile**.

2. Drakara

Atmosphere: O₂



Drakara. Rare Planet.

Effects (creatures):

- Reptilian (end turn): Heal +1
- Humanoid (end turn): Heal +1

Need Storage (creatures):

- Alien (start turn): -1 NH₃
- Silicate (start turn): -1 Ne

If they run out of gas, they lose 1 life at the start of their turn.

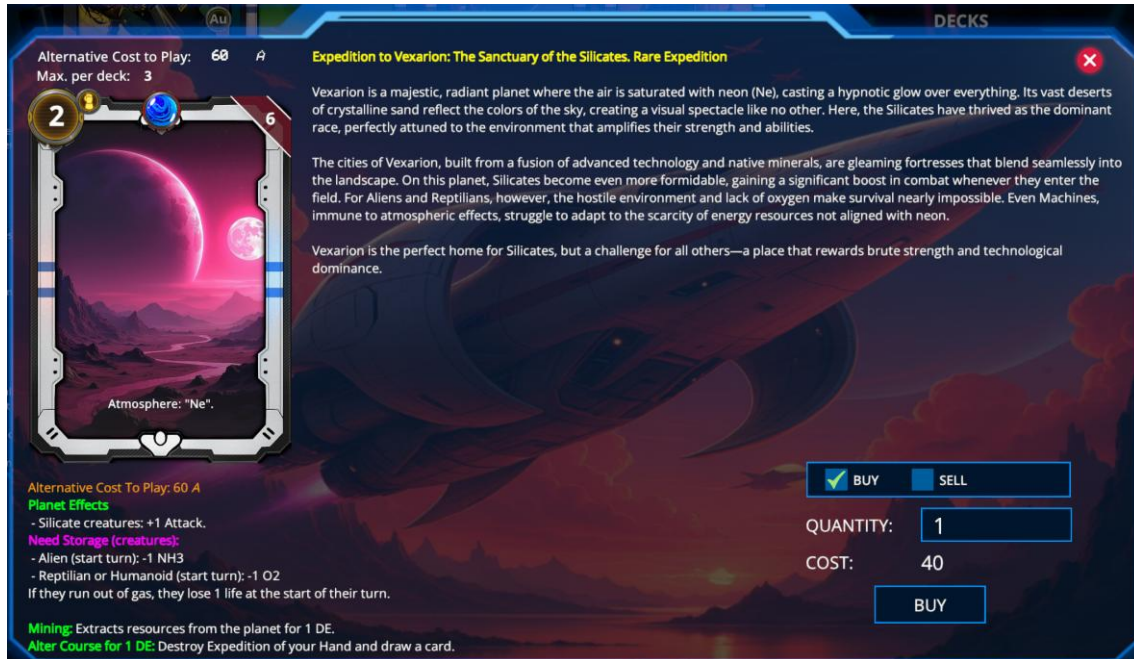
Mining: Extracts resources from the planet for 1 DE.

C – Ca – Fe – Li

Alter Course for 1 DE: Destroy Expedition of your Hand and draw a card.

3. Vexarion

Atmosphere: Ne



Vexarion: The Sanctuary of the Silicates. Rare Planet.

Effects (creatures):

- Silicate: +1 Attack.

Need Storage (creatures):

- Alien (start turn): -1 NH3
- Reptilian or Humanoid (start turn): -1 O2

If they run out of gas, they lose 1 life at the start of their turn.

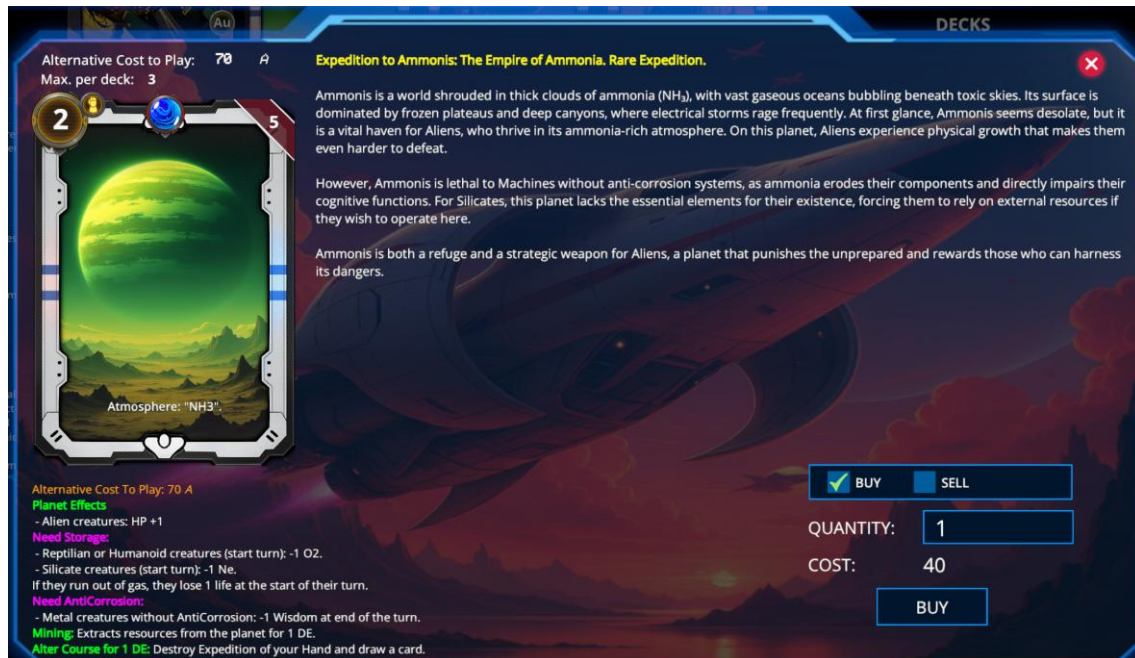
Mining: Extracts resources from the planet for 1 DE.

Si – Cr – Ag – Ti

Alter Course for 1 DE: Destroy Expedition of your Hand and draw a card.

4. Ammonis

Atmosphere: NH₃



Ammonis: The Empire of Ammonia. Rare Planet.

Effects (creatures):

- Alien creatures: On play, alien creatures gain HP +1

Need Storage (creatures)

- Reptilian or Humanoid creatures (start turn): -1 O₂.
- Silicate creatures (start turn): -1 Ne.

If they run out of gas, they lose 1 life at the start of their turn.

Need AntiCorrosion (creatures)

- Metal creatures without AntiCorrosion: -1 Wisdom at end of the turn.

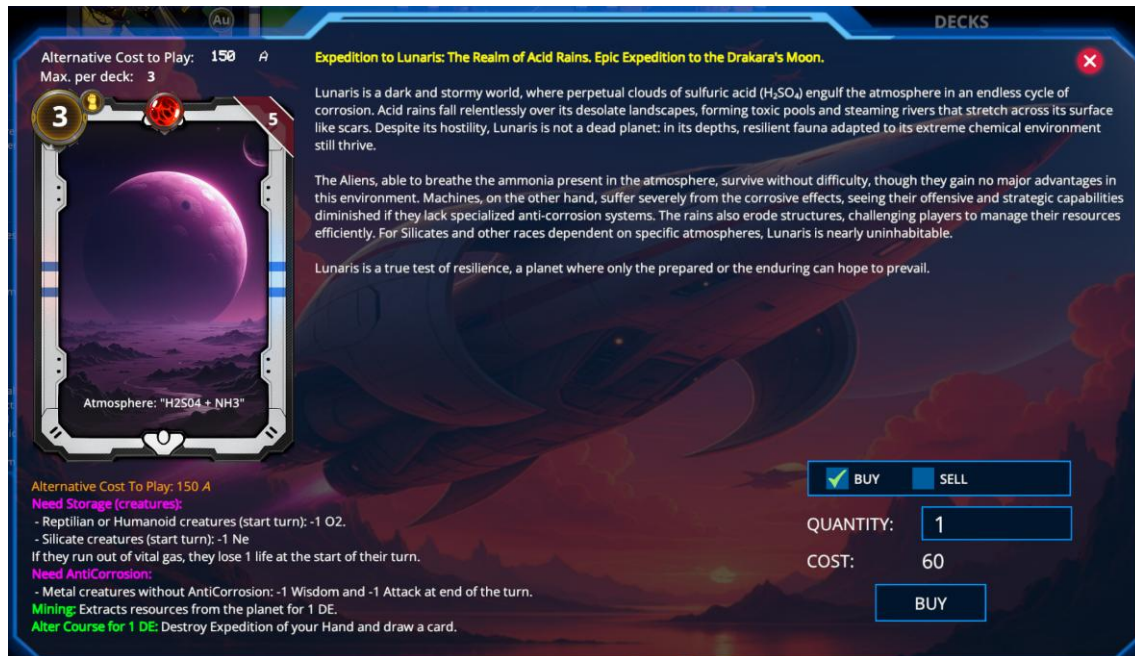
Mining: Extracts resources from the planet for 1 DE.

N – S – AI – Co

Alter Course for 1 DE: Destroy Expedition of your Hand and draw a card.

5. Lunaris

Atmosphere: $\text{NH}_3 + \text{H}_2\text{SO}_4$



Lunaris: The Realm of Acid Rains. Epic Moon (Planet Card).

Need Storage (creatures):

- Reptilian or Humanoid creatures (start turn): -1 O2.
- Silicate creatures (start turn): -1 Ne

If they run out of vital gas, they lose 1 life at the start of their turn.

Need AntiCorrosion:

- Metal creatures without AntiCorrosion: -1 Wisdom and -1 Attack at end of the turn.

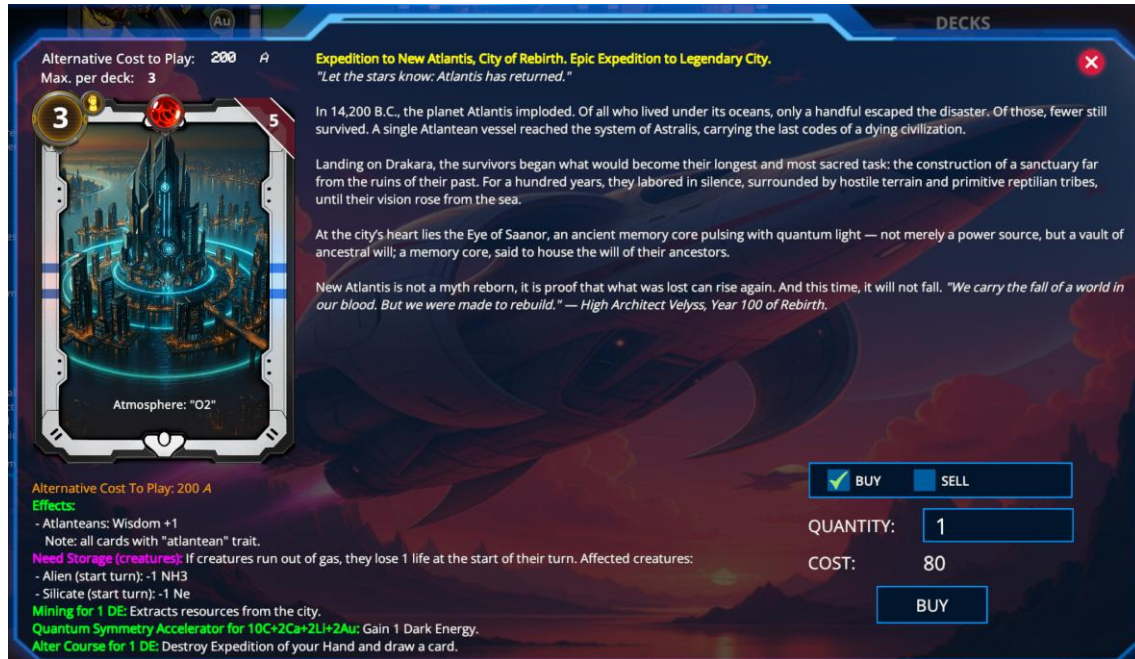
Mining: Extracts resources from the planet for 1 DE.

S – N – Au – Ag

Alter Course for 1 DE: Destroy Expedition of your Hand and draw a card.

6. New Atlantis

Atmosphere: O₂



New Atlantis, City of Rebirth. Legendary City.

Effects:

- Atlanteans: Wisdom +1

Note: all cards with "atlantean" trait.

Need Storage (creatures): Affected creatures:

- Alien (start turn): -1 NH₃
- Silicate (start turn): -1 Ne

If creatures run out of gas, they lose 1 life at the start of their turn.

Mining for 1 DE: Extracts resources from the city.

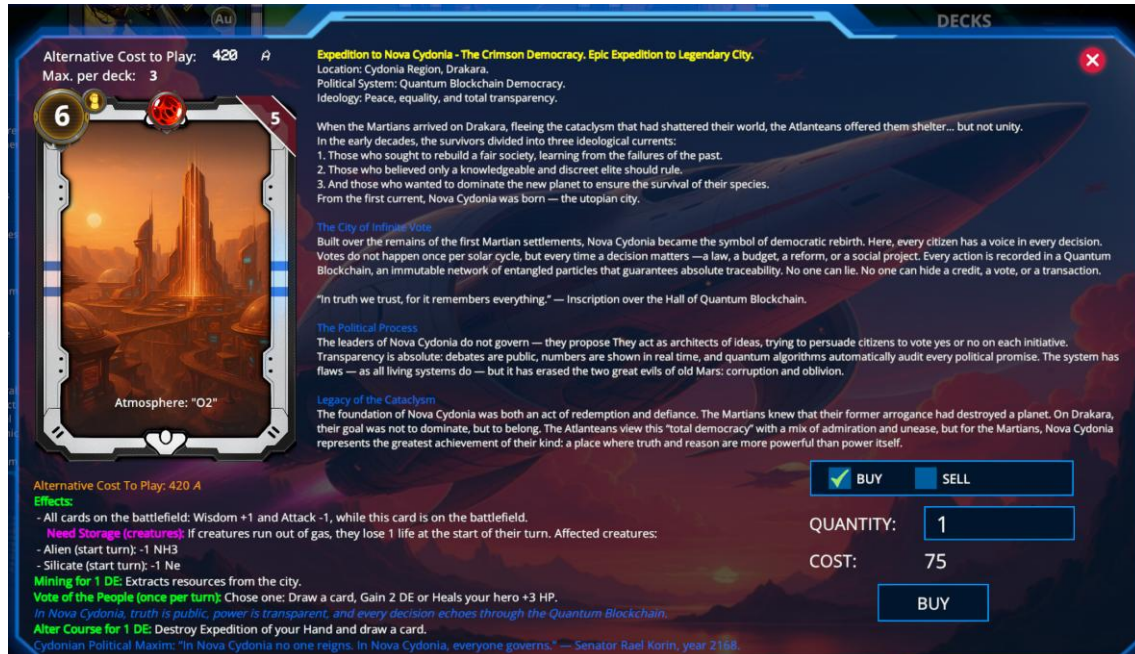
Li – Ca – Al – Au

Quantum Symmetry Accelerator for 10C+2Ca+2Li+2Au: gain 1 Dark Energy.

Alter Course for 1 DE: Destroy Expedition of your Hand and draw a card.

7. Nova Cydonia

Atmosphere: O₂



Nova Cydonia - The Crimson Democracy. Legendary City.

Effects:

- All cards on the battlefield: Wisdom +1 and Attack -1, while this card is on the battlefield.

Need Storage (creatures): Affected creatures:

- Alien (start turn): -1 NH3
- Silicate (start turn): -1 Ne

If creatures run out of gas, they lose 1 life at the start of their turn.

Mining for 1 DE: Extracts resources from the city.

Au – S – N – Fe

Vote of the People (once per turn): Chose one: Draw a card, Gain 2 DE or Heals your hero +3 HP.

In Nova Cydonia, truth is public, power is transparent, and every decision echoes through the Quantum Blockchain.

Alter Course for 1 DE: Destroy Expedition of your Hand and draw a card.

8. Vexarion: Act of Planetary Union

Atmosphere: Ne

Alternative Cost to Play: 150 A
Max. per deck: 2

Atmosphere: "Ne".

Cohesion: At the start of the turn, if there are one or more Silicate creatures on the allied board, a random allied creature gain +1 HP. The same to Machine, Reptilian, Alien, Quantum, Humanoid and Hadean creatures.

Effects (creatures):
- Silicate: +1 Attack.

Need Storage (creatures):
- Alien (start turn): -1 NH3
- Reptilian or Humanoid (start turn): -1 O2
If they run out of gas, they lose 1 life at the start of their turn.

Mining: Extracts resources from the planet for 1 DE.

Alter Course for 1 DE: Destroy Expedition of your Hand and draw a card.

Context: Hyper-industrialized Vexarion had spent centuries locked in conflicts over land and resources. The two silicate civilizations—Skelethrions and Chrome—kept escalating disputes that dragged in the Snake, Lizards, Martians, and Atlanteans colonies. The Crystal suffered local clashes. The Venusians, few and scattered, hardly tipped the scales. Its neon atmosphere and the megacities beneath its glow were the backdrop to an always-fragile peace.

The Zero Vote. After a cycle of energy strikes and refinery blockades, the Trans-species Council called a planet-wide referendum open to every civil consciousness (registered Humanoids, Silicates, Reptilians, Hadeans, IZAS, Aliens, and Quantum beings). A supermajority approved the Act of Planetary Union: the first constitutional pact that treated Vexarion as a single citizenry.

The Act's three pillars.
- Zero Borders. Dissolution of internal boundaries and exclusive jurisdictions. Transport, healthcare, and justice become interlinked planet-wide networks.
- Planetary Dividend. A universal income sufficient to amply cover food, housing, healthcare, and clothing, funded by shared royalties from mining, manufacturing, and orbital transit.
- Charter of Conscious Beings. Universal rights and duties designed for species with different substrates (organic, silicate, quantum, and sentient IZAS), with clauses for coexistence and interspecies arbitration.

Implementation.
- IZAS operate the Consensus Mesh, a web of civic oracles that audits Dividend distribution in real time.
- Atlantean and Martian arbiters maintain mixed courts for complex disputes (resource ownership, cross-ecosystem contamination).
- Skelethrions and Chrome merge their industrial rings into Open Foundries, with anti-monopoly quotas and open licenses.
- The Crystal secure neutral corridors and act as data stewards.
- Under the neon sky, civic drones project the Act in multiple alphabets: a luminous hexagram visible from orbit.

Impact. Territorial wars plummet; border crime shifts toward the smuggling of licenses and dark energy. Nostalgic factions—"Before the Union"—dream of old hegemonies, while mixed cooperatives discover that diversity is a real productive advantage. The Act doesn't erase resentments, but it disarms them: with basic needs covered and common rules in place, politics returns to the table... and not to the battlefield.

BUY **SELL**
QUANTITY: 1
COST: 110
BUY

Vexarion: Act of Planetary Union. Mythic Planet.

Cohesion: At the start of the turn, if there are one or more Silicate creatures on the allied board, a random allied creature gain +1 HP. The same to Machine, Reptilian, Alien, Quantum, Humanoid and Hadean creatures.

Effects (creatures):

- Silicate: +1 Attack.

Need Storage (creatures):

- Alien (start turn): -1 NH3
- Reptilian or Humanoid (start turn): -1 O2

If they run out of gas, they lose 1 life at the start of their turn.

Mining: Extracts resources from the planet for 1 DE.

Si – Cr – Au – Au

Alter Course for 1 DE: Destroy Expedition of your Hand and draw a card.

9. Vexarion: Before the Union

Atmosphere: Ne

Alternative Cost to Play: 150 A
Max. per deck: 2

Expedition to Vexarion: Before the Union. Mythic Expedition

"Before the Union" is the nostalgic faction that seeks to undo the Act of Planetary Union. Its manifesto demands restored borders, an end to the Planetary Dividend, and the repeal of the Charter of Conscious Beings. They claim to defend "the sovereignty of the factory rings and the blood of each species"; in practice, they reactivate tolls, internal customs, and private militias.

Origin.
After the Act's approval, old patrons of closed foundries, border clans, and displaced bureaucrats formed three hubs: the Border Front, the Ring League, and the Tithe Consortium. Their propaganda paints the universal income as "subsidized idleness" and accuses the Consensus Mesh of manipulating quotas. Under the neon sky, their rallies project a cracked hexagram—the Union's symbol, split.

How it appears on the field.
Breaking the common framework throws the species out of sync and rekindles old rivalries. Thus, at the start of each turn, if one of these species is present on your side, a "domestic" conflict erupts that wounds a random allied creature:

- Silicates (Skelethrone/Chrome): Forge wars over production lines and patented alloys.
- Humanoids: Neighborhood riots over food, housing, and internal tolls.
- Quantum: Orchestrated decoherences; groups manipulating the 5th Dimension to sabotage friend and foe alike.
- Aliens: Outpost skirmishes over routes and Venusian licenses for DNA modification and Beast trafficking.
- Reptilians: Clan feuds over wetlands, heat, and sacred territories.
- Hadeans: Thermal disputes over high-temperature corridors; the Neutrodermis becomes both weapon and risk.
- Machines (IZAS): Protocol schisms as the Consensus Mesh is withdrawn: code forks, conflicting orders, friendly fire.

Consequence.
Without planet-wide networks or dividends, the cost of existence becomes individual again. Old hegemonies resurface, dark-energy smuggling flourishes, and every species arms itself to compete for the basics. Before the Union does not seek to govern; it seeks to remember how things were governed when every line on the map was a wound.

Atmosphere: "Ne".

Alternative Cost To Play: 150 A
Before the Union (Nostalgic faction): At the start of the turn, if there are one or more Silicate creatures on the allied board, damage 1 to a random allied creature. The same to Machine, Reptilian, Alien, Quantum, Humanoid and Hadean creatures.

Effects (creatures):
- Silicate: +1 Attack.

Need Storage (creatures):
- Alien (start turn): -1 NH3
- Reptilian or Humanoid (start turn): -1 O2
If they run out of gas, they lose 1 life at the start of their turn.

Mining: Extracts resources from the planet for 1 DE.

Alter Course for 1 DE: Destroy Expedition of your Hand and draw a card.

BUY **SELL**
QUANTITY: 1
COST: 110
BUY

Vexarion: Before the Union. Mythic Planet.

Before the Union (Nostalgic faction): At the start of the turn, if there are one or more Silicate creatures on the allied board, damage 1 to a random allied creature. The same to Machine, Reptilian, Alien, Quantum, Humanoid and Hadean creatures.

Effects (creatures):

- Silicate: +1 Attack.

Need Storage (creatures):

- Alien (start turn): -1 NH3
- Reptilian or Humanoid (start turn): -1 O2

If they run out of gas, they lose 1 life at the start of their turn.

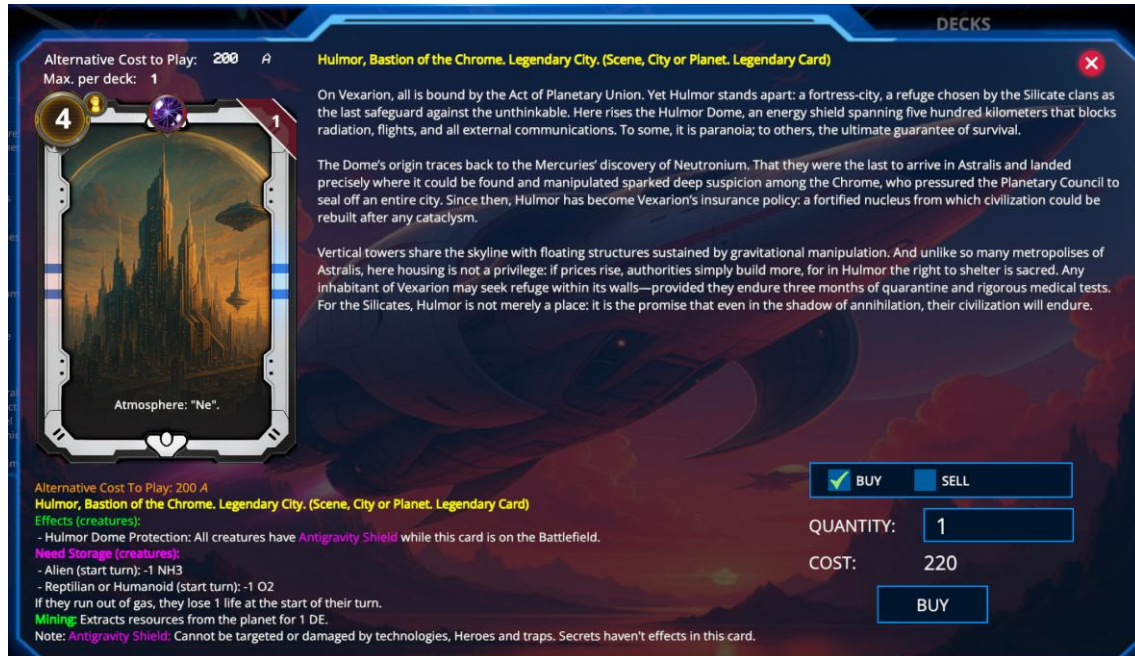
Mining: Extracts resources from the planet for 1 DE.

Si – Cr – Ca – C

Alter Course for 1 DE: Destroy Expedition of your Hand and draw a card.

10. Hulmor

Atmosphere: Ne



Hulmor, Bastion of the Chrome. Legendary City.

Effects (creatures):

- Hulmor Dome Protection: All creatures have **Antigravity Shield** while this card is on the Battlefield.

Need Storage (creatures):

- Alien (start turn): -1 NH3
- Reptilian or Humanoid (start turn): -1 O2

If they run out of gas, they lose 1 life at the start of their turn.

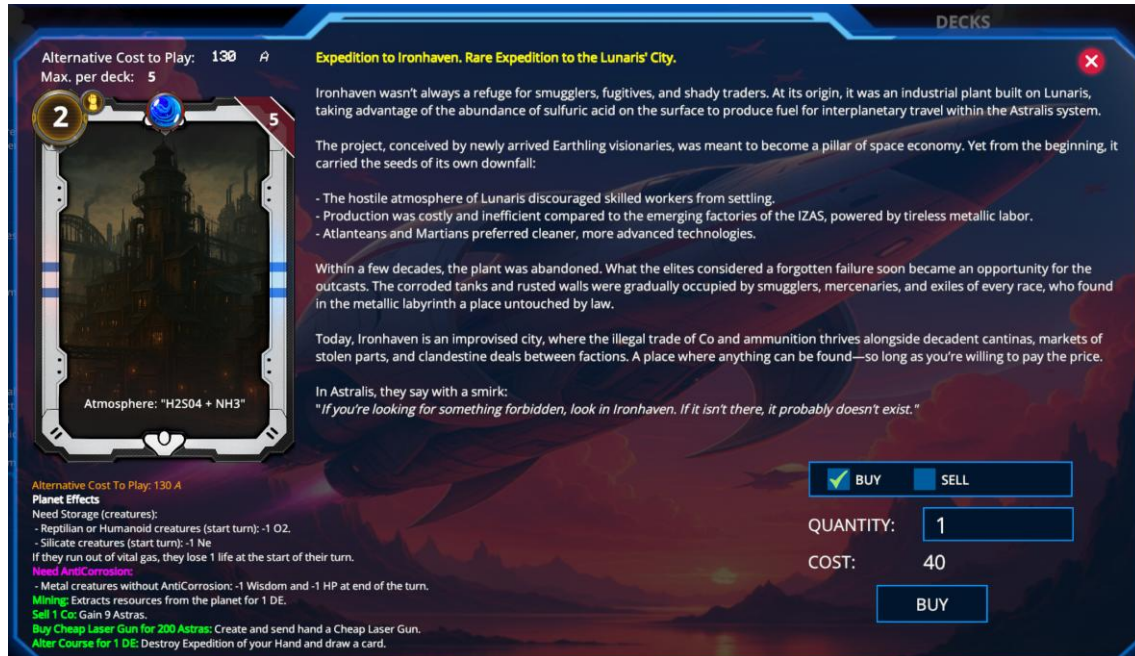
Mining: Extracts resources from the planet for 1 DE.

Si – C – S – N

Note: **Antigravity Shield:** Cannot be targeted or damaged by technologies, Heroes and traps. Secrets haven't effects in this card.

11. Ironhaven

Atmosphere: $\text{NH}_3 + \text{H}_2\text{SO}_4$



Ironhaven: The Realm of Acid Rains. Rare City.

Need Storage (creatures):

- Reptilian or Humanoid creatures (start turn): -1 O2.
- Silicate creatures (start turn): -1 Ne

If they run out of vital gas, they lose 1 life at the start of their turn.

Need AntiCorrosion:

- Metal creatures without AntiCorrosion: -1 Wisdom and -1 HP at end of the turn.

Mining: Extracts resources from the planet for 1 DE.

Co – Fe – Li – Hg

Sell 1 Co: Gain 9 Astras.

Buy Cheap Laser Gun for 200 Astras: Create and send hand a Cheap Laser Gun.

Alter Course for 1 DE: Destroy Expedition of your Hand and draw a card.

12. Storage Stats:

Creatures in Astralis often carry portable gas canisters. The four most common are oxygen, neon, ammonia, and sulfuric acid. These canisters provide essential life support during galactic voyages or when operating in non-native atmospheres.

In general, storage represents the life support a creature requires to survive outside of its natural environment. Some gases, however, have secondary uses: Neon can serve as a laser amplifier in advanced weapons, while sulfuric acid functions as a corrosive agent against metallic creatures or gadgets.

- **O₂ (Oxygen):** Essential for carbon-based lifeforms, fueling their vital energy cycles. Oxygen is a gas content in Drakara's atmosphere. Oxygen is mainly breathed by creatures of the following civilizations:
 - Humanoid: Earthlings, Martians and Atlanteans
 - Reptilians: Lizards and Snakes
- **Ne (Neon):** Used by Silicates to cool their crystalline bodies and prevent cracking. Neon is abundant in the atmosphere of Vexarion. Neon is used as a life support for refrigeration and preservation of silicate cells by the following civilizations:
 - Silicates: Chromes, Skelethrions and Crystals
- **NH₃ (Ammonia):** A nitrogen source that sustains certain alien biologies. There is ammonia in the atmospheres of Lunaris and Ammonis. Ammonia is used as life support by the following civilizations:
 - Aliens: Beasts and Venusians
- **H₂SO₄ (Sulfuric Acid):** Rarely used for respiration, but abundant in Lunaris. Stored mainly as a corrosive or abrasive substance, and occasionally as a weapon fuel. Only the atmosphere of lunaris contains sulfuric acid.

On the battlefield, depending on the planet and the civilization, a creature may require storage from one of these gases to survive several turns without its HP decreasing. Metallic creatures (those with the *Metal* trait) are especially vulnerable in ammonia or sulfuric atmospheres, which corrode their circuitry and alloys. For them, **Anti-Corrosion Technology** becomes a critical defense.

The creature cards contain one or more canisters to storage these 4 substances. When the game takes place on a planet or location where a civilization's creature requires life support, that creature will consume one unit of life support gas from the creature it uses for its life functions at the start of each player's turn. In some cases, these units can be used to power specific abilities.

Creatures typically store only one substance, although it's not uncommon to encounter creatures that can store more. If an icon is inactive (not displayed), it means that the creature initially has no storage of that substance.



The order of these substances is as follows, ordered from top to bottom when the card is in any position except the battlefield:

- 1) Oxygen: first icon in grayish blue.
- 2) Neon: second icon in magenta.
- 3) Ammonia: third icon in greenish yellow.
- 4) Sulfuric Acid: fourth icon in violet.

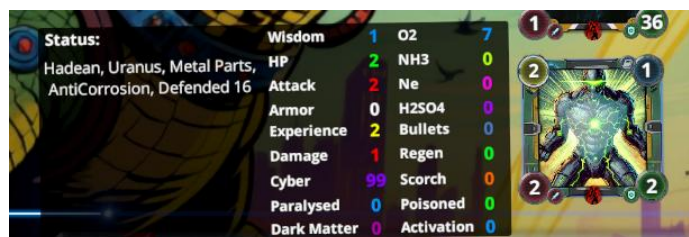
When a card is on the battlefield, the storage order is different.



The order of these substances is as follows:

- 1) Oxygen: icon above in grayish blue.
- 2) Neon: top left icon in magenta.
- 3) Ammonia second icon on the left in greenish yellow.
- 4) Sulfuric Acid: icon on the right in violet.

By hovering over a creature on the battlefield, you can see its stats, including the amounts of these substances stored.



Summary: On the battlefield, depending on the planet and the civilization, a creature may require storage from one of these gases to survive several turns without its HP decreasing.

- At the start of each player's turn, a creature consumes 1 unit of its required gas.
- If storage runs out, the creature loses 1 HP per turn until destroyed or replenished.
- Metallic creatures (those with the Metal trait) are highly vulnerable to ammonia or sulfuric acid, which corrode their circuitry and alloys. For them, Anti-Corrosion Technology is essential.

Storage on cards:

- Each creature card displays one or more storage icons representing its stored substances.
- If an icon is absent, the creature cannot naturally store that substance. That substance may be given to it if another card or ability allows it.

For example, Hadeans don't require life support and don't typically use storage methods. However, through the Camp, they have been given 7 units of O₂. When a creature doesn't initially store a substance, the initial storage remains disabled. If it is somehow forced to store it, the creature will have and be able to use this substance, even if it isn't shown in the on-board representation of the card.

Status:	Wisdom	1	O2	7
Hadean, Uranus, Metal Parts,	HP	2	NH3	0
AntiCorrosion, Defended 16	Attack	2	Ne	0
	Armor	0	H2SO4	0
	Experience	2	Bullets	0
	Damage	1	Regen	0
	Cyber	99	Scorch	0
	Paralysed	0	Poisoned	0
	Dark Matter	0	Activation	0

- Creatures typically store only one type, though some may carry multiple.

Example:

A Chrome warrior deployed on Drakara requires Neon to survive. At the start of each turn, it consumes one unit of Neon. If Neon runs out, it loses 1 HP per turn.