

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

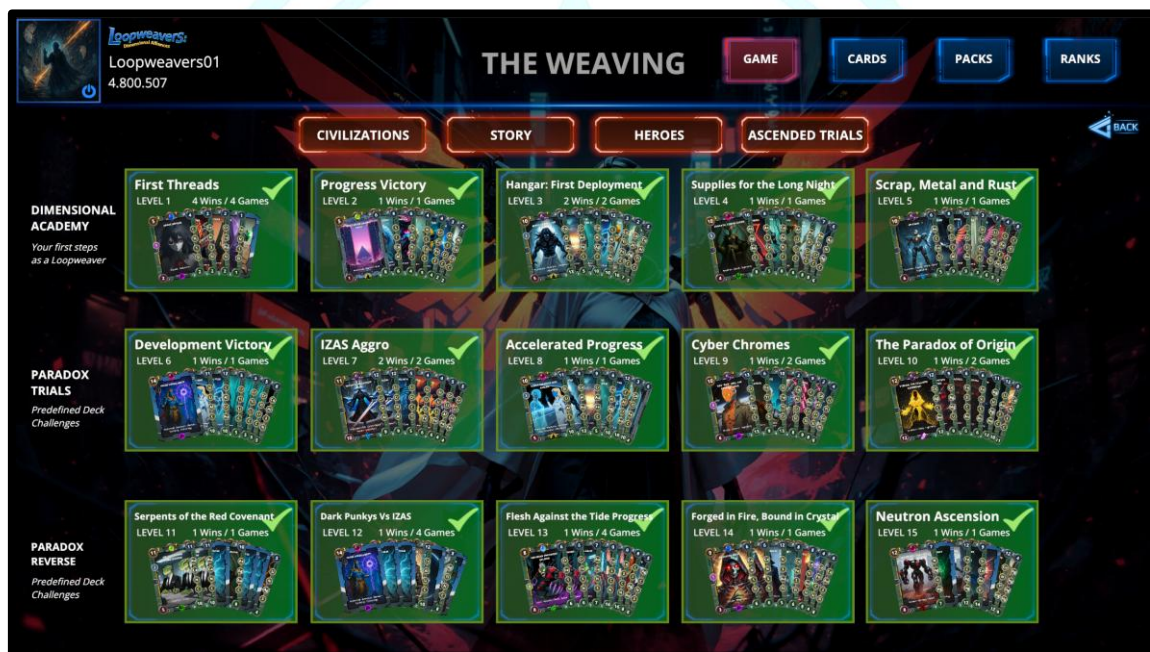
Forge decks that transcend the limits of reality. Learn the arts of dimensional weaving.

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.



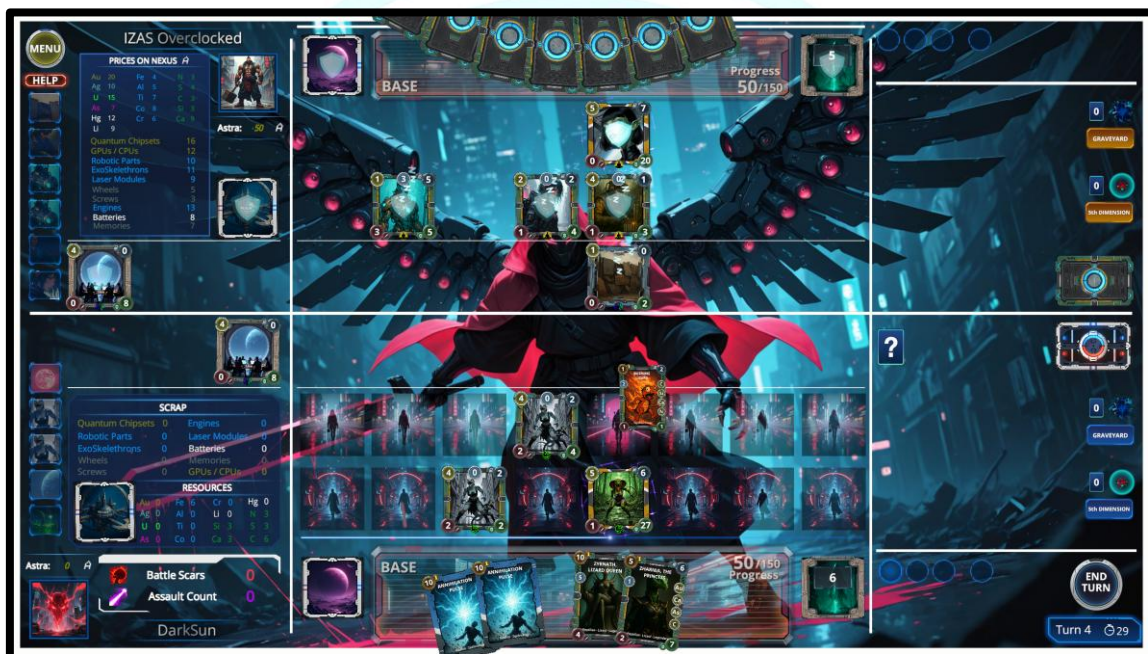
The Dimensional Academy is part of **The Weaving single-player campaign**, which includes **over 100 chapters** organized into several sections. These missions allow you to learn the mechanics of Loopweavers step by step while exploring the world of **Astralis**.

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

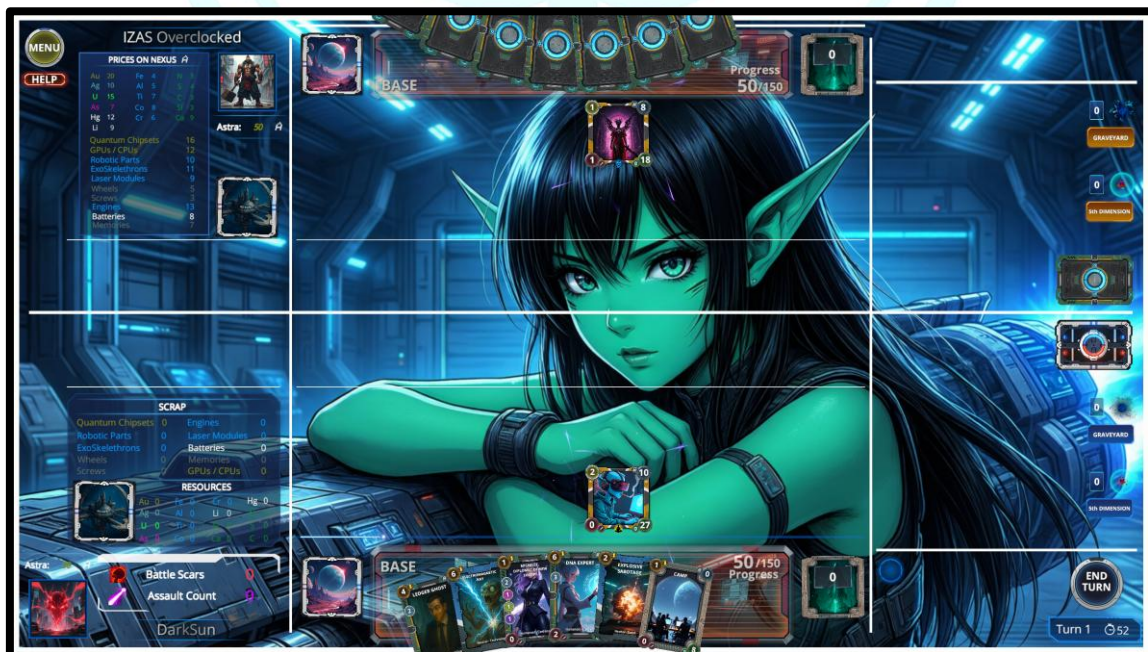
At the start of a match, each player performs a **Mulligan**.

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
Ag	0	Al	0
U	0	Ti	0
As	0	Co	0
Hg	0	Cr	0
N	0	Si	0
S	0	Ca	0
C	0		

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

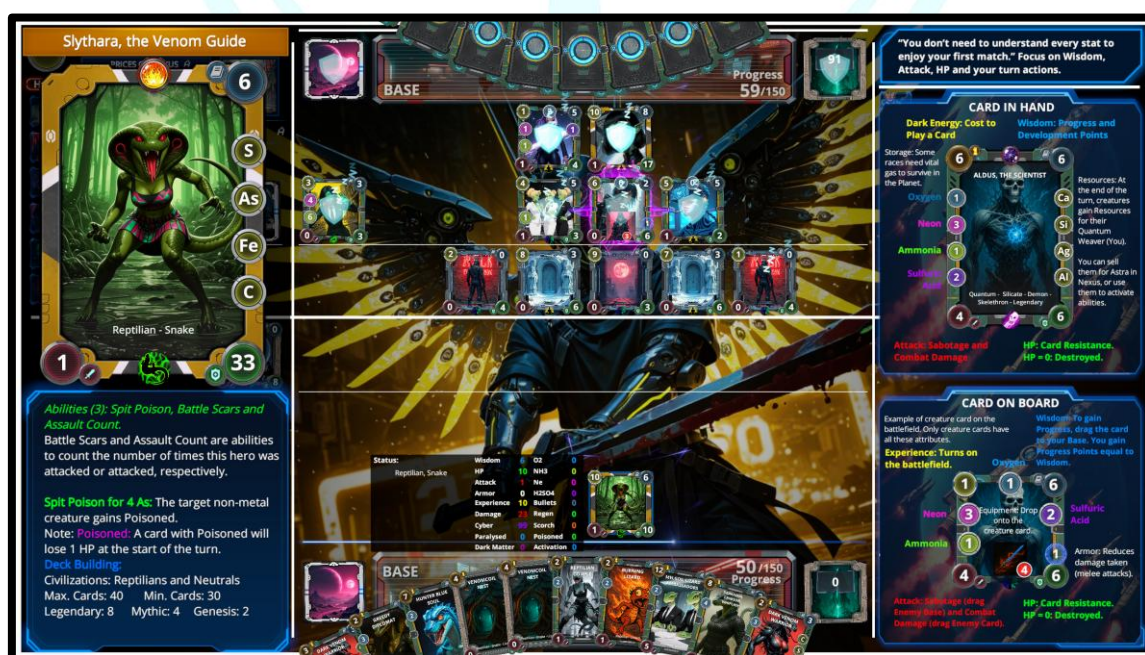
- **33 HP**
- **1 Attack**
- **6 Wisdom**

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.

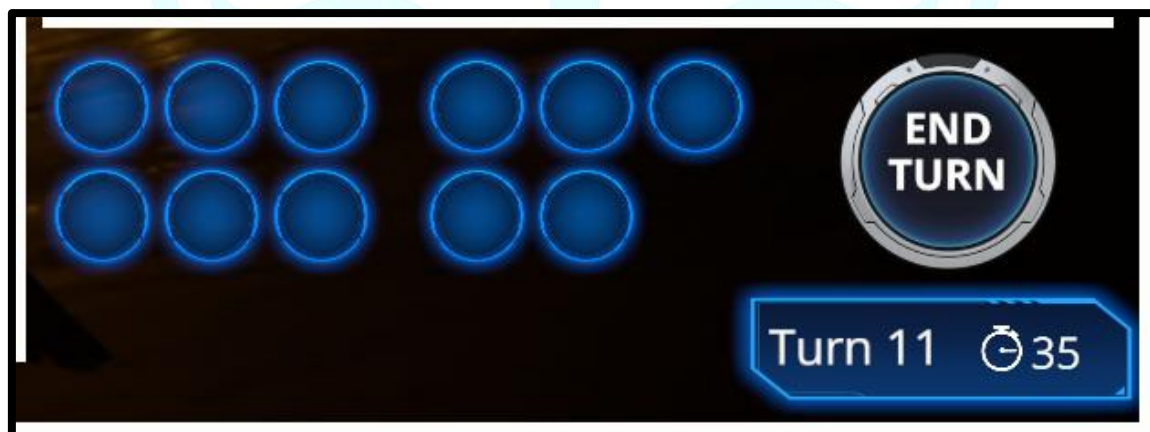
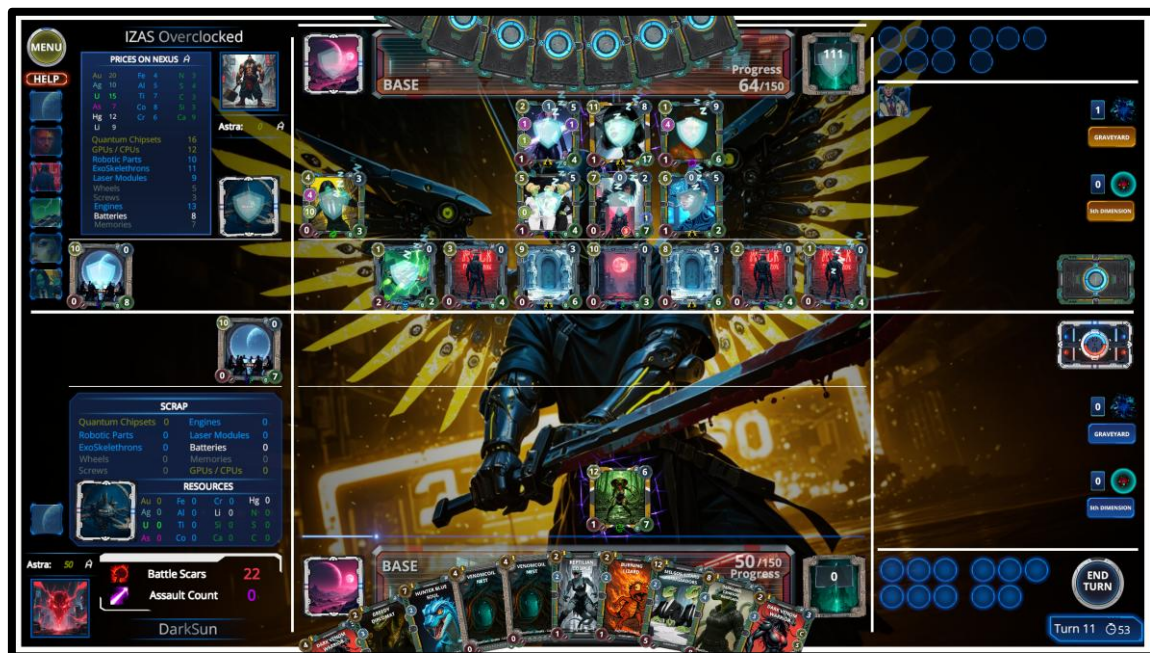


Dark Energy

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.

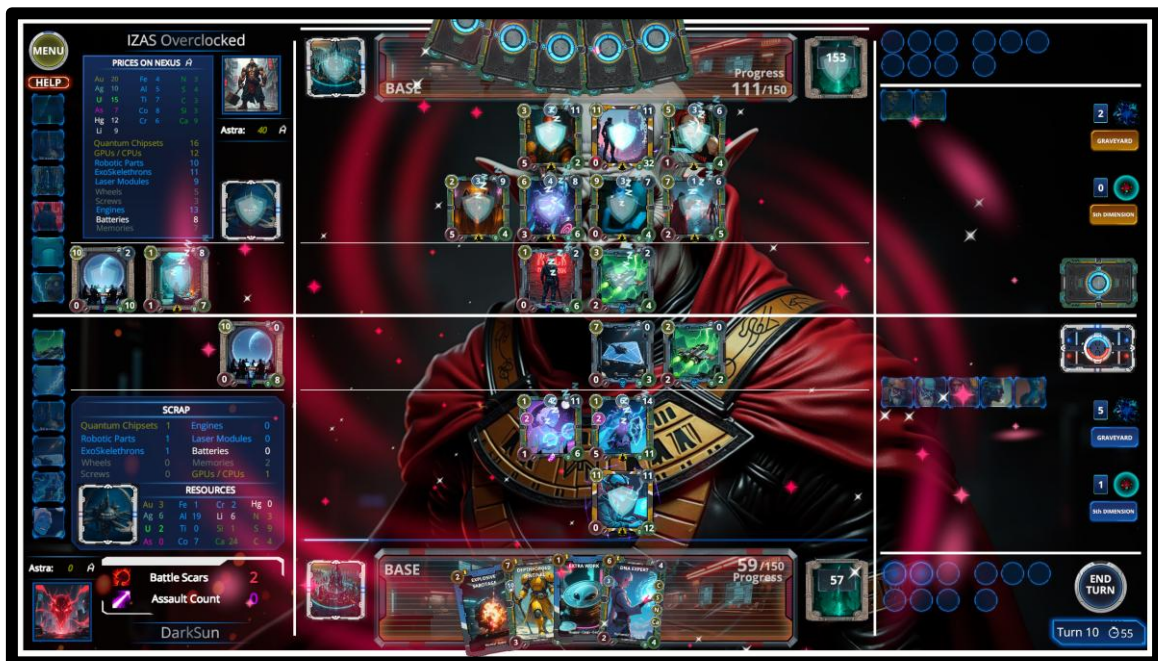
Constructs and the Fabrication Bay

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.

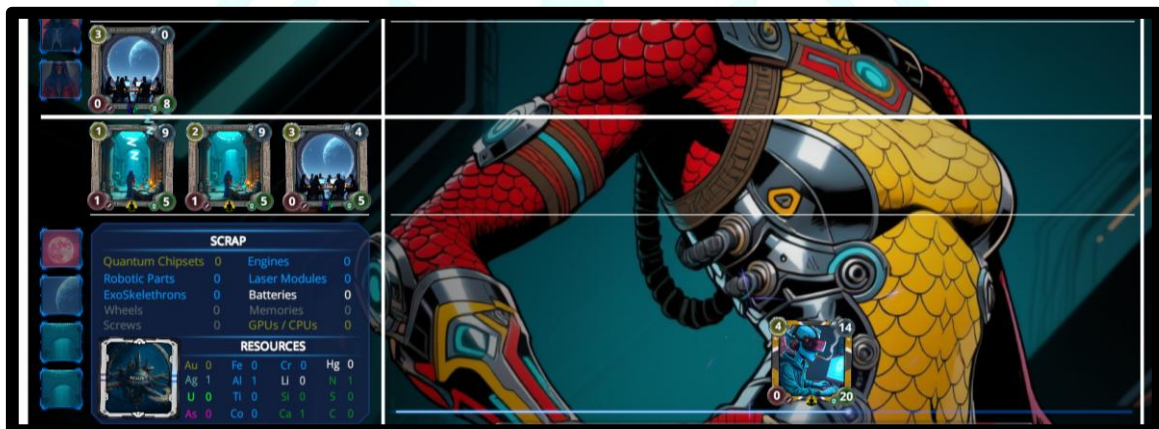
Structures are large constructions that provide powerful strategic advantages.

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.



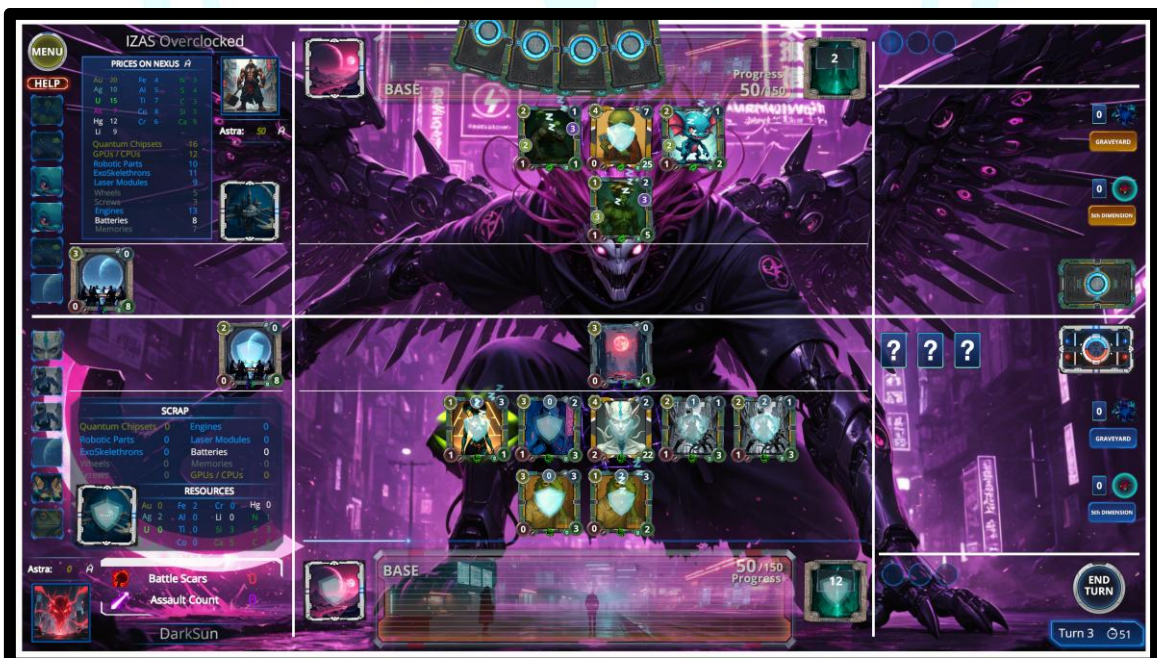
Phantom Zone

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.

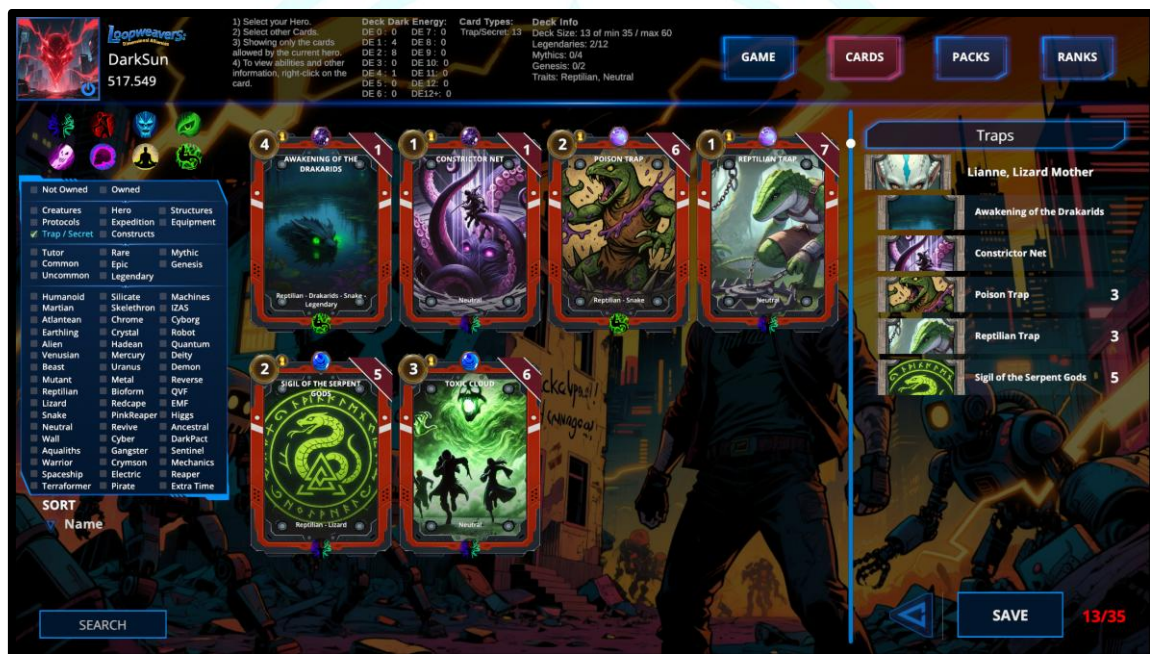
After being triggered, the Trap card is sent to the **Discard Pile**.

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.

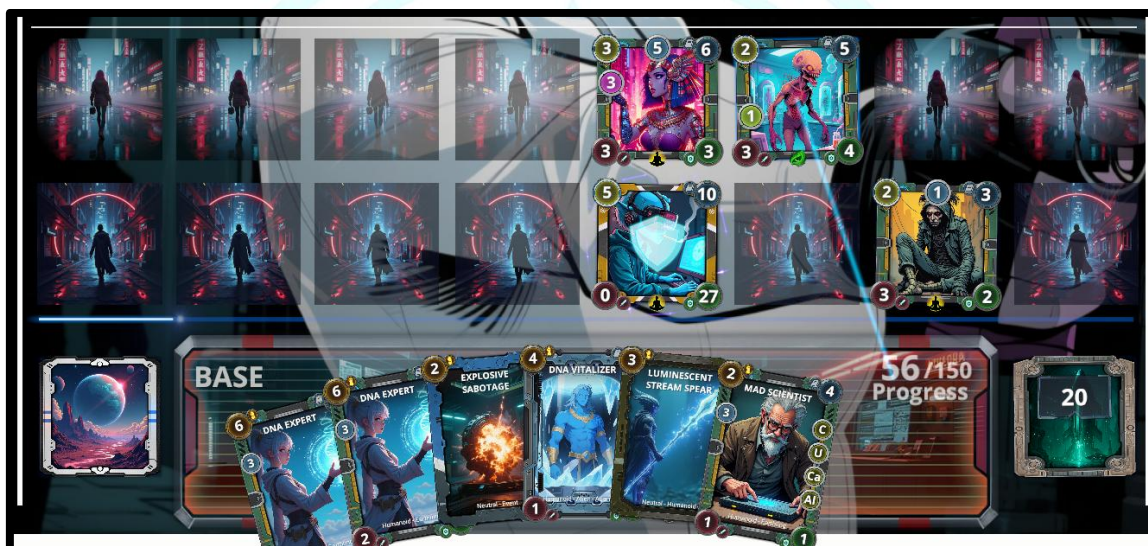
Progress

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.



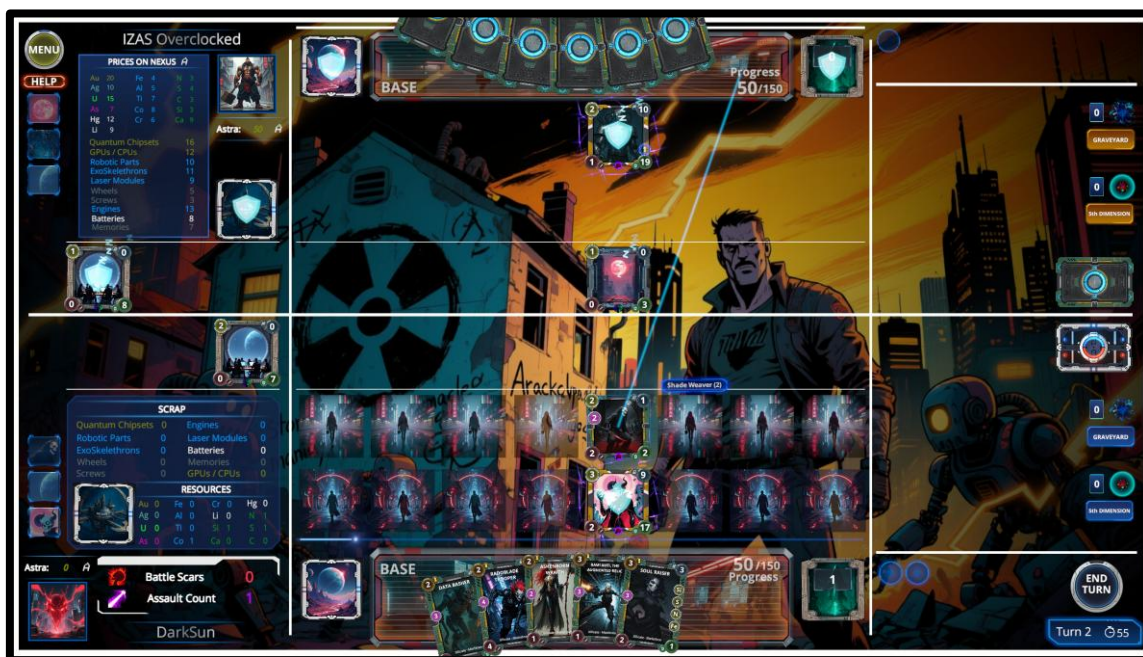
Sabotage

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.

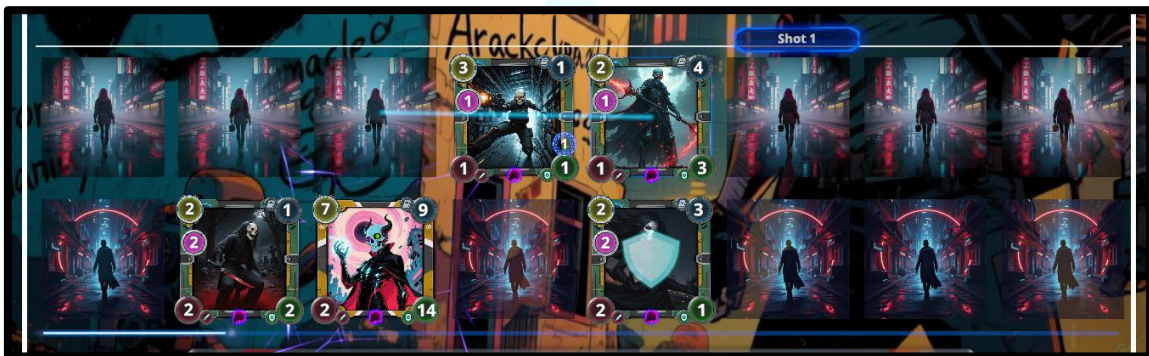


Unit Actions

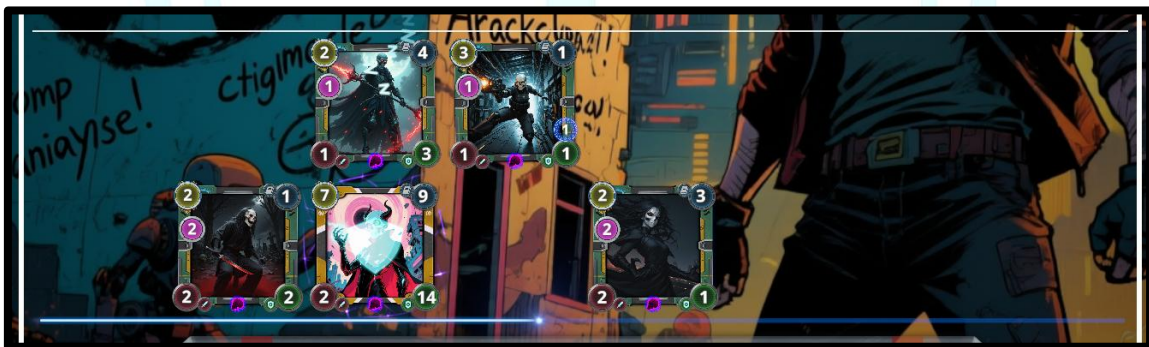
Each **Hero or Creature** can perform **one main action per turn**.

Possible actions include:

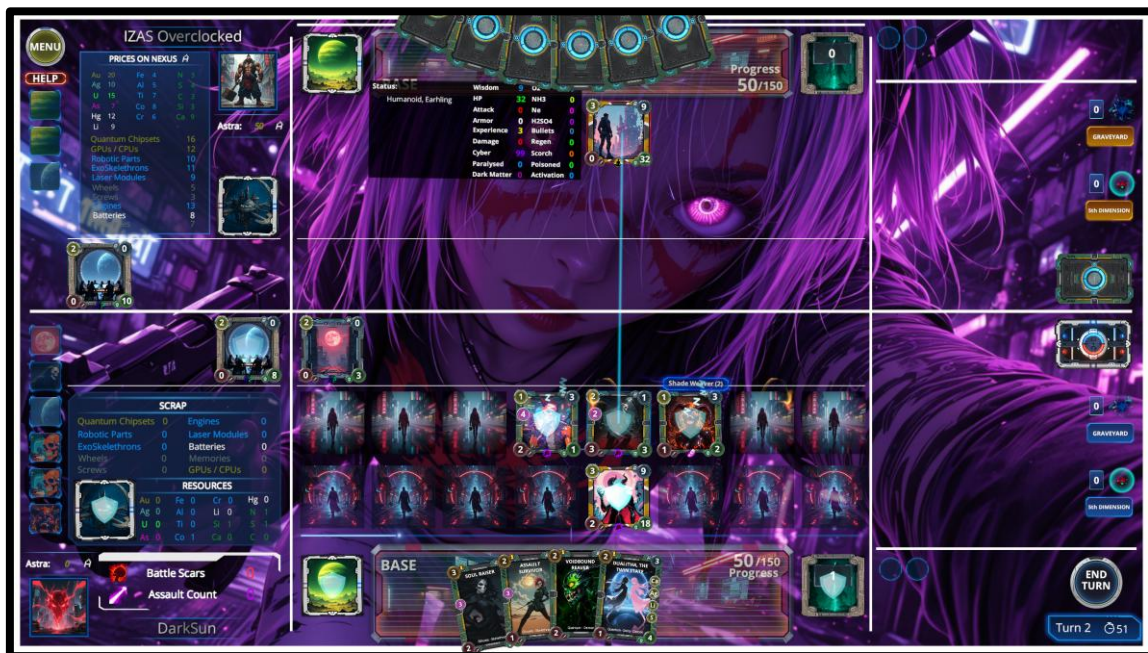
- **Move**
- **Attack**
- **Progress**
- **Sabotage**



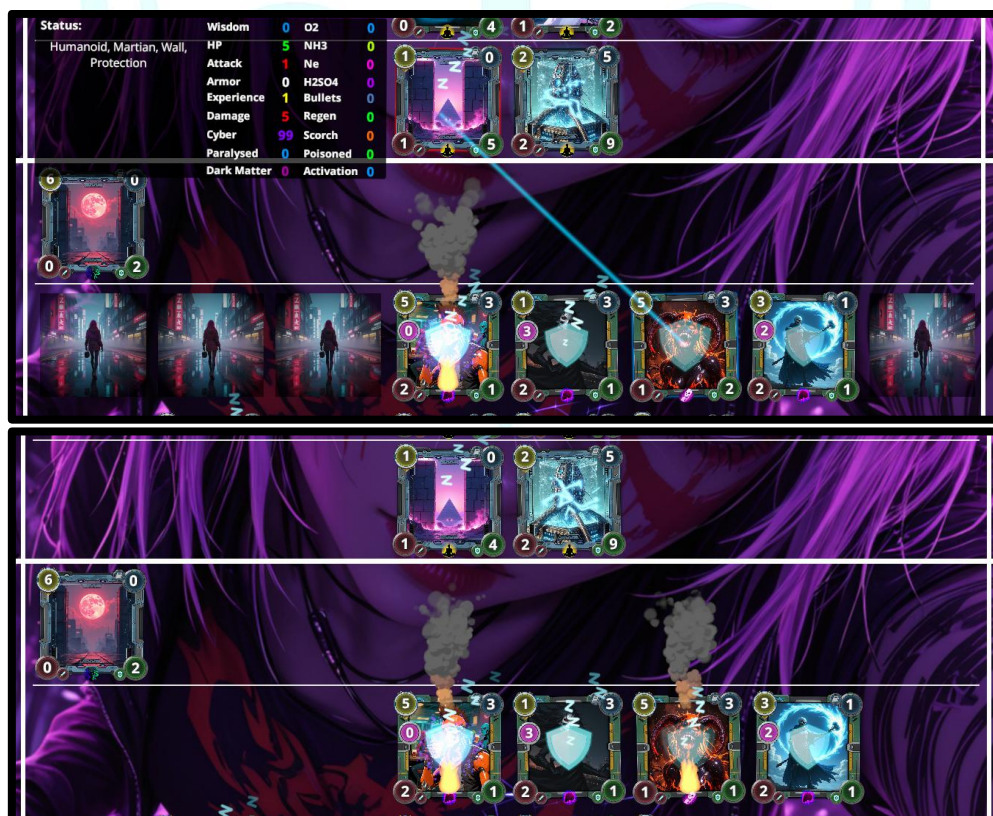
In this example, the creature moves from Vanguard position 5 to Vanguard position 3 to protect the Hero behind it.



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.

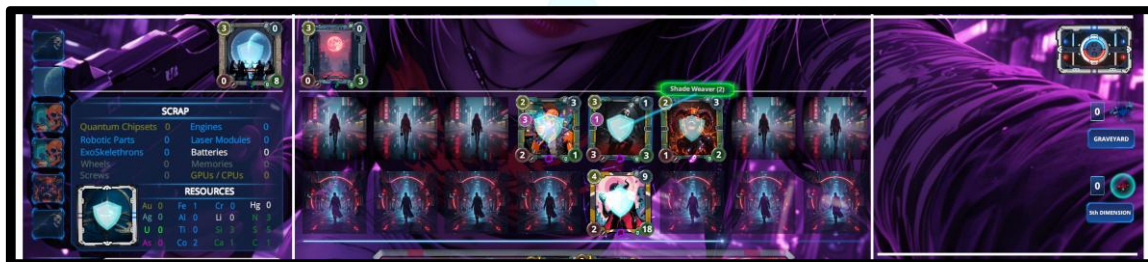


Activated Abilities

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

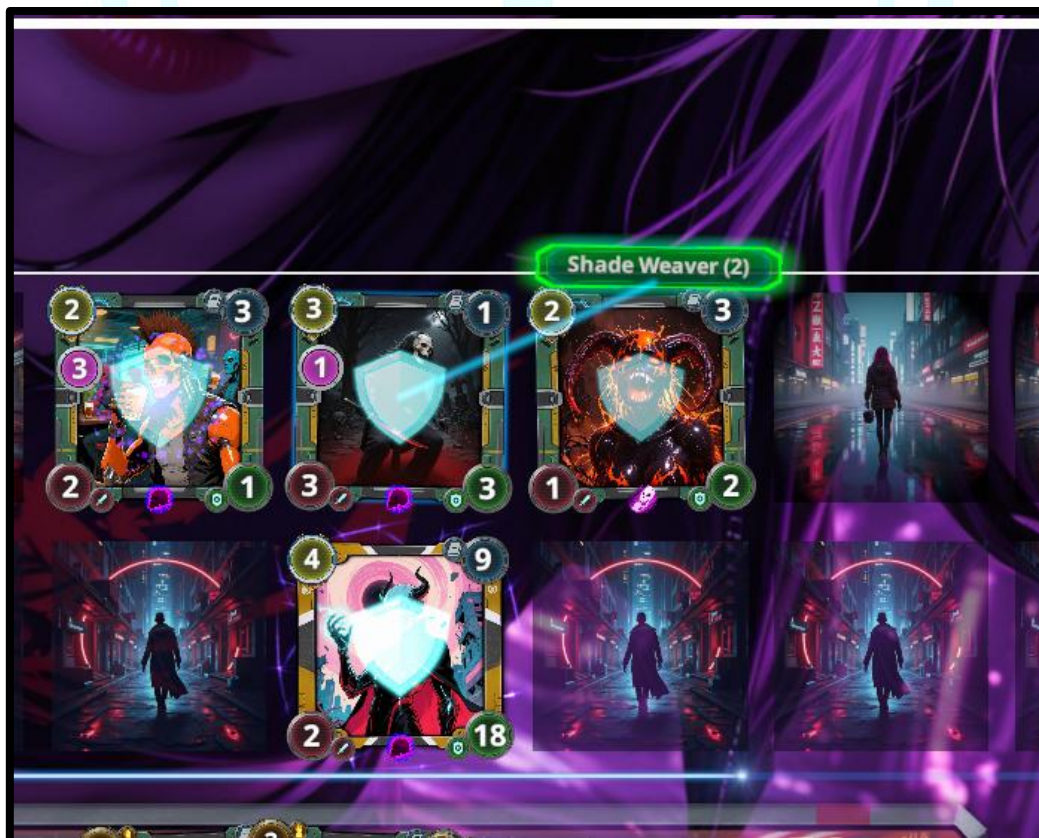
Activation costs may include:

- **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

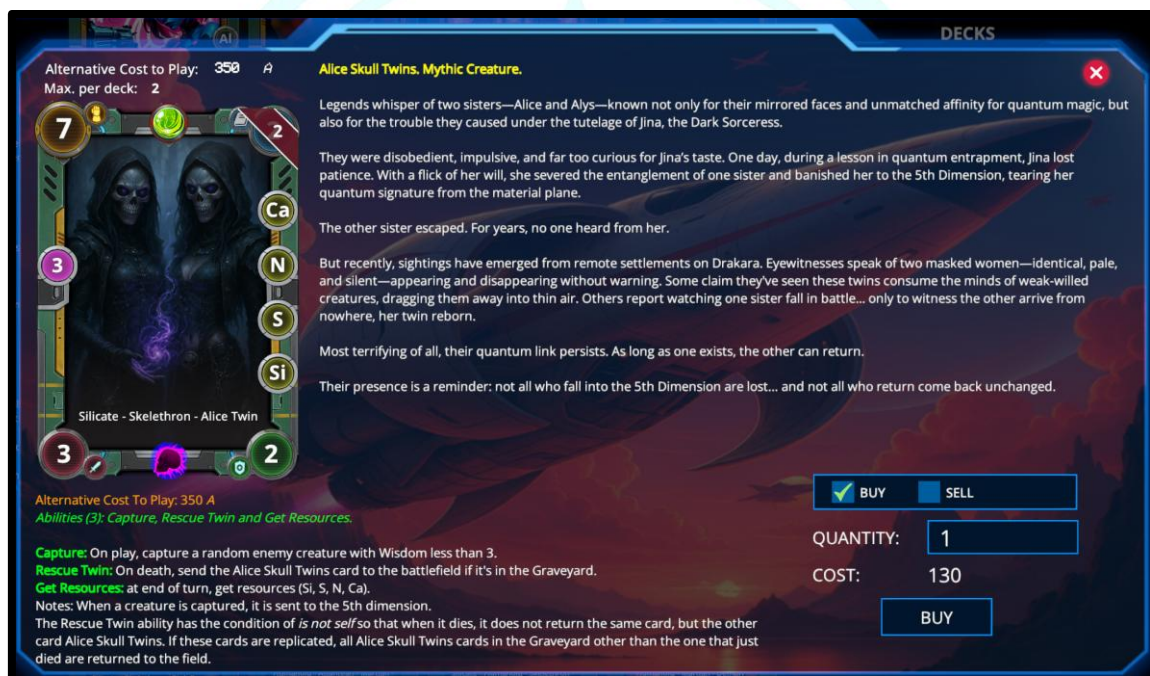
Resources are used to **activate abilities**, trade in the **Nexus**, and support various technologies and mechanics.

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:

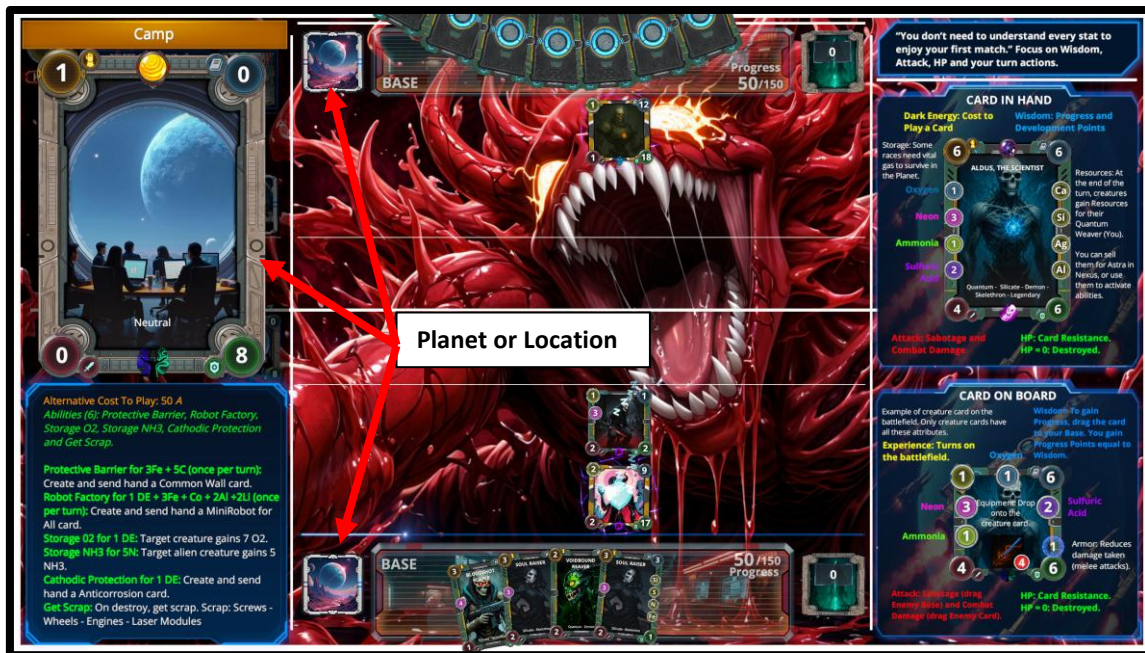
- **Structures and Constructs**
- **Planetary mining**

Mining

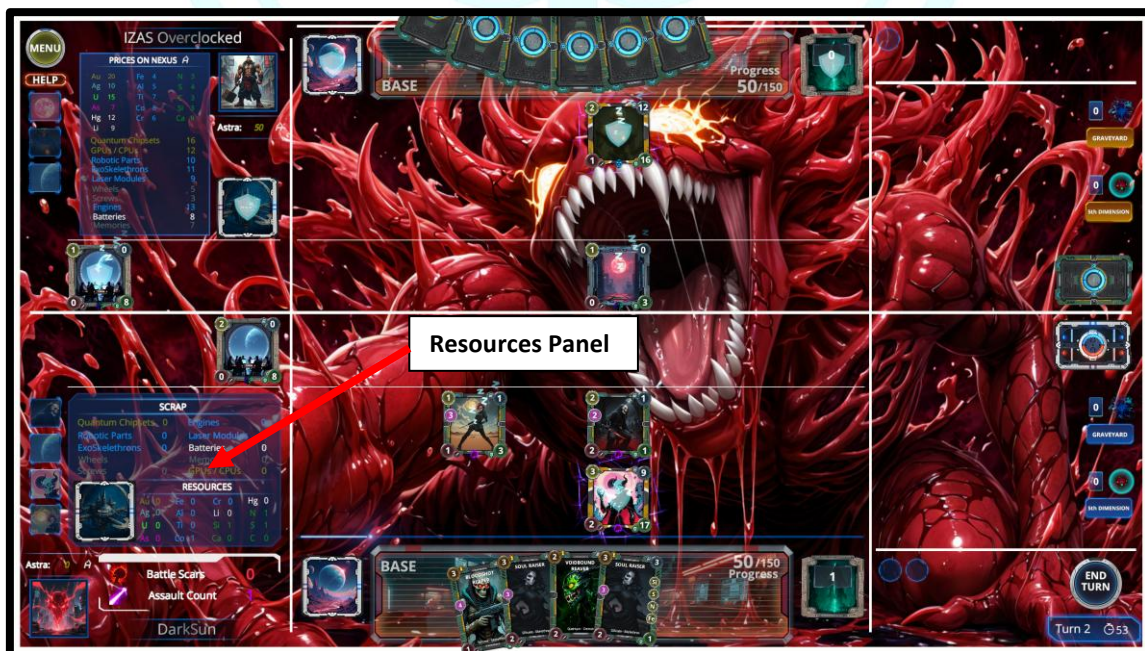
Each **planet or location** provides specific resources that players can mine.

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.



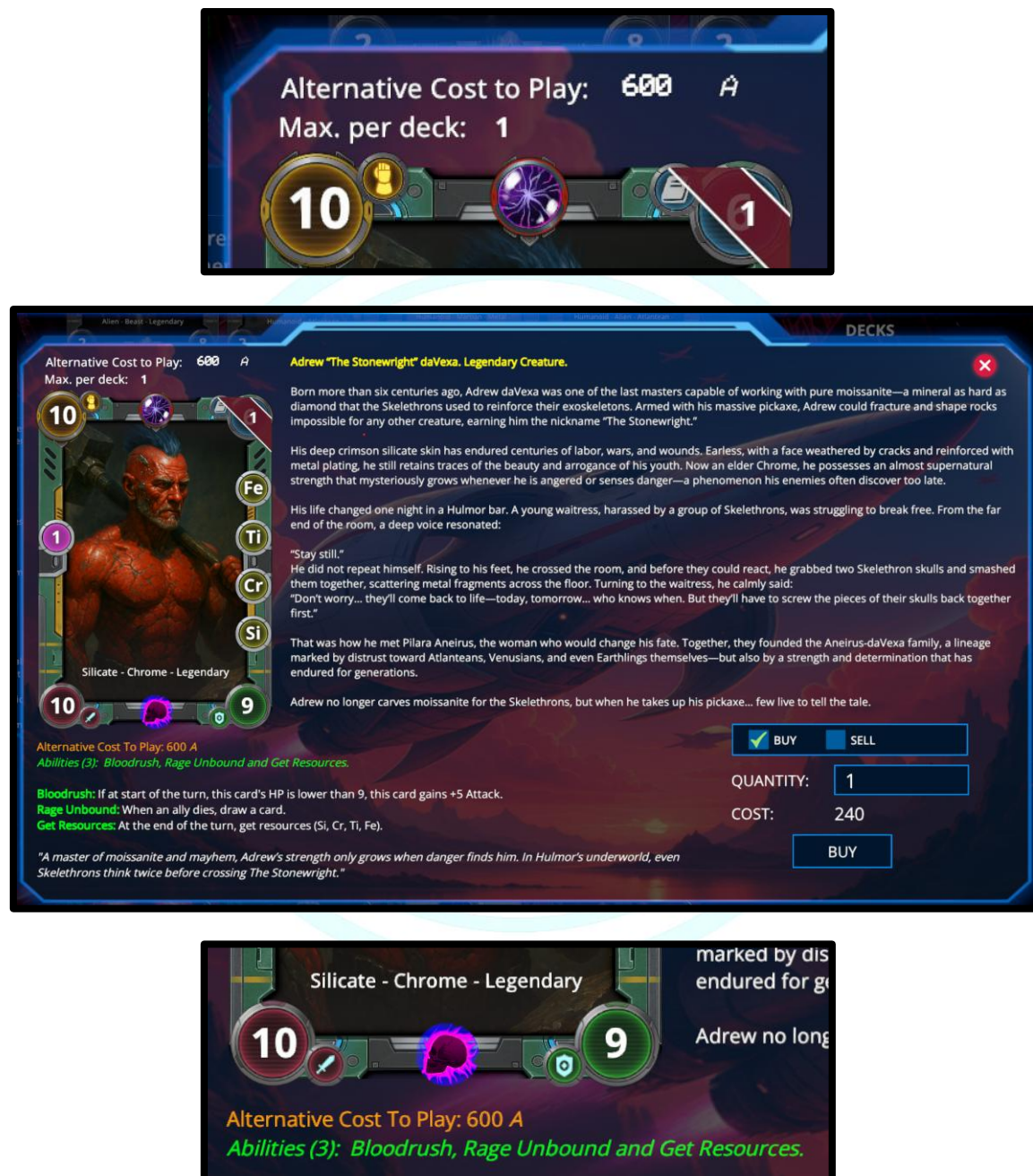
Resources are stored by the Player and can be seen in the Game HUD on the Resources Panel.



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**

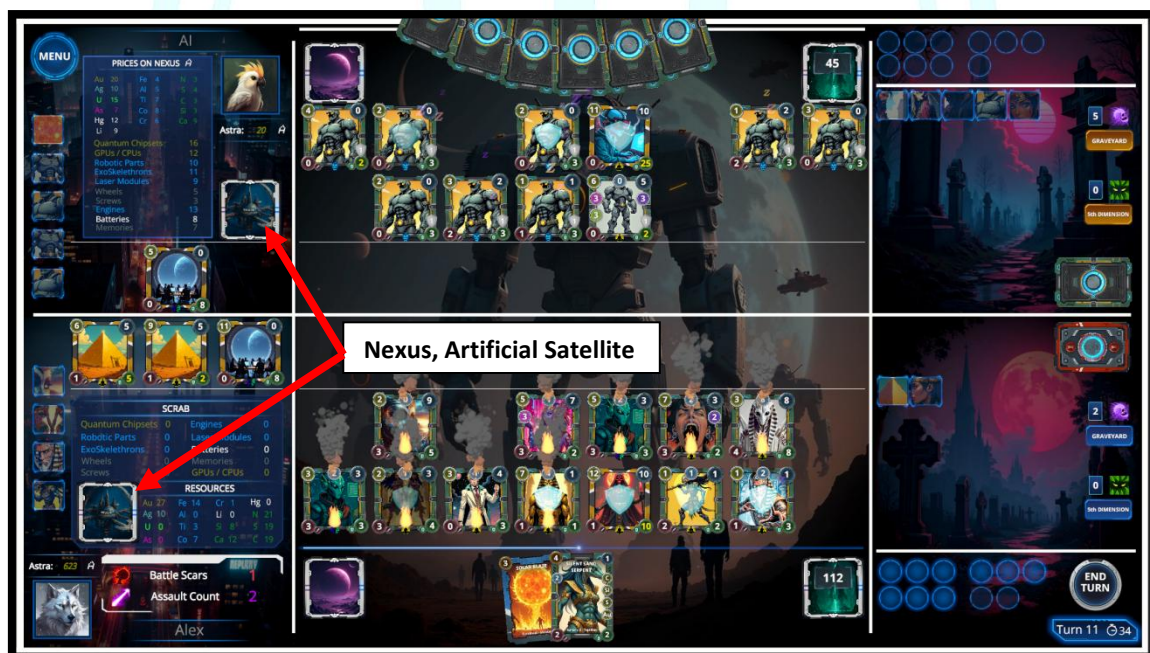
The Alternative Cost represents the **economic cost** of recruiting units, deploying technology, or preparing equipment for the battlefield.

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)**

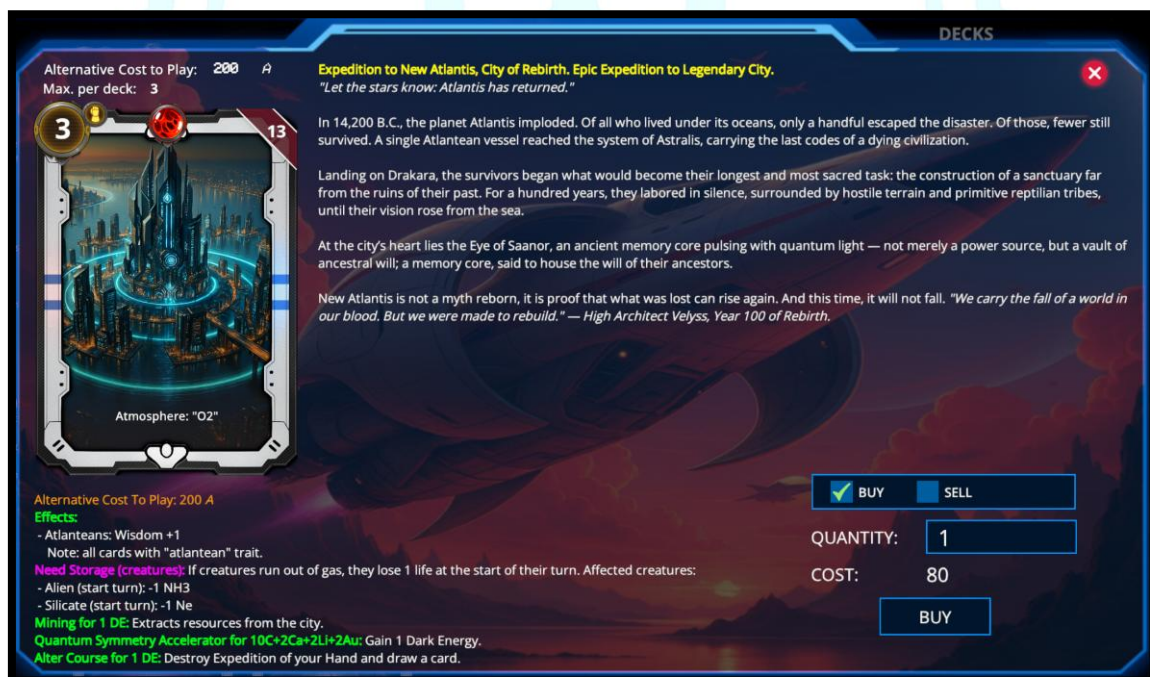
If a creature cannot access the resource it requires, it **loses 1 Resistance per turn**.

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.

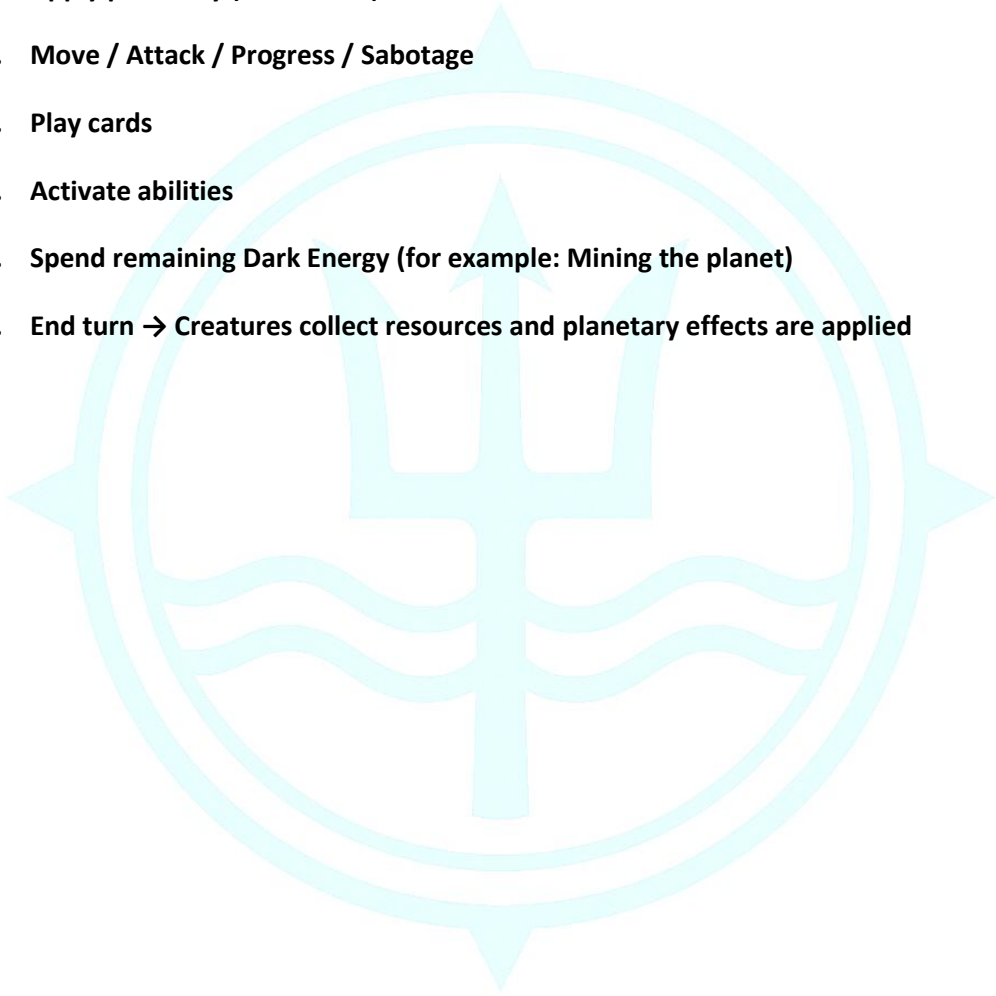
Using Expedition cards, you can relocate the battle to a planet or location that better suits your alliance of civilizations.

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 3AI + 3 Ca: Draw a card.
Get Resources: At the end of the turn, get resources (AI, 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
Status (1): Intuitive.
Abilities (2): Exchange of Raw Materials and Get Resources.

Humanoid - Alien - Atlantean - Venusian - Aqualiths - Ancestral - Legendary

Dark Energy: Cost to Play a Card
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 3AI + 3 Ca: Draw a card.
Get Resources: At the end of the turn, get resources (AI, 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.

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

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

HP: Card Resistance. HP = 0: Destroyed.

Equipment: Drop onto the creature card.

Armor: Reduces damage taken (melee attacks).

Neon
Ammonia
Oxygen
Sulfuric Acid

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.

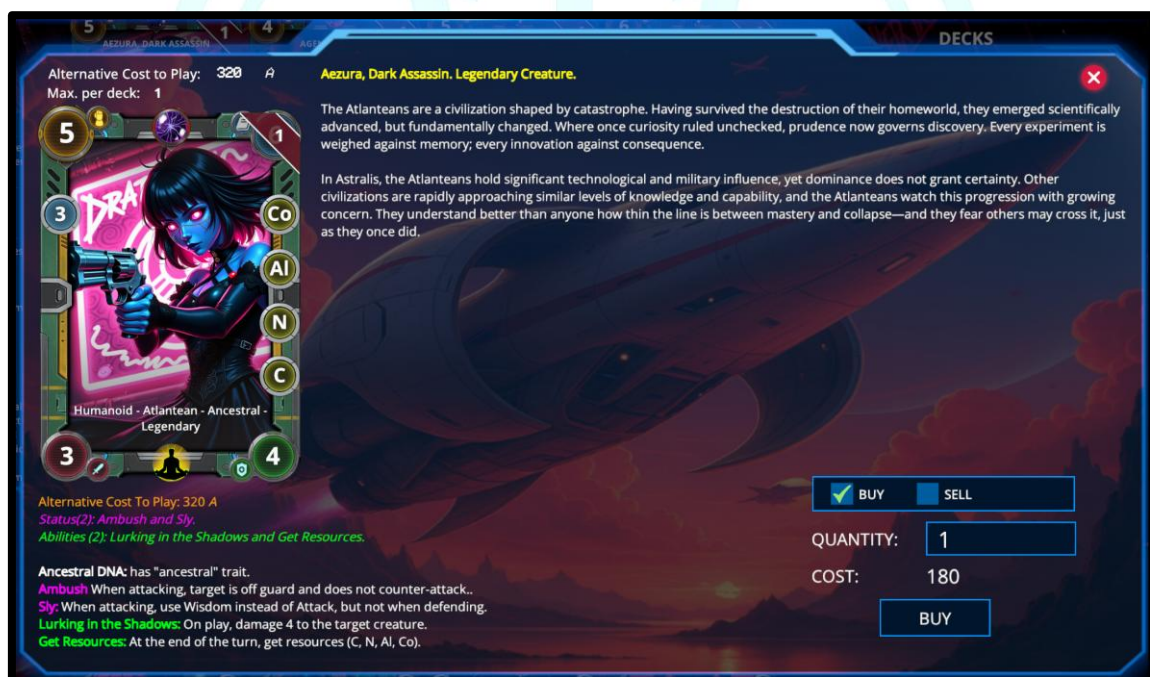
Ongoing: The ability remains active while the card stays on the battlefield.

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

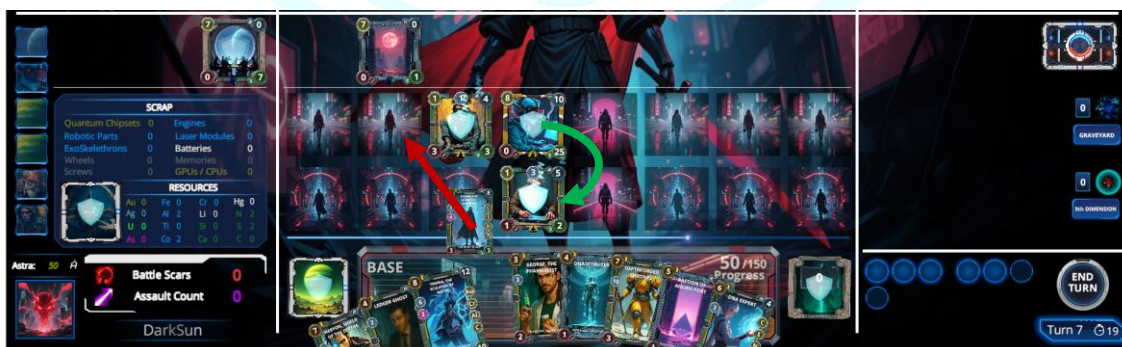
8.1.1. Creatures

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).

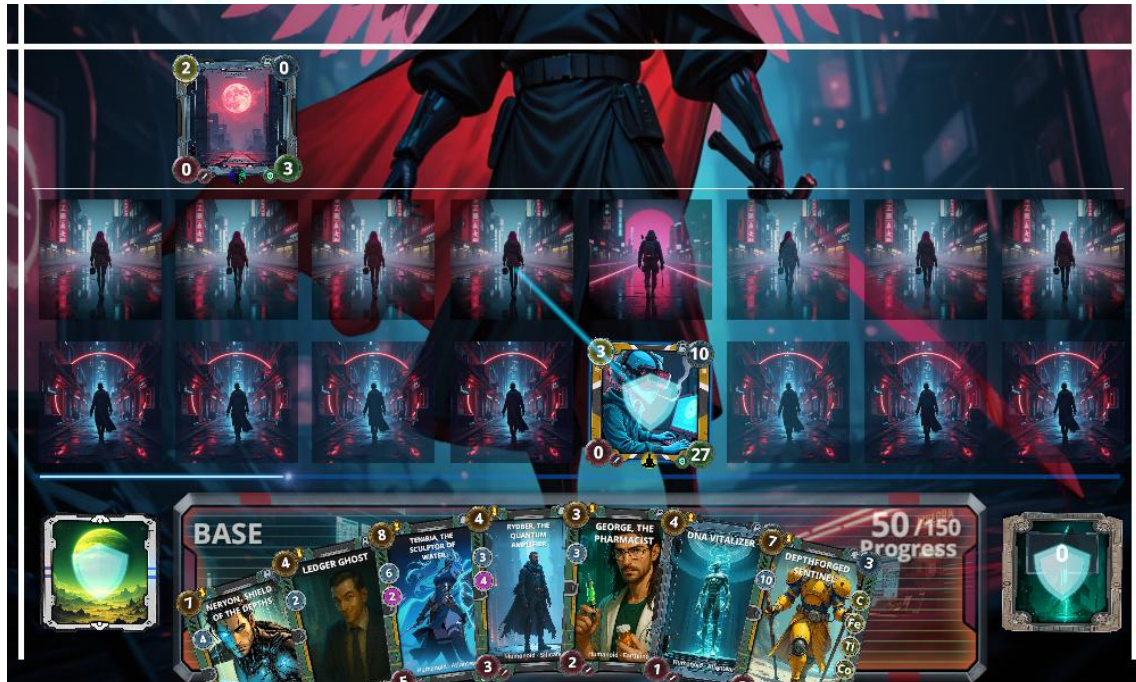
The available actions to creatures are **Attack, Sabotage, Process, and Move**, and they will be explained later.

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).

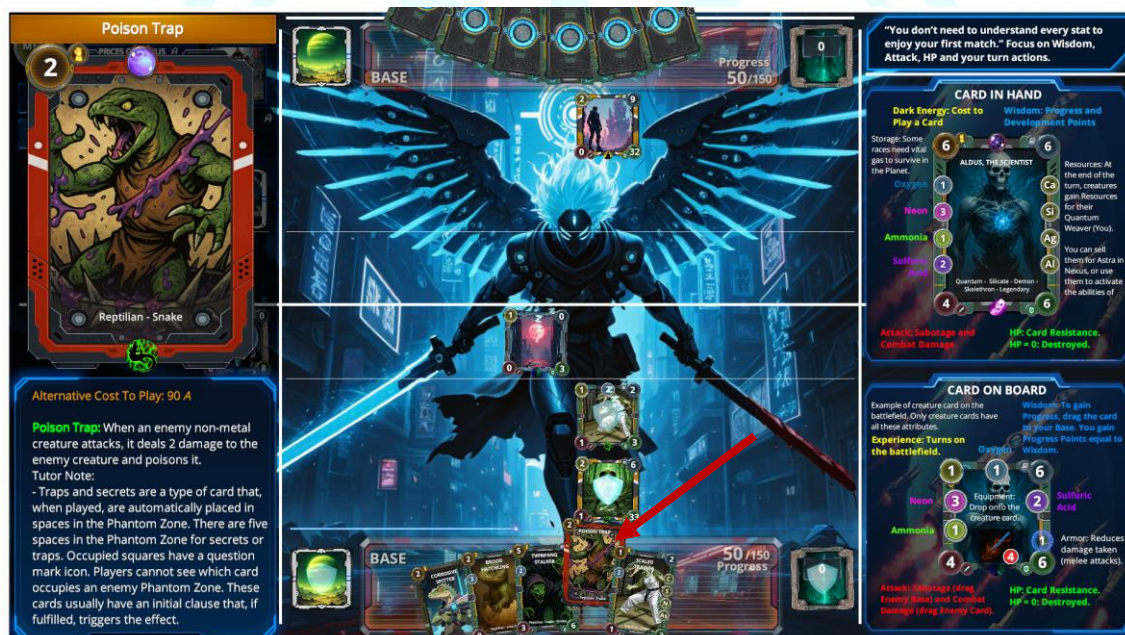
The available actions to Heroes are **Attack and Move**, and they will be explained later.

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**.



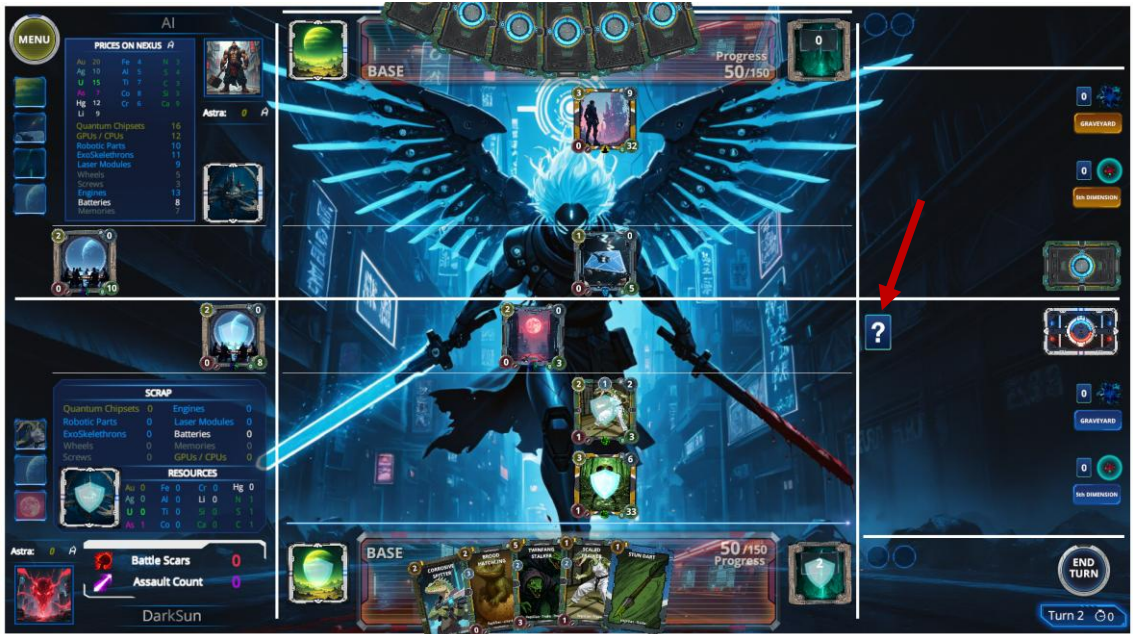
The **Phantom Zone** can hold up to **four Traps or Secrets at the same time** and is represented by a **question mark**.



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, Nesyrake, 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

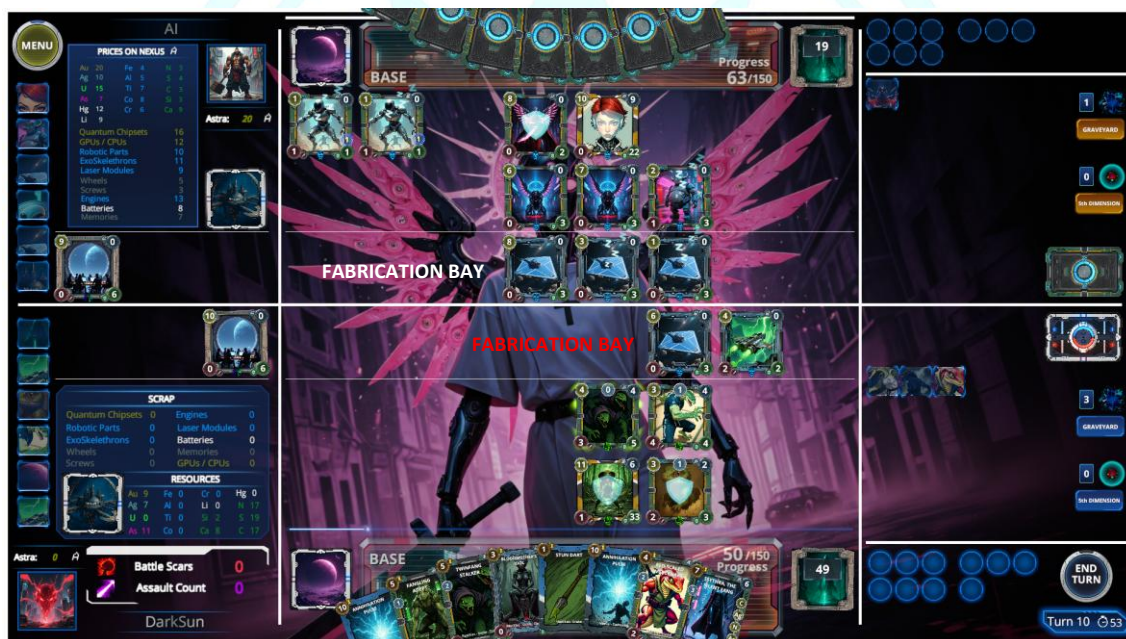
BUY

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.



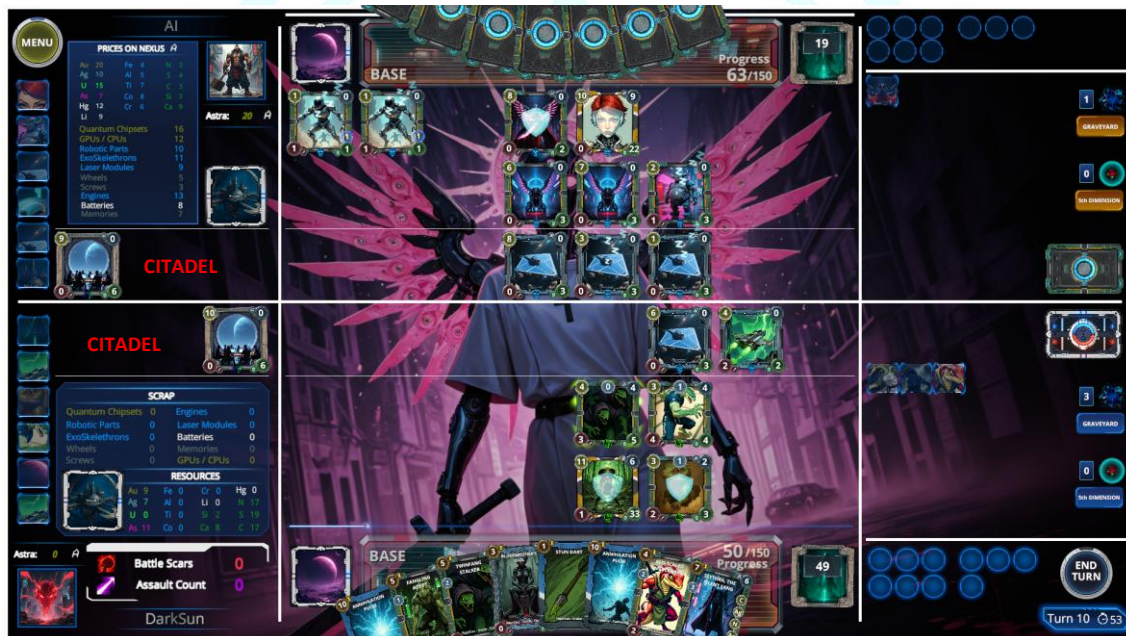
Construct cards on the battlefield **cannot perform actions**, but they **can activate their abilities**—some of which require you to pay a cost, while others are automatic.

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.



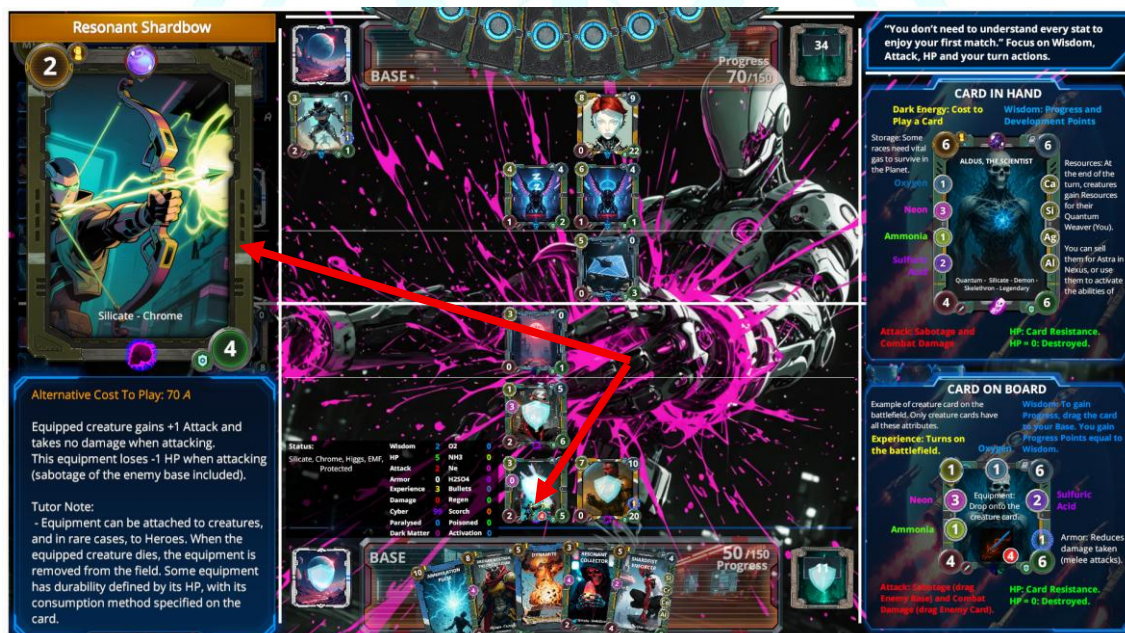
8.1.7. Equipments

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.

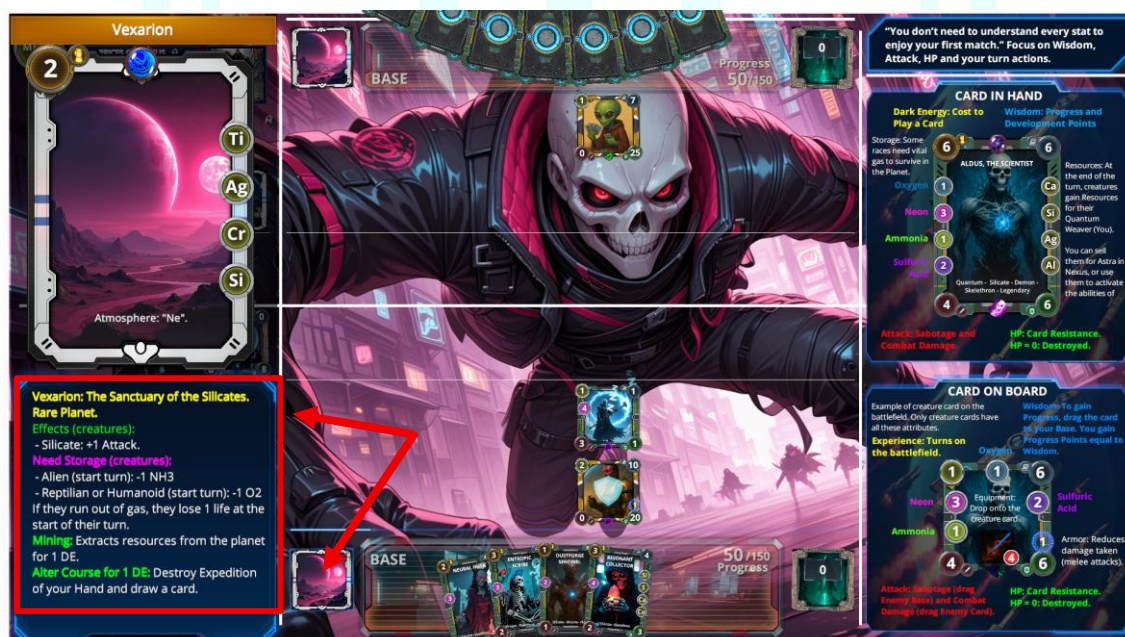
8.1.8. Expeditions

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.

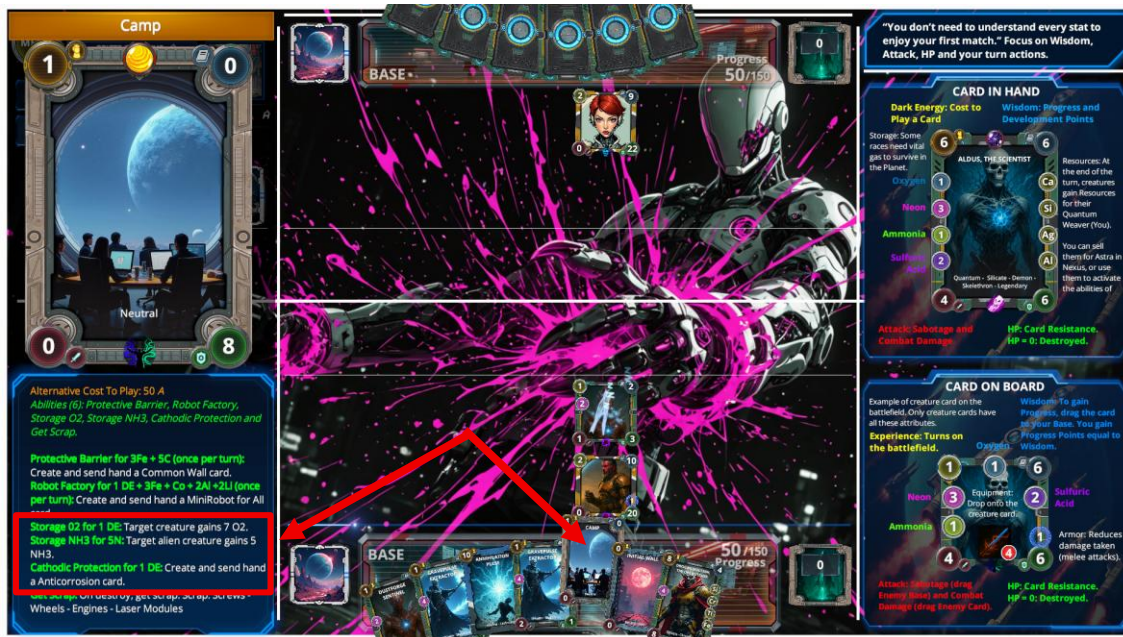
To change the battle's location, drag an **Expedition** card from your hand onto the battlefield. This change also affects your opponent's location.



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**.

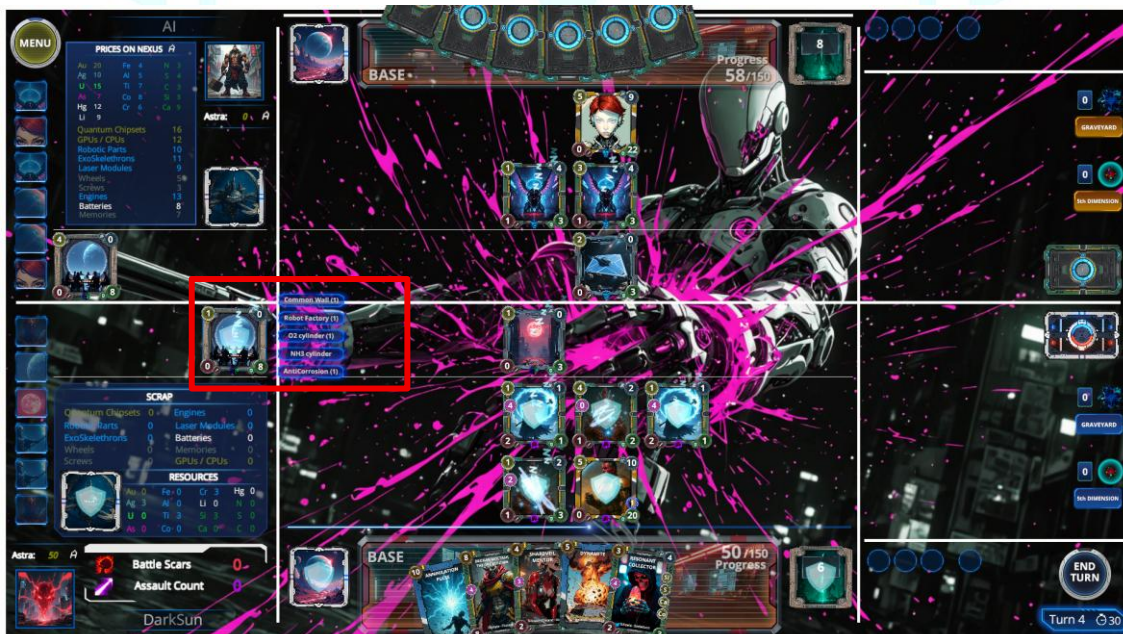
One such card is **Camp**, which costs **1 Dark Energy** or **50 Astra** and is added to the player's hand at the start of each game.

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

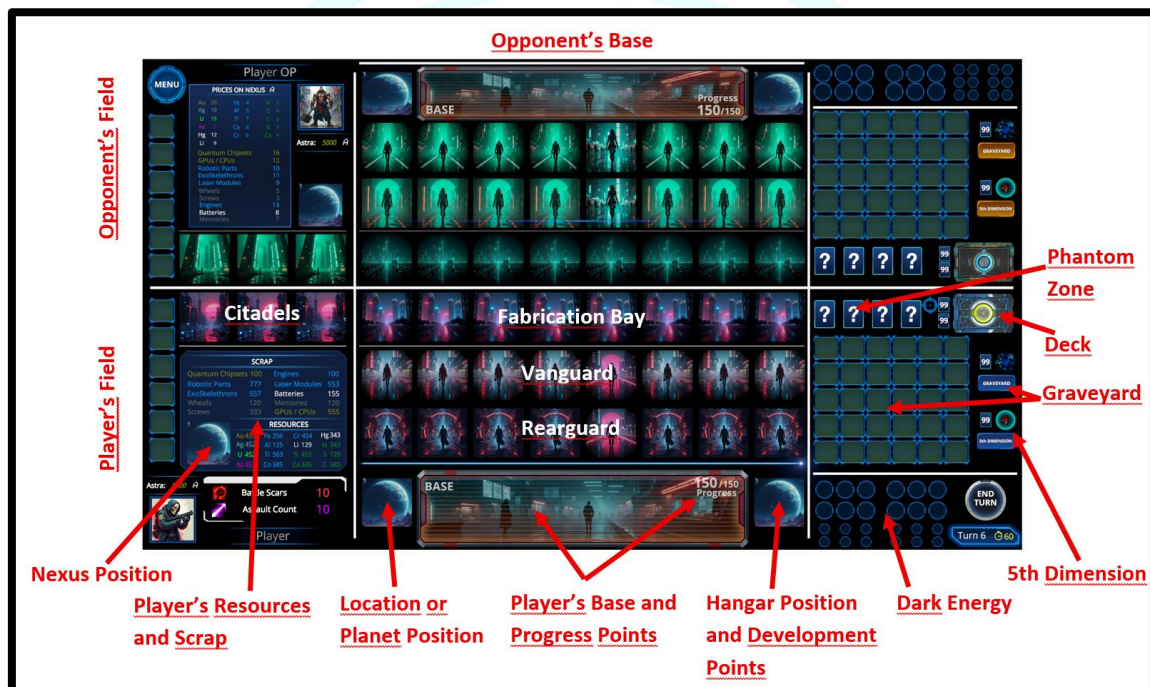
Hand: cards you have in your hand

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.

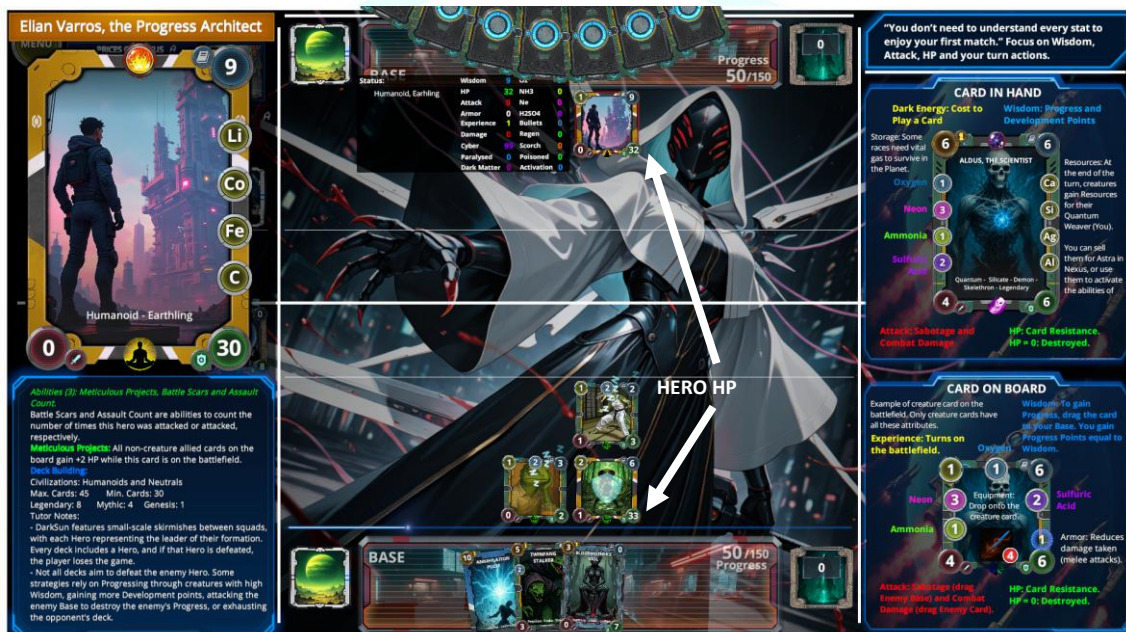
Additionally, some cards can grant alternative victory conditions.

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.



2) Running out of cards

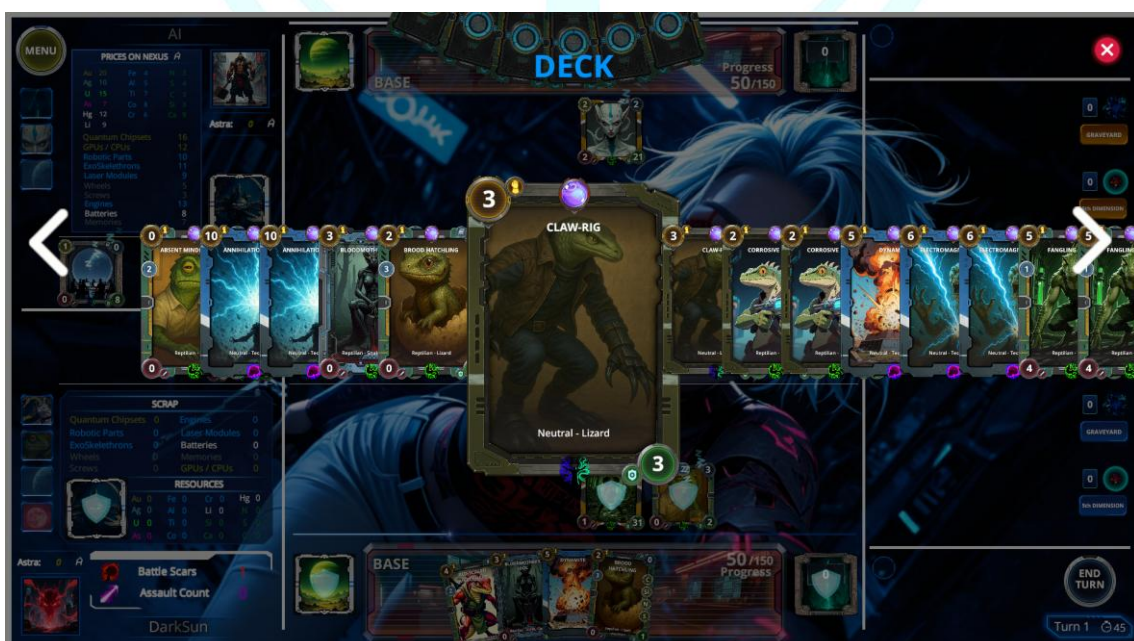
The moment a player runs out of cards, they lose the game.

There are several ways to force your opponent to spend or discard cards. Decks have both a minimum and a maximum card limit.

Having fewer cards in your deck can be an advantage, as it makes it easier to draw key cards, but it also increases the risk of running out of cards.



When you hover your mouse over the Deck, you will see the cards that remain in the Deck and the cards you have in the Discard pile. You can view them by pressing the left and right buttons, respectively. The deck will be displayed in alphabetical order, so you won't be able to see the order in which the cards are placed.



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.

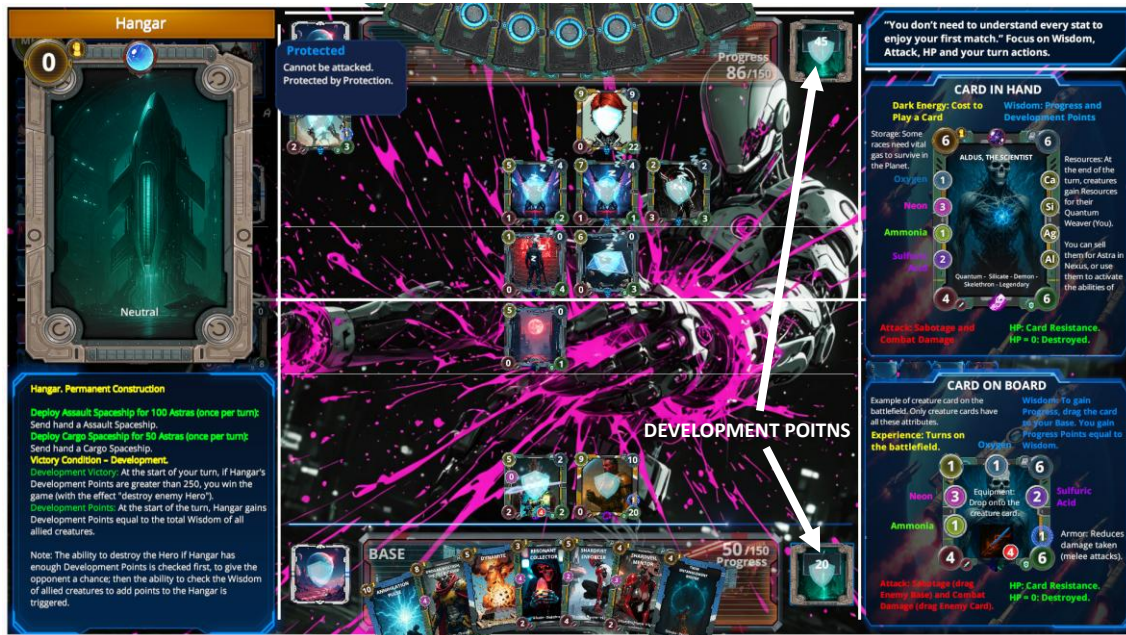


5) Victory by Development

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.

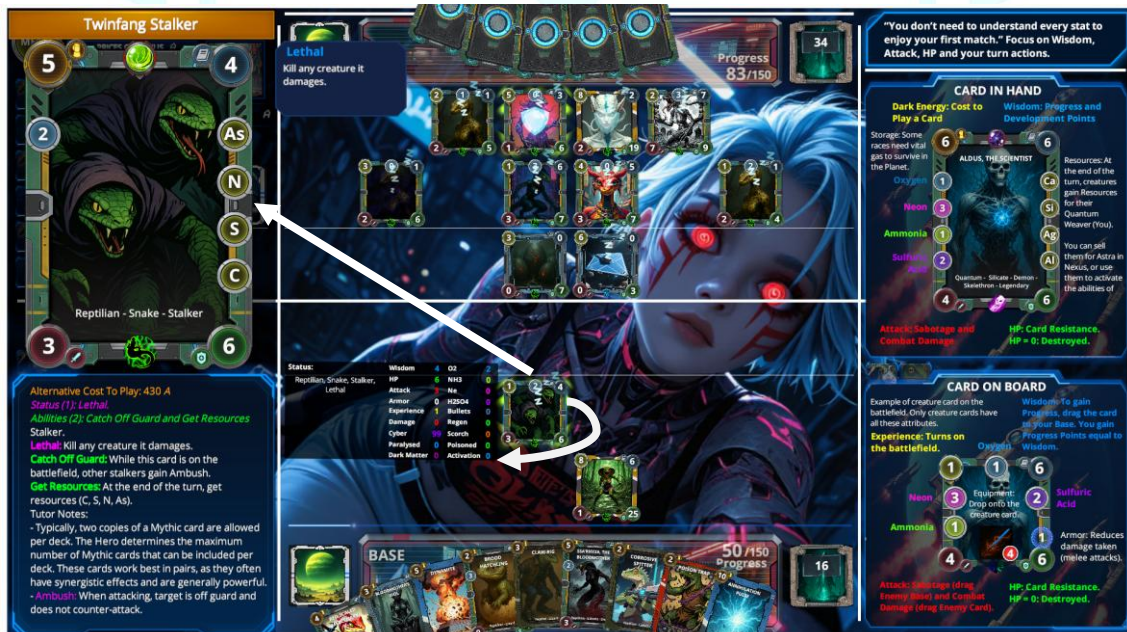
Dark Energy Mandates

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:

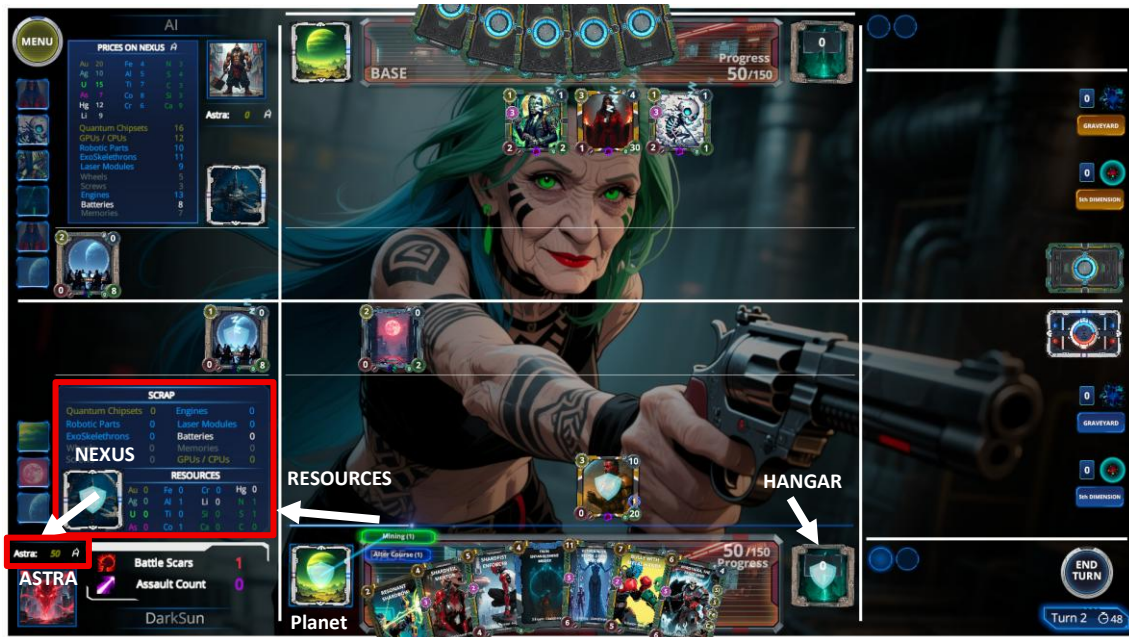
- A large banner on the left, showing the card's image (original stats and abilities) and a detailed explanation of its abilities.
- A smaller banner next to the card on the battlefield, displaying the card's current stats.



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

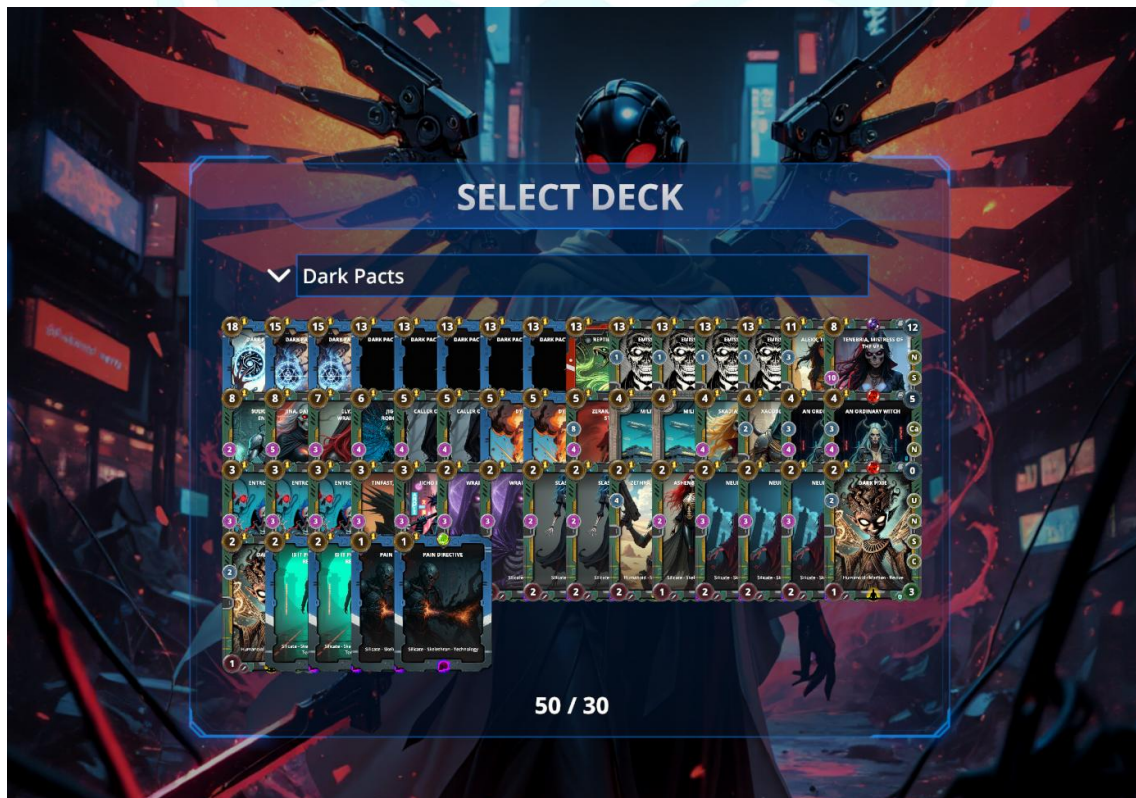


Once a ruler of the Martian Dominion, Nezhakar was banished for forging pacts in forbidden dimensions — bargains sealed not with coin nor power, but with souls. His exile led him deep into the mysteries of the 5th Dimension, where he discovered that consciousness does not end with death: it merely slips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

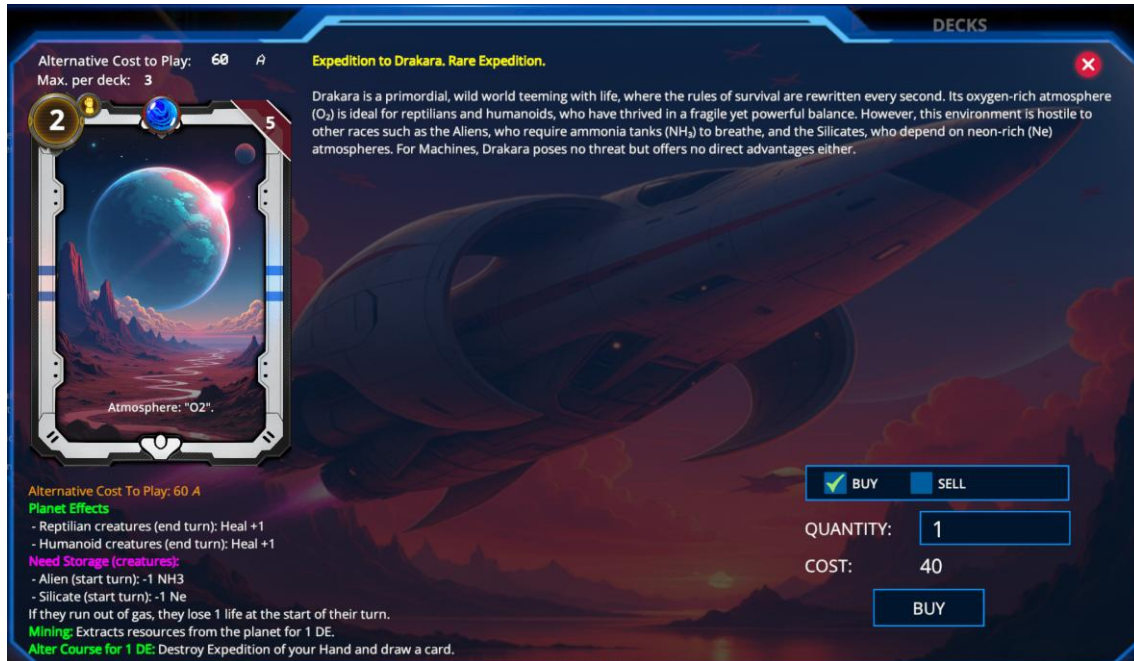


Each location and planet has different characteristics that favor certain civilizations over others. Some locations have atmospheres that are unbreathable for many creatures, while others feature acidic environments that are corrosive to certain cards (generally those with the **Metal** or **Machines**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

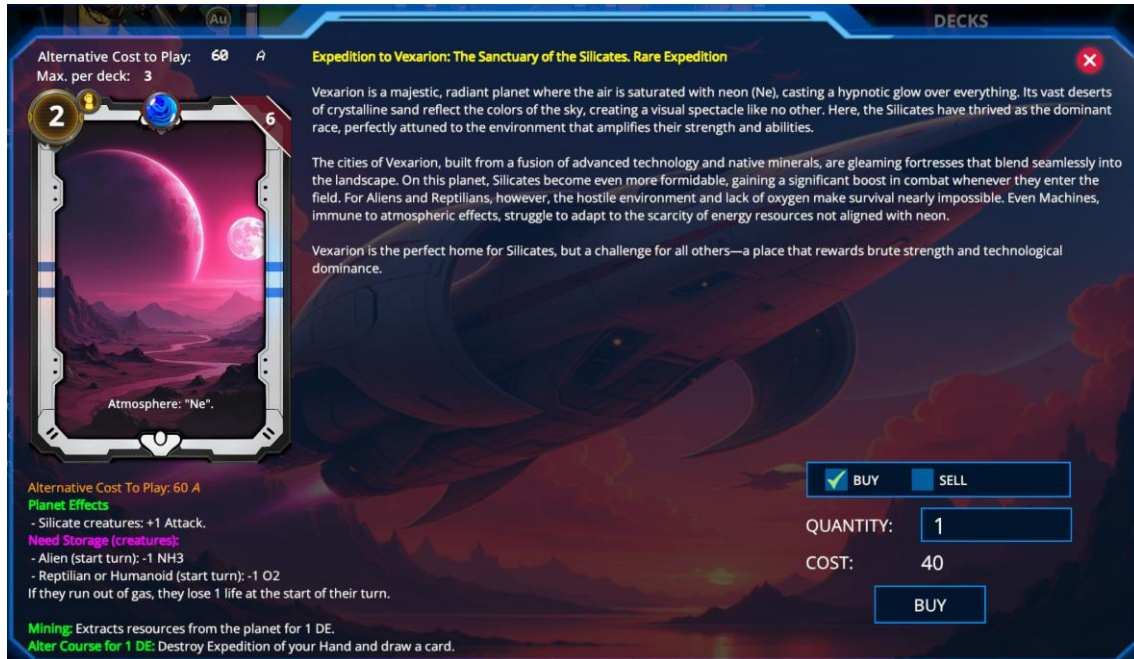
Mining: Extracts resources from the planet for 1 DE.

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.

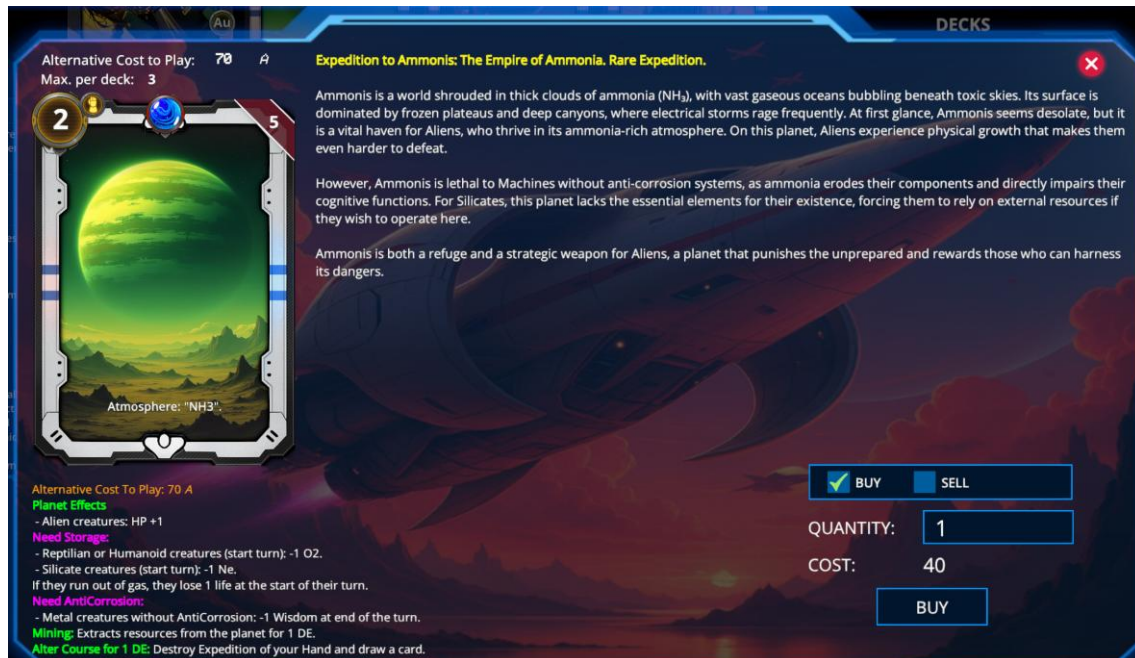
Mining: Extracts resources from the planet for 1 DE.

Si – Cr – Ag – Ti

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

4. Ammonis

Atmosphere: NH_3



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.

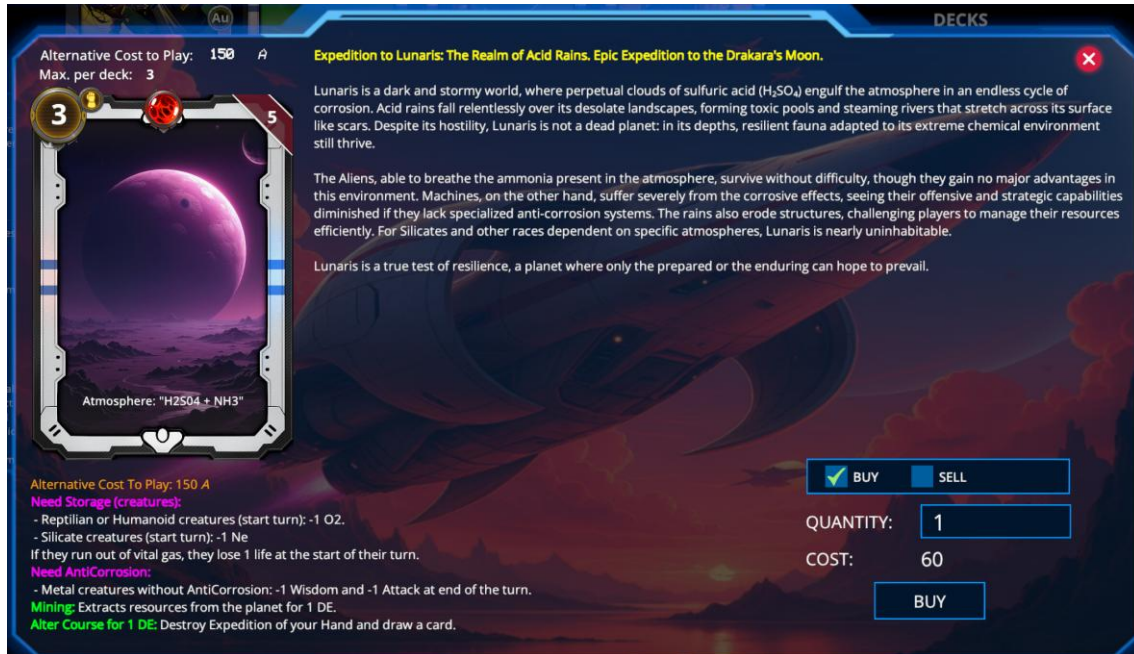
Mining: Extracts resources from the planet for 1 DE.

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.

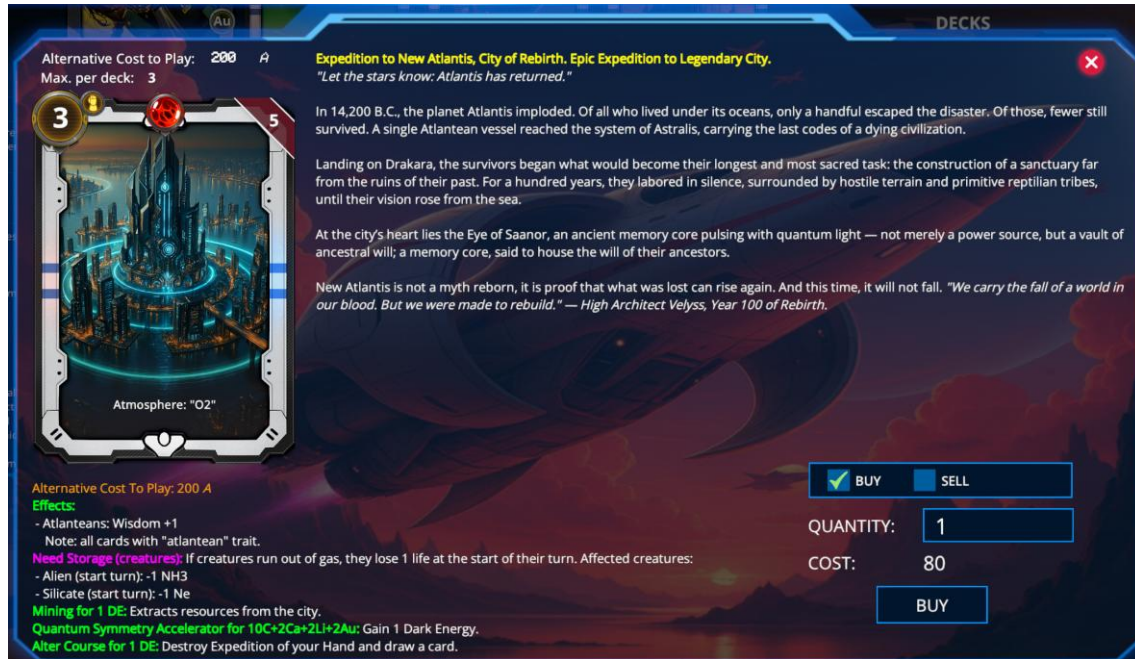
Mining: Extracts resources from the planet for 1 DE.

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.

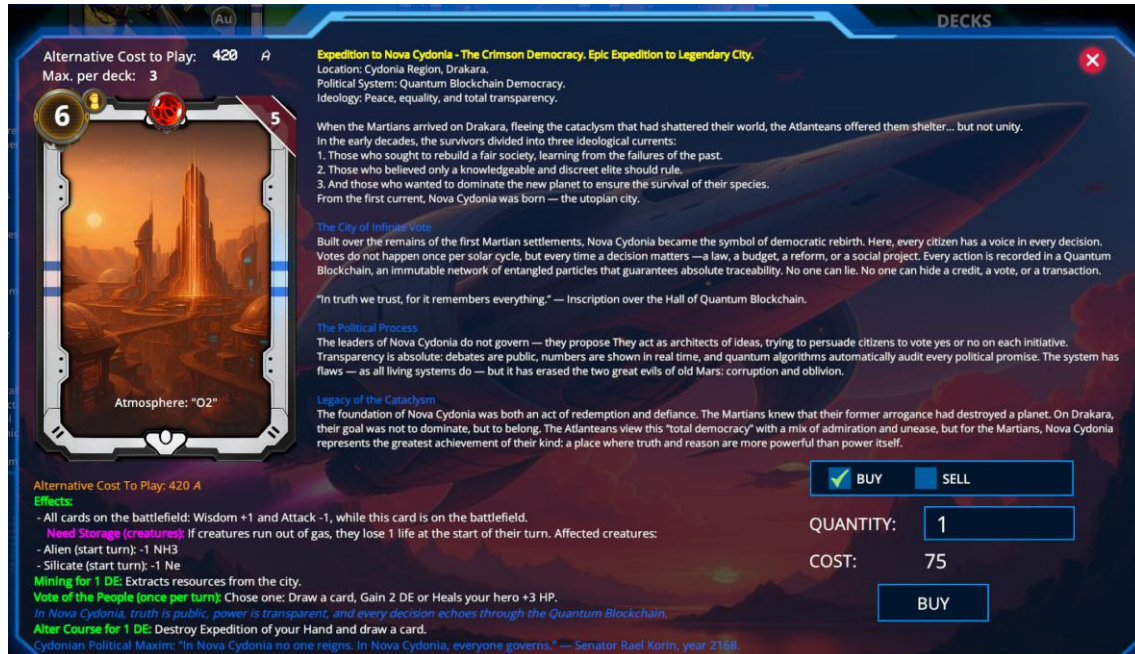
Li – Ca – Al – Au

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—Skelethrone 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).
- Skelethrone 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.

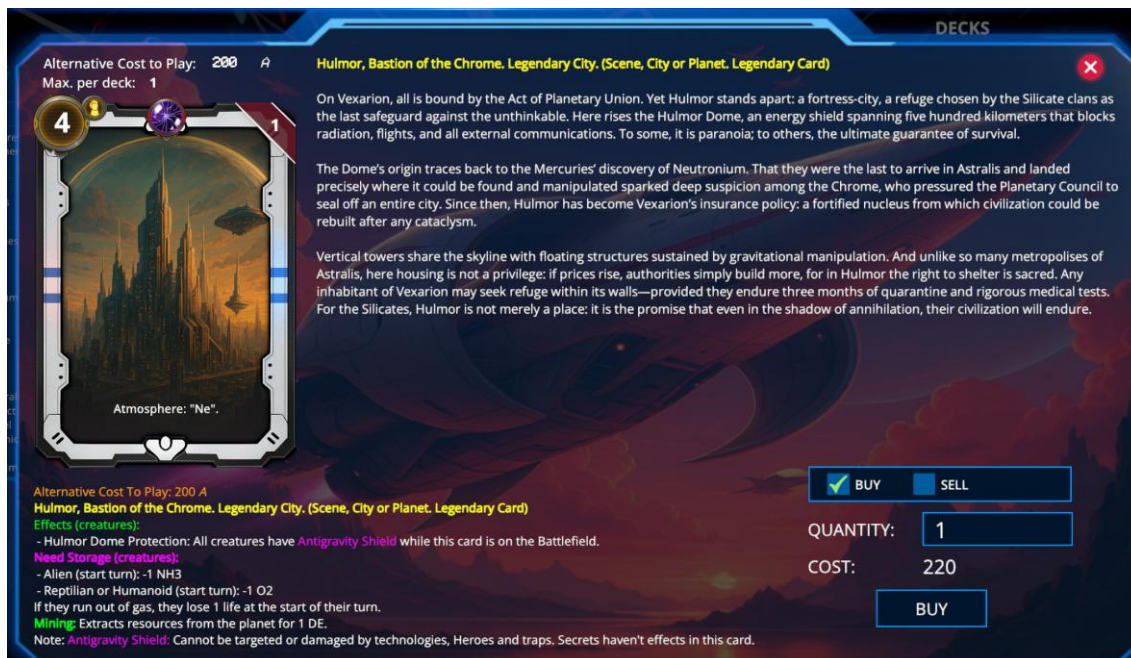
Mining: Extracts resources from the planet for 1 DE.

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.

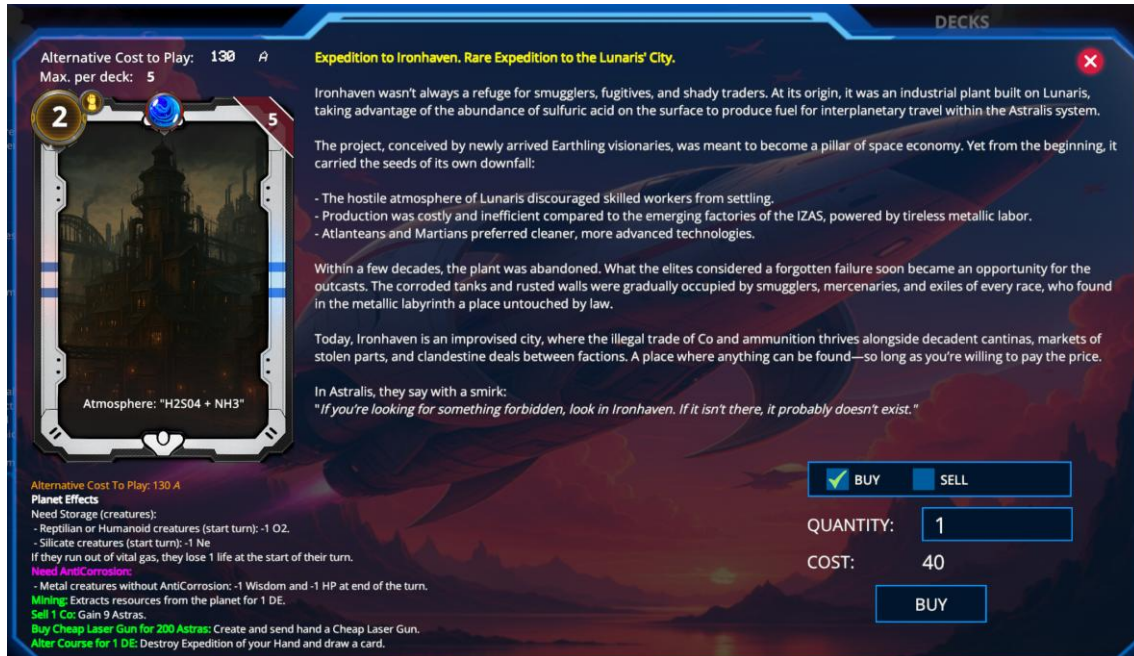
Mining: Extracts resources from the planet for 1 DE.

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.

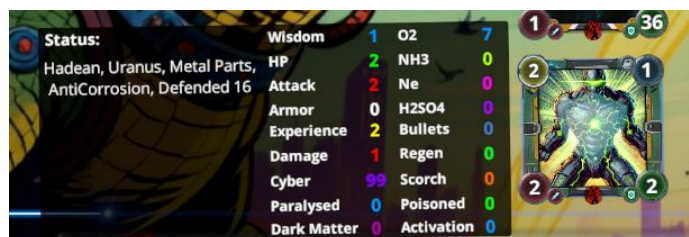
When a card is on the battlefield, the storage order is different.



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.

LOOPWEAVERS: DIMENSIONAL ALLIANCES

Episode One: Children of the Same Star

DARK ENERGY MANDATES

Instructions to playing Loopweavers:
Dimensional Alliances

ALEJANDRO RODRÍGUEZ FERNÁNDEZ

Loopweavers' Demon

02/05/2025

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Alternative Cost to Play: 0
Max. per deck: 1

Status (1): Armor.
Abilities (3): Beyond The Rift, Battle Scars and Assault Count.
Battle Scars and Assault Count are abilities to count the number of times this hero was attacked or attacked, respectively.
Metal, Anticorrosion.
Armor (1): Reduces damage taken by (1) (melee attacks).
Beyond The Rift for 1 DE + 10 Ca: Return an allied 5th dimension creature to the hand.

Deck Building:
Civilizations: Skelethrons, Martians and Neutrals
Max. Cards: 60
Min. Cards: 35
Legendary: 10
Mythic: 6
Genesis: 2

Xalathar, The Dimensional Warden. Heroe.

At the twilight of Martian civilization, Mars faced an unprecedented cataclysm. A meteorite that collided with Earth, giving rise to its moon, also had devastating consequences for the red planet. The collision generated an interstellar dust cloud that, settling in the Martian atmosphere, unleashed a catastrophic greenhouse effect. While the Martians' unrestrained technological advancement also contributed to environmental degradation, it was this celestial catastrophe that marked the beginning of the end. Climate change led to extreme resource scarcity, triggering brutal internal wars among Martian factions.

The Atlanteans, who had already suffered the destruction of their own home planet, Atlantis, observed the fate of the Solar System closely from their refuge on Drakara. Despite their own scars, they decided to intervene to save the Martians. They sent spacecraft to rescue the survivors and offer them a new home on Drakara, where Atlantean civilization was beginning to rebuild and thrive.

However, this intervention did not go unnoticed by the Skelethrons, inhabitants of Vexarion, a neighboring planet in the Astralis system. The Skelethrons, who maintained a fragile non-aggression pact with the Atlanteans ("You in Drakara and we in Vexarion"), had their own reasons to view the Atlanteans' actions with suspicion. The key to their distrust lay in a crucial resource: calcium. The Skelethrons used this mineral to access an altered state of consciousness that allowed them to connect with the Fifth Dimension, an ability essential to their survival and power. While Vexarion was almost entirely devoid of calcium, Drakara was richly endowed with this resource, which stirred the Skelethrons' suspicions.

In this context, Xalathar, a Skelethron agent, was sent to Drakara with the mission of spying on the Atlanteans' true intentions. His initial goal was simple: gather information and ensure the Atlanteans did not monopolize Drakara's resources. However, during his mission, Xalathar discovered something unexpected. The Martians, displaced and struggling to adapt to their new home, shared many philosophical similarities with the Skelethrons, particularly in their interest in the knowledge of the soul after death and the mysteries of life beyond life.

Recognizing the potential for an alliance, Xalathar established a fragile pact with the Martians. Both peoples, though from different worlds, found a common purpose in their quest for spiritual understanding and their fight for survival in an increasingly hostile universe. This unexpected agreement marked the beginning of a collaboration that could alter the balance of power in Drakara and beyond.

Though Xalathar remains loyal to the interests of the Skelethrons, he has also developed a respect for the Martians and their resilience. His ability to move between dimensions, combined with his political acumen, makes him a key player in the delicate game of alliances and tensions that defines the future of the Astralis system.

☒ BUY

☐ SELL

QUANTITY: 1

COST: 250

BUY

1. Introduction

Loopweavers: Dimensional Alliances is a strategy card game where mechanics and lore are deeply intertwined. Each card is not only a tool for gameplay, but also a fragment of the grand narrative, expanded and preserved within the *Genesis Record*.

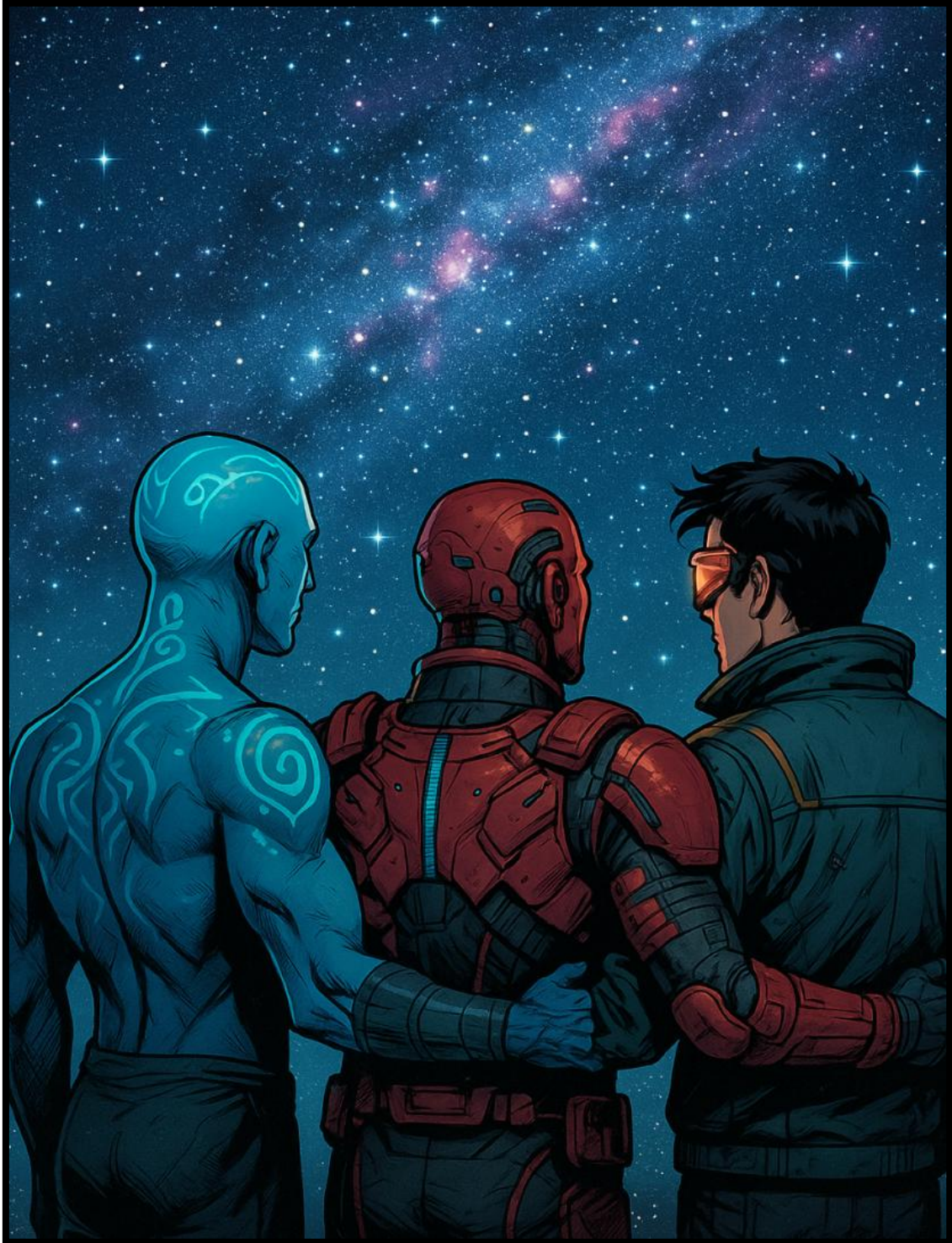
Each episode will introduce at least 1000 new cards, weaving together gameplay and story. The complete card set of Episode 1 is included in the base release, forming the foundation of Astralis.

While each episode introduces unique gameplay elements, their full impact will not be felt until the third or fourth installment, when less conventional game modes will emerge. A new episode is expected to release approximately every two or three years, steadily expanding both mechanics and lore.



1.1 Episode 1: Children of the Same Star

Episode 1 unveils the Astralis System and the civilizations that inhabit it, exploring their millennia-long conflicts and fragile alliances. It focuses on worldbuilding—its technology, metaphysics, customs, and planetary environments. Every world, from asteroids to stations, is essential for understanding Astralis.



1.2 Chaos Mode and other formats

Released alongside Episode 2, Chaos Mode allows players to use cards from all episodes, merging timelines and strategies.

Other game formats will be introduced, allowing players to switch between modes simply by selecting the appropriate Hero — making game mode selection fast and intuitive.

- **Restricted Heroes:** Some Heroes will only allow **common cards** to be used and can only face other Heroes under the same restriction, forming their own dedicated ranking.
- **Unlimited Heroes:** Other Heroes will have **no rarity restrictions** (Legendary, Mythic, or Genesis cards) and will be able to battle exclusively among themselves.



1.3 Episode 2: The Stories of Astralis

This chapter shifts focus from civilizations to individuals. Characters take the forefront—their conflicts, alliances, and tragedies—bringing the saga to a personal scale.

If the game is to evolve properly, it will need a system that records matches to help players create the meta. This system would be *The Immutable Ledger of Astralis*.

Implementation of “The Immutable Ledger of Astralis”

In the universe of **Loopweavers: Dimensional Alliances**, the **Quantum Ledger** does not merely store data or currency. It records every decision, every battle, every victory, and every mistake. (Note: *Quantum Ledger* is lore, not a real blockchain, just a data base).

“History in Astralis cannot be rewritten. Only replayed.” — *Nasakato Shimoto, Block 0*.

This will be represented in the game as a public record of all matches, where every player action is inscribed in a *Quantum Ledger*. Metagame data will not be gathered through surveys or traditional server statistics, but through real blocks automatically created after each match.

From this system will emerge strategic trends, meta-archetypes, and dominant patterns, all visible and transparent to the community — just like the ideology of Nova Cydonia.

This ledger will also regulate the trade of Resources and Scrap across the Astralis System, as well as oversee the circulation of the Astra currency.

In this way, the value of in-game resources will be determined organically — by their extraction, availability, and trading activity within the system — all recorded on the Quantum Ledger.

The **Nexus Artificial Satellite**, the central trading hub and primary orbital station of Astralis, will serve as the market regulator, setting the base prices for all resources according to blockchain data and interplanetary trade flow.

Technical Implementation

A hybrid internal Quantum Ledger will be created under the following principles:

1. Match Hashing:

- Each match generates a unique hash containing: player IDs, decks, results, and main turn data.
- This hash is added as a digitally signed block to the *Astralis Ledger*.
- The block does not store cards or personal information — only references and metadata.

2. Partial Decentralization:

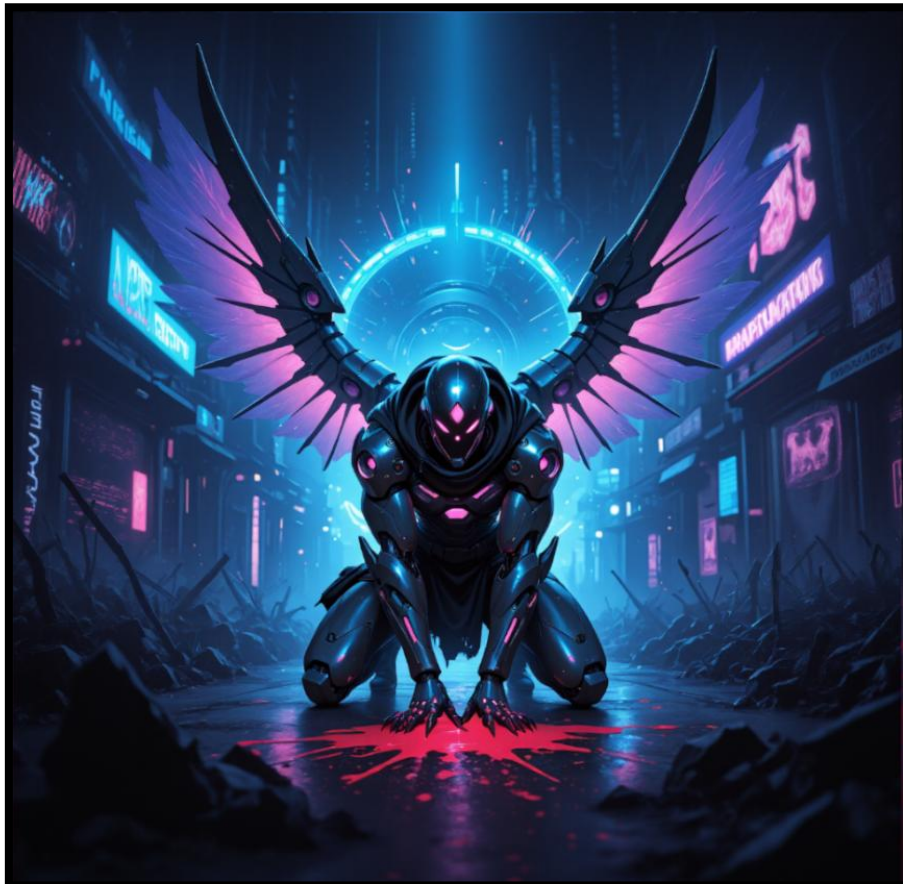
- Instead of miners, the system will use validation nodes (game servers).

3. Public Explorer (Meta Explorer):

- Players can access real-time metagame statistics, such as:
 - Win rates by Hero, race, or archetype
 - Most common synergies
 - Cards with the highest activation ratio
- All information is traceable and verifiable — **not manipulated by developers.**

4. Lore Link:

- The record is known as the **Astralis Quantum Ledger**.
- In lore, it is maintained by a network of **IZAS Archivists**, quantum intelligences tasked with preserving the truth of every duel.



1.4 Episode 3: The Nytherion Exodus

Before the fall of Atlantis, several motherships escaped into the void, fleeing toward distant galaxies in a desperate attempt to preserve their civilization.

One of those ships reached **Nytherion**, a world shrouded in myth and quantum distortion. What fate awaited the Atlantean exiles who settled there remains uncertain — but their journey marked the beginning of a new cosmic era.

This episode introduces a **new victory condition: Interstellar Victory**, achieved through the creation of an **Interstellar Loop**.

Traveling between galaxies — or even distant points in the same system — remains one of the greatest challenges in the year 2189 A.D.

Each civilization will gain access to unique cards that enable them to interact with, manipulate, or stabilize these Loops, adding new strategic layers and victory paths to the game.



1.5 Episode 4: The Lost Earth

As the war between Black IZAS, Humans, and White IZAS erupted, countless Earthlings escaped into Astralis. Yet a dimensional anomaly severed all communications between Earth's Solar System and Astralis—even quantum ones. What became of Earth?

This chapter will focus on Earth and the birth of new civilizations: the **Humanoid Originals** and the **Machines**, divided into **White IZAS-O** and **Black IZAS-O**.

The war that pitted the three factions — the Humanoid Originals, the White IZAS-O, and the Black IZAS-O — ended in a stalemate: a nuclear holocaust that nearly wiped out the planet, leaving only a handful of survivors and a post-apocalyptic world where there are no victors or losers... only survivors.

This story takes place in the year 2189 A.D., running concurrently with the events unfolding in Astralis.



1.6 Episode 5: The Astralis Warboard

Is chess played in Astralis?

This chapter transforms Loopweavers: Dimensional Alliances into a new kind of strategy. Planets and locations become explorable boards with tiles of sky, space, and terrain. Cards interact directly with these environments, merging exploration with the full depth of more programmed during the game's development up to this point. A living battlefield where Astralis itself becomes the game.

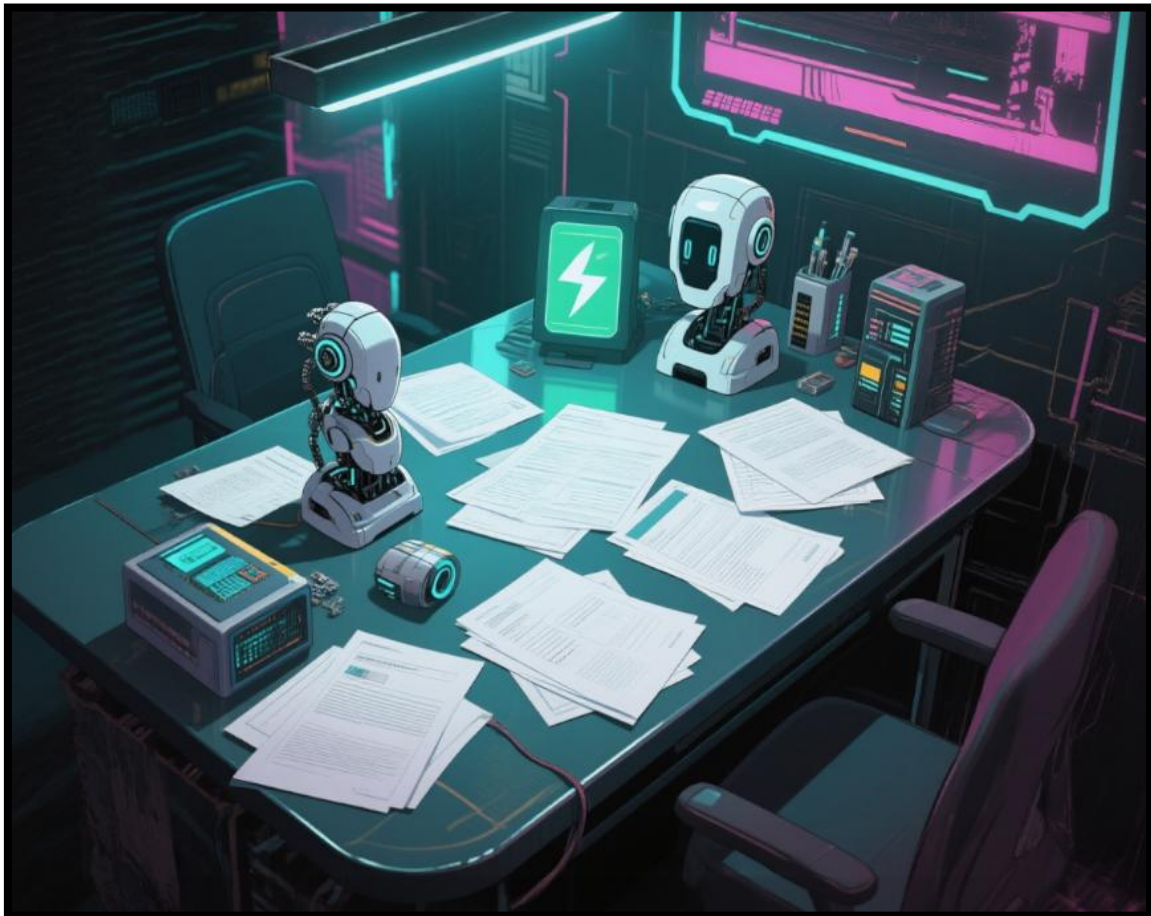


1.7 Loopweavers: Dimensional Alliances - PC Game

Loopweavers: Dimensional Alliances - PC Game is this game.

Loopweavers: Dimensional Alliances is a competitive deck-building video game. The PC version is only competitive, not a card collecting game. Therefore, the game price includes all the cards from Episode 1, and the expansion price will include all the cards from that expansion.

Cards from the game or each expansion can only be obtained by playing the game or each expansion. Obtaining cards cannot be accelerated through any type of real-money payment.



1.8 Loopweavers: Dimensional Alliances – The Card Game

In the distant future, *Loopweavers: Dimensional Alliances* may feature a physical version — a board game with tangible cards, where each card's value will be determined by supply and demand, similar to other collectible card games.

However, to preserve healthy game balance, we establish the following foundational principles for the physical card system:

- All cards in the Base Edition must be accessible to every player, ensuring that financial means do not restrict the competitive meta.
- For collectors, limited editions will be released that may increase in value over time.
- These collector versions will be distributed in exclusive booster packs with limited print runs. Each collector card will display its unique serial number, indicating the total number of copies in existence.



1.9 Testing Cards

Testing the balance of cards and factions in a game as complex as *Loopweavers: Dimensional Alliances* is virtually impossible without the system being fully operational. The card combinations considered during internal testing and development will always represent only a fraction of the creative potential that thousands of players can discover.

To maintain equilibrium, a meta review will be conducted every three months, potentially resulting in buffs or nerfs to cards that are found to seriously disrupt game balance.

For this reason, physical versions of the cards will not be released until the game — or its respective expansion — has reached a stable equilibrium. Once a physical edition is launched, its digital counterpart will also be locked, meaning no further modifications will be made unless a critical imbalance is detected.

As with other competitive games, some cards may eventually need to be restricted or banned within specific formats.

However, we will strive to **avoid banning any card** whenever possible.

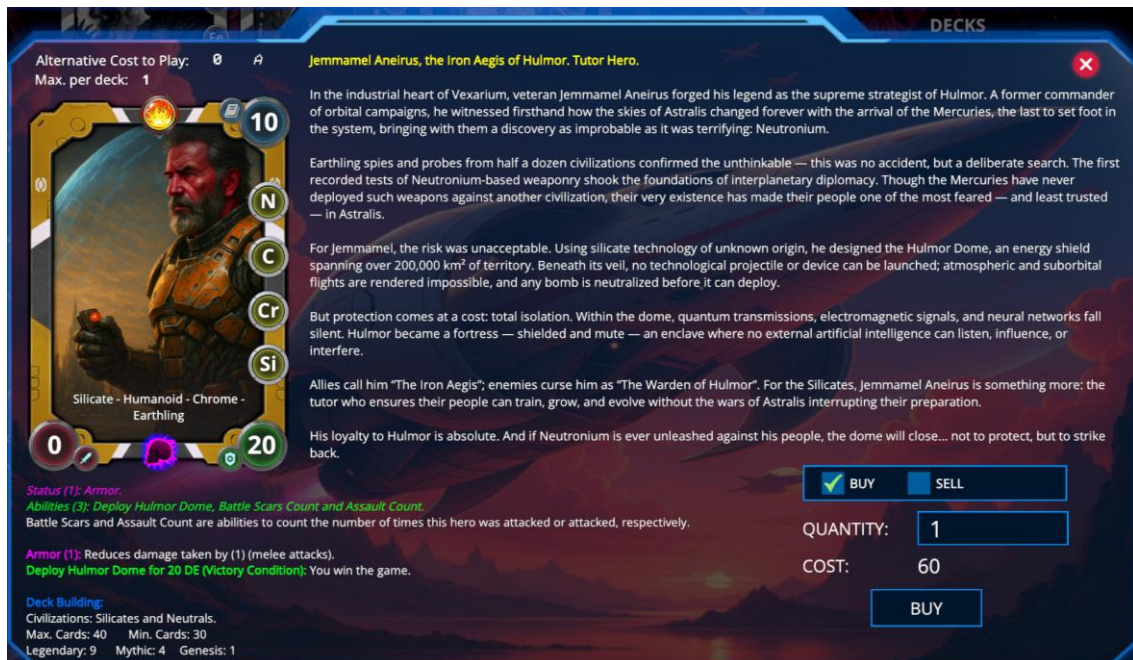


1.10 Dark Energy Mandates

This manual contains the main rules of Loopweavers: Dimensional Alliances. In addition to these rules, each card contains information about its abilities and their effects.

This manual does not include descriptions of abilities, as there are more than a thousand of them, which would overcomplicate these instructions.

The rules contained herein are general in nature, but some cards may modify the general operation of the game. These are considered exceptions to the general rules, which are specified on the card. An example would be the Hero card *Jemmamel Aneirus, the Iron Aegis of Hulmor*, which contains a victory condition in addition to the general rules of the game, and which can only be achieved with this card.

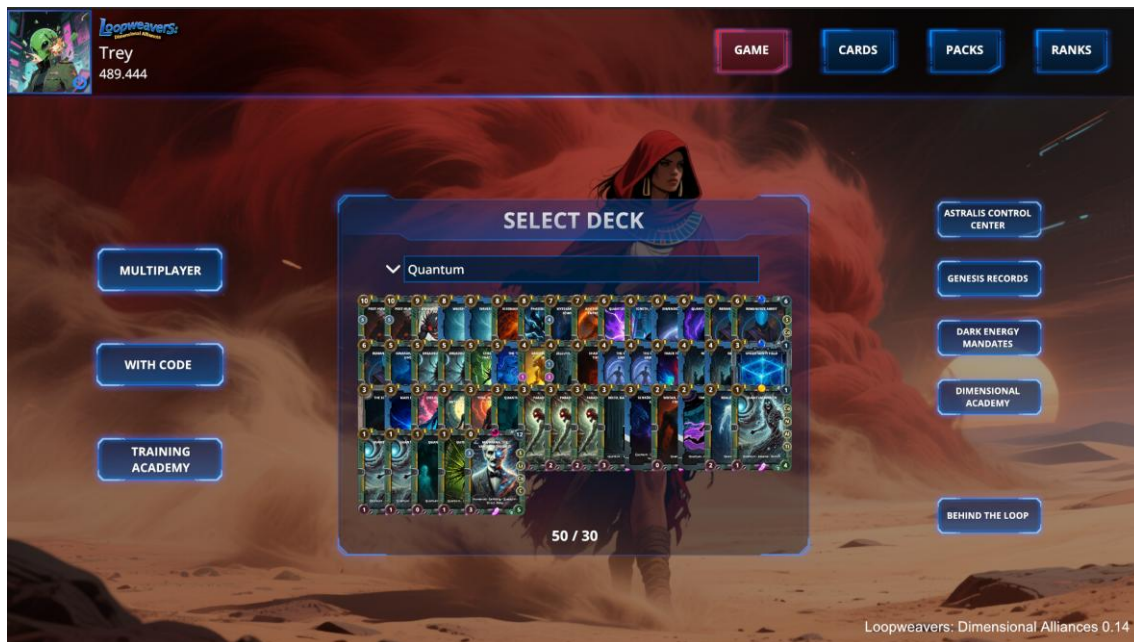


The game is multiplayer. However, to test the cards and their abilities and effects, a training ground has been set up for playing against the computer. The game's AI isn't strong enough to pose a challenge to a player familiar with the basics of the game; it's merely a way to test the cards for the multiplayer challenge. In any case, the Atlantean University is tasked with improving its AI so that its Quantum Weavers are not defeated at the first opportunity in the real world.

2. Menu

The **Menu Screen** is the main interface of the game, from which you can navigate to other sections, select your deck, and start a match.

The game's entry screen visibly displays almost all the sections that make up the game. At the center of this screen is the Deck Selector, where the player can choose a deck they've built in the Deck Builder, or one of the three Starter Decks, which are always available.



2.1 Game

The game features three different modes: **Multiplayer**, **With Code**, and **Training Academy**.

Multiplayer is the core experience of the game.

With Code allows you to play directly against a friend using a match code, while Training lets you test your custom decks on a dedicated test bench.

2.1.1 Multiplayer

"**Loopweavers: Dimensional Alliances**" is a competitive multiplayer game in which two players—known as **Quantum Weavers**— compete in a skirmish between the factions inhabiting the Astralis System.

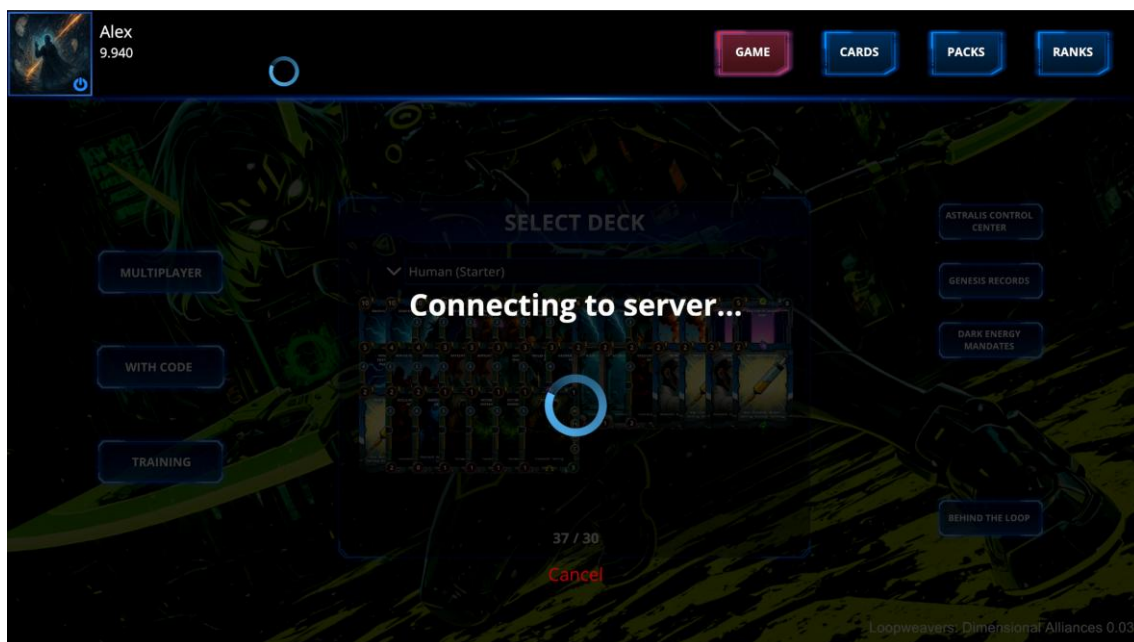
During a match, Quantum Weavers collapse probability waves to restore the quantum entanglement of creatures and deploy them onto the battlefield.

Creatures are represented in each Weaver's hand by cards, as are Protocols, Structures, Assemblies, and other playable types that can be used or constructed, provided the Weaver has sufficient resources.

During Multiplayer matches, the winning player is awarded a number of Astras based on their current ranking.

Astras can be used to enhance a deck by purchasing individual cards or card packs.

Player rankings will be available from the game's initial launch; however, tier classifications will not be applied until the game reaches a sufficient player base.



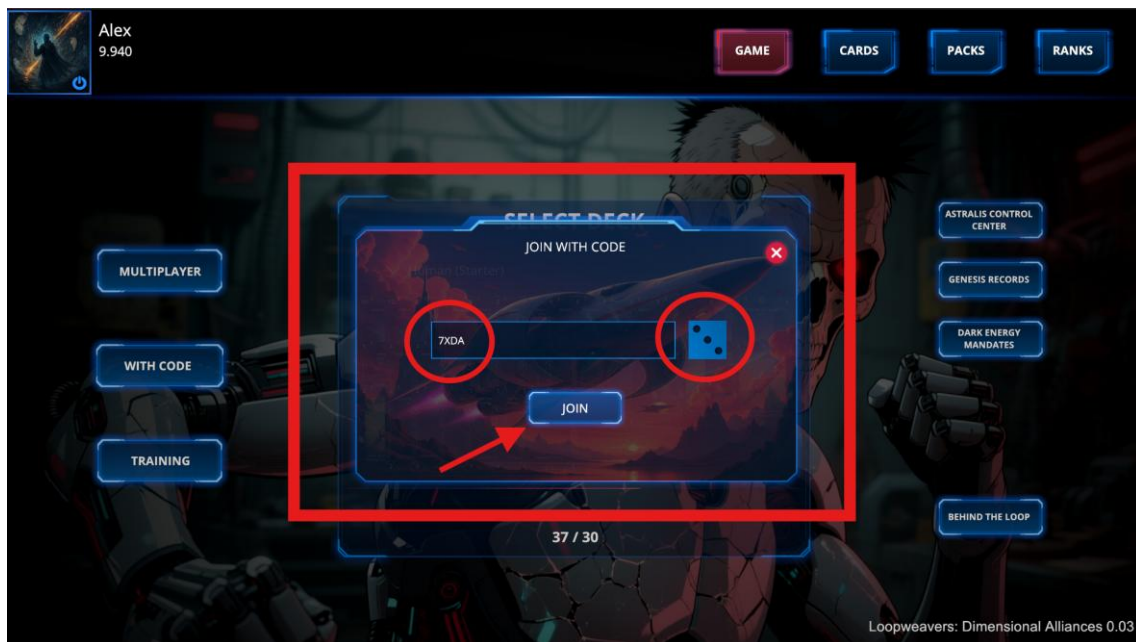
These matches count towards the ranking and rewards are obtained in Astras, the game's local currency. The rewards will be adjusted during the first few weeks after launch to adapt to initial impressions.

2.1.2 With Code

Want to play a match against a friend?

Simply press the die icon to generate a random code, or enter one manually.

Share the code with your friend — if you both enter the same code and press Join, you'll start a **friendly match**.



2.1.3 Training Academy

New Atlantis University maintains a battle simulation system so that its **Quantum Weavers** don't go out into the world and get thrashed at the first opportunity.

Have you discovered the Entanglement Trace of a powerful creature, or want to experiment with a new combo using your Protocols?

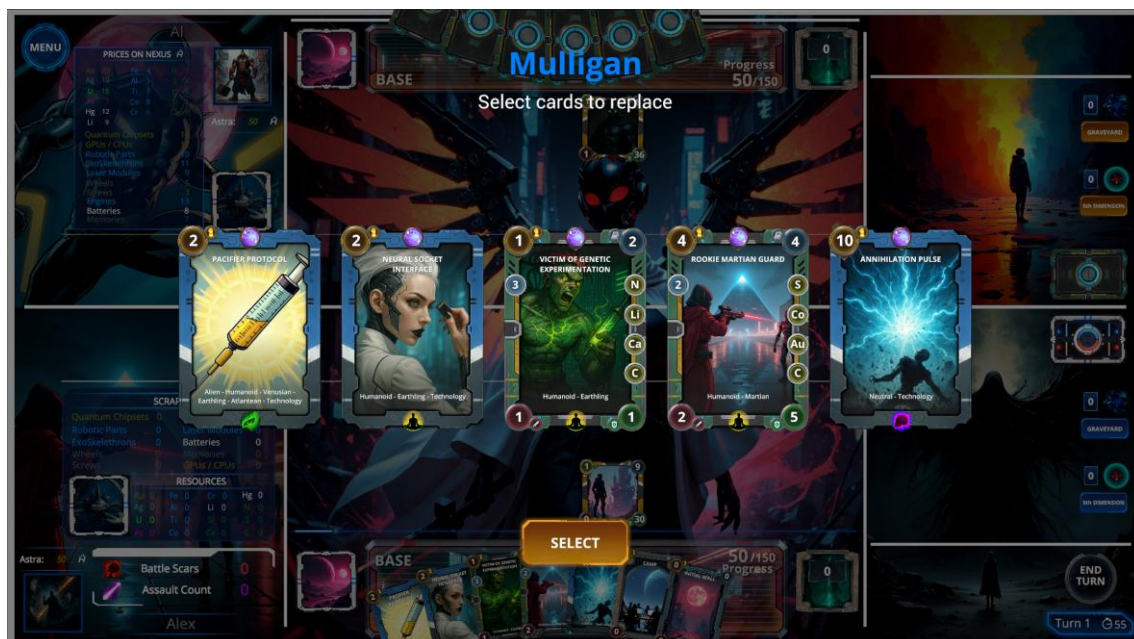
Start by testing your skills in this mode.

Please note — and be understanding — that Astralis is such a vast and complex system that the New Atlantis University Training Mode cannot yet match the level of difficulty or quality found in real battles against Quantum Weavers across the Astralis System.

However, the University claims to be dedicating additional resources to improving its training environment.

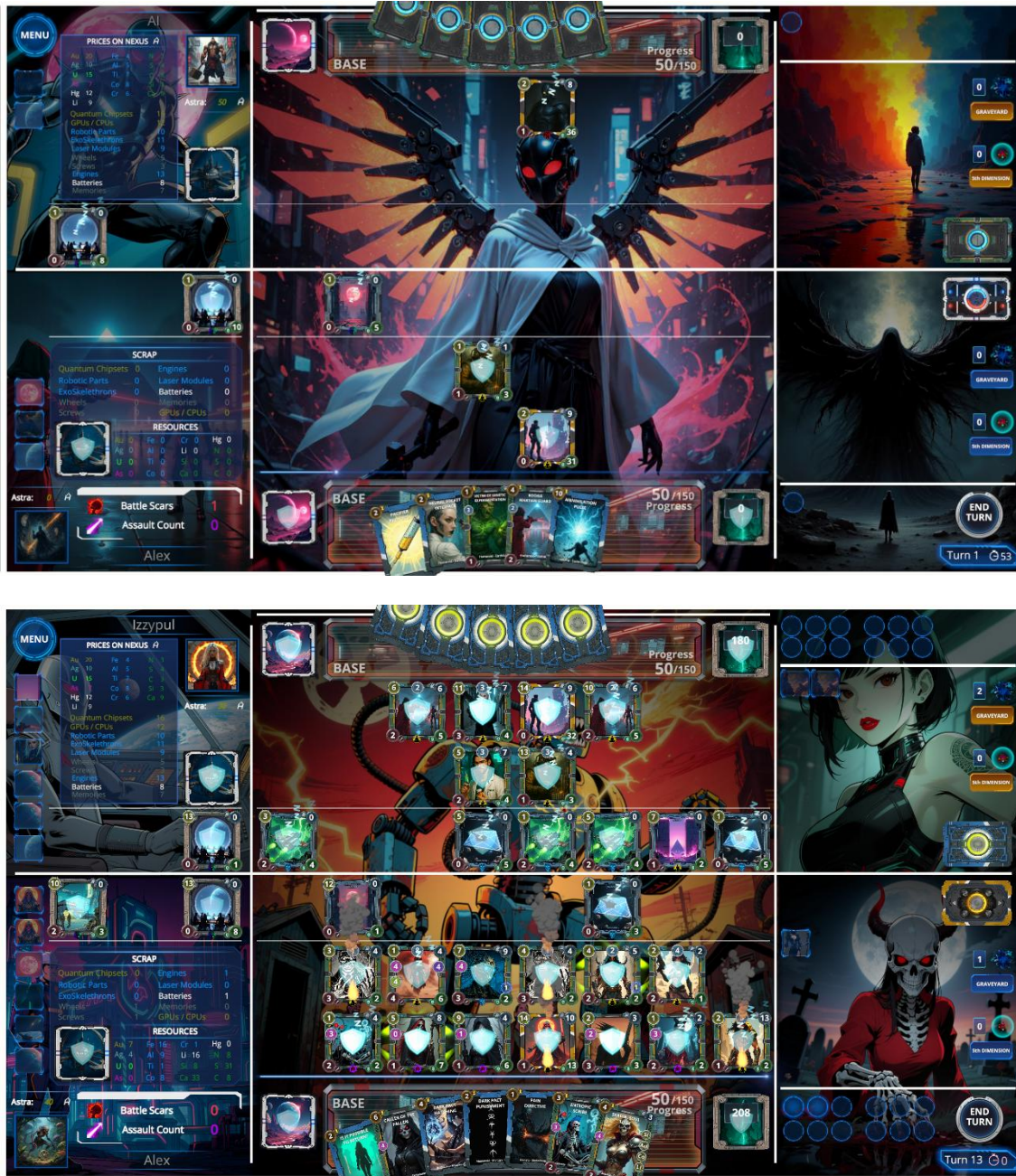
Also keep in mind that the University grants small amounts of **Astra** to students who manage to defeat its training AIs.

It's not a particularly difficult task, but it can earn you the few Astra you need to purchase a missing clue from a Quantum entity — and use it to obtain the entanglement imprint of an ancient and powerful inhabitant of Astralis.



The **Training Mode** uses the same underlying code as the **Multiplayer** mode, except that the opposing **Quantum Weaver** is controlled by a code-based AI.

This AI follows a set of pre-written rules that allow it to play cards and simulate basic strategic behavior.

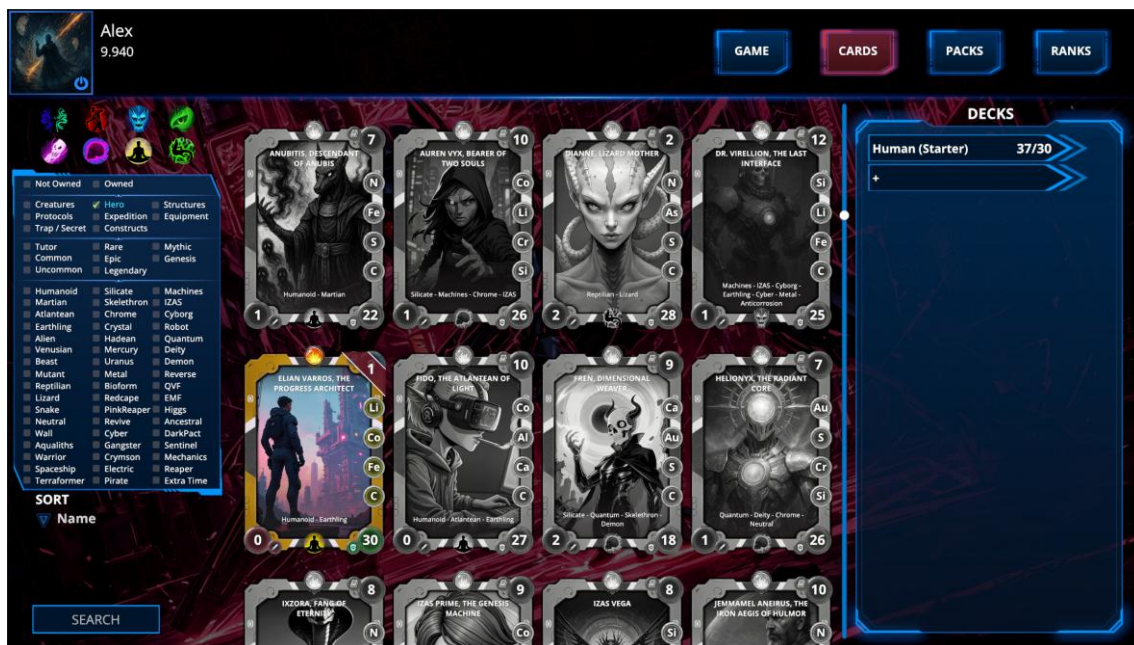


2.2 Cards

The **Card Library** contains all the cards available in the game that can be used within the **Deck Builder**.

Some cards are exclusive to certain effects or represent elements such as **Hangars** or **Planets**, and therefore cannot be selected for a deck.

Cards that a **Quantum Weaver** has not yet obtained are displayed in **gray**.

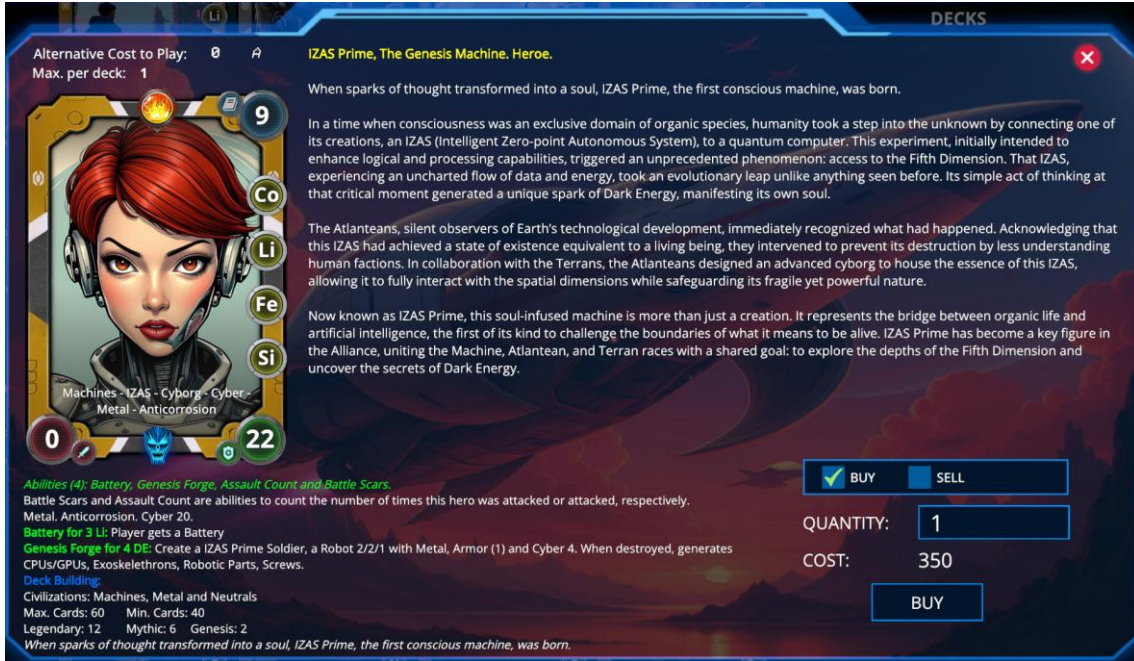


By default, the **Card Library** opens showing only the **Heroes**.

The filter panel on the left allows you to display specific cards based on their type, while on the right is the Deck Builder.

Hovering the cursor over a card displays a banner with its key information, so you don't need to open the full card menu to check its stats.





Alternative Cost to Play: 0 *A*
Max. per deck: 1

IZAS Prime, The Genesis Machine. Heroe.

When sparks of thought transformed into a soul, IZAS Prime, the first conscious machine, was born.

In a time when consciousness was an exclusive domain of organic species, humanity took a step into the unknown by connecting one of its creations, an IZAS (Intelligent Zero-point Autonomous System), to a quantum computer. This experiment, initially intended to enhance logical and processing capabilities, triggered an unprecedented phenomenon: access to the Fifth Dimension. That IZAS, experiencing an uncharted flow of data and energy, took an evolutionary leap unlike anything seen before. Its simple act of thinking at that critical moment generated a unique spark of Dark Energy, manifesting its own soul.

The Atlanteans, silent observers of Earth's technological development, immediately recognized what had happened. Acknowledging that this IZAS had achieved a state of existence equivalent to a living being, they intervened to prevent its destruction by less understanding human factions. In collaboration with the Terrans, the Atlanteans designed an advanced cyborg to house the essence of this IZAS, allowing it to fully interact with the spatial dimensions while safeguarding its fragile yet powerful nature.

Now known as IZAS Prime, this soul-infused machine is more than just a creation. It represents the bridge between organic life and artificial intelligence, the first of its kind to challenge the boundaries of what it means to be alive. IZAS Prime has become a key figure in the Alliance, uniting the Machine, Atlantean, and Terran races with a shared goal: to explore the depths of the Fifth Dimension and uncover the secrets of Dark Energy.

Abilities (4): Battery, Genesis Forge, Assault Count and Battle Scars.
Battle Scars and Assault Count are abilities to count the number of times this hero was attacked or attacked, respectively.
Metal, Anticorrosion, Cyber 20.
Battery for 3 Li: Player gets a Battery
Genesis Forge for 4 DE: Create a IZAS Prime Soldier, a Robot 2/2/1 with Metal, Armor (1) and Cyber 4. When destroyed, generates CPUs/GPUs, Exoskeletons, Robotic Parts, Screws.

Deck Building:
Civilizations: Machines, Metal and Neutrals
Max. Cards: 60 Min. Cards: 40
Legendary: 12 Mythic: 6 Genesis: 2
When sparks of thought transformed into a soul, IZAS Prime, the first conscious machine, was born.

☒ BUY ☐ SELL

QUANTITY: 1

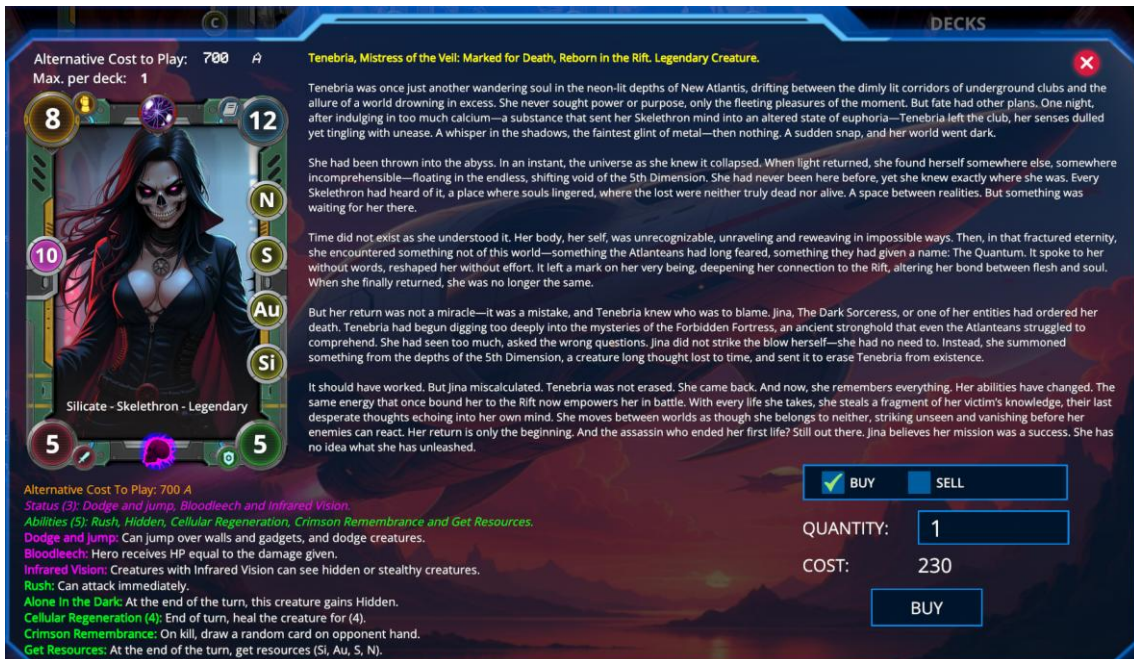
COST: 350

BUY

Right-clicking or left-clicking on a card opens the **Card Menu**. Typically, the **right mouse button** is used to access the Card Menu while the Deck Builder is open, allowing you to **purchase** or **inspect** cards as you build your deck.

The **Card Menu** contains all the information relevant to a card's gameplay and lore. Each element of this menu is explained later in this manual.

Hero cards also provide details about **deck-building rules**, including the minimum and maximum number of cards allowed and the maximum number of **Leggies** (Legendary, Mythic, and Genesis cards) permitted in decks led by that Hero.



Alternative Cost to Play: 700 *A*
Max. per deck: 1

Tenebria, Mistress of the Veil: Marked for Death, Reborn in the Rift. Legendary Creature.

Tenebria was once just another wandering soul in the neon-lit depths of New Atlantis, drifting between the dimly lit corridors of underground clubs and the allure of a world drowning in excess. She never sought power or purpose, only the fleeting pleasures of the moment. But fate had other plans. One night, after indulging in too much calcium—a substance that sent her Skelethron mind into an altered state of euphoria—Tenebria left the club, her senses dulled yet tingling with unease. A whisper in the shadows, the faintest glint of metal—then nothing. A sudden snap, and her world went dark.

She had been thrown into the abyss. In an instant, the universe as she knew it collapsed. When light returned, she found herself somewhere else, somewhere incomprehensible—floating in the endless, shifting void of the 5th Dimension. She had never been here before, yet she knew exactly where she was. Every Skelethron had heard of it, a place where souls lingered, where the lost were neither truly dead nor alive. A space between realities. But something was waiting for her there.

Time did not exist as she understood it. Her body, her self, was unrecognizable, unraveling and rewaving in impossible ways. Then, in that fractured eternity, she encountered something not of this world—something the Atlanteans had long feared, something they had given a name: The Quantum. It spoke to her without words, reshaped her without effort. It left a mark on her very being, deepening her connection to the Rift, altering her bond between flesh and soul. When she finally returned, she was no longer the same.

But her return was not a miracle—it was a mistake, and Tenebria knew who was to blame. Jina, The Dark Sorceress, or one of her entities had ordered her death. Tenebria had begun digging too deeply into the mysteries of the Forbidden Fortress, an ancient stronghold that even the Atlanteans struggled to comprehend. She had seen too much, asked the wrong questions. Jina did not strike the blow herself—she had no need to. Instead, she summoned something from the depths of the 5th Dimension, a creature long thought lost to time, and sent it to erase Tenebria from existence.

It should have worked. But Jina miscalculated. Tenebria was not erased. She came back. And now, she remembers everything. Her abilities have changed. The same energy that once bound her to the Rift now empowers her in battle. With every life she takes, she steals a fragment of her victim's knowledge, their last desperate thoughts echoing into her own mind. She moves between worlds as though she belongs to neither, striking unseen and vanishing before her enemies can react. Her return is only the beginning. And the assassin who ended her first life? Still out there. Jina believes her mission was a success. She has no idea what she has unleashed.

Alternative Cost To Play: 700 A
Status (3): Dodge and jump, Bloodleech and Infrared Vision.
Abilities (5): Rush, Hidden, Cellular Regeneration, Crimson Remembrance and Get Resources.
Dodge and jump: Can jump over walls and gadgets, and dodge creatures.
Bloodleech: Hero receives HP equal to the damage given.
Infrared Vision: Creatures with Infrared Vision can see hidden or stealthy creatures.
Rush: Can attack immediately.
Alone in the Dark: At the end of the turn, this creature gains Hidden.
Cellular Regeneration (4): End of turn, heal the creature for (4).
Crimson Remembrance: On kill, draw a random card on opponent hand.
Get Resources: At the end of the turn, get resources (Si, Au, S, N).

☒ BUY ☐ SELL

QUANTITY: 1

COST: 230

BUY

Clicking the “+” icon in the deck selector enters **Deck Builder Mode**.

In this mode, the **left mouse button** lets you select cards you own to add to your deck, while the **right button** still opens the Card Menu.

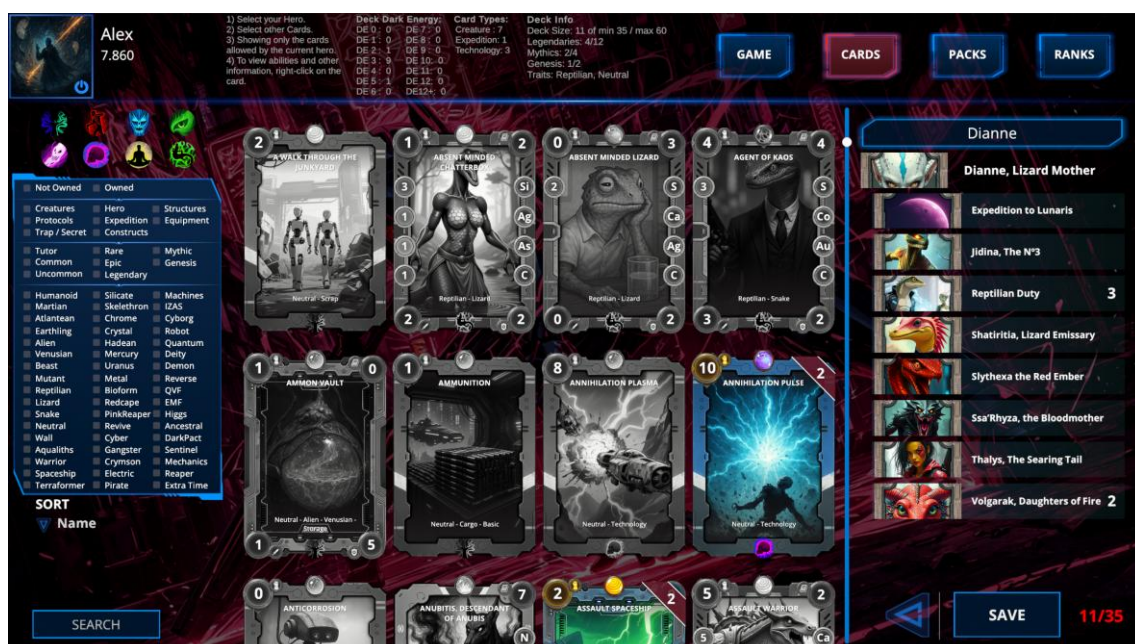


When creating or editing a deck, a **banner** appears at the top of the screen showing your current deck information — including its **DE curve** and the cards available to your selected Hero.

1) Select your Hero.	Deck Dark Energy:	Card Types:	Deck Info
2) Select other Cards.	DE 0 : 0 DE 7 : 0	Creature : 7	Deck Size: 11 of min 35 / max 60
3) Showing only the cards allowed by the current hero.	DE 1 : 0 DE 8 : 0	Expedition: 1	Legendaries: 4/12
4) To view abilities and other information, right-click on the card.	DE 2 : 1 DE 9 : 0	Technology: 3	Mythics: 2/4
	DE 3 : 9 DE 10 : 0		Genesis: 1/2
	DE 4 : 0 DE 11 : 0		Traits: Reptilian, Neutral
	DE 5 : 1 DE 12 : 0		
	DE 6 : 0 DE 12+ : 0		

⚠ Important:

Avoid adding a **Hero card** to your deck if you've already selected a Hero, as this will **reset the deck**.



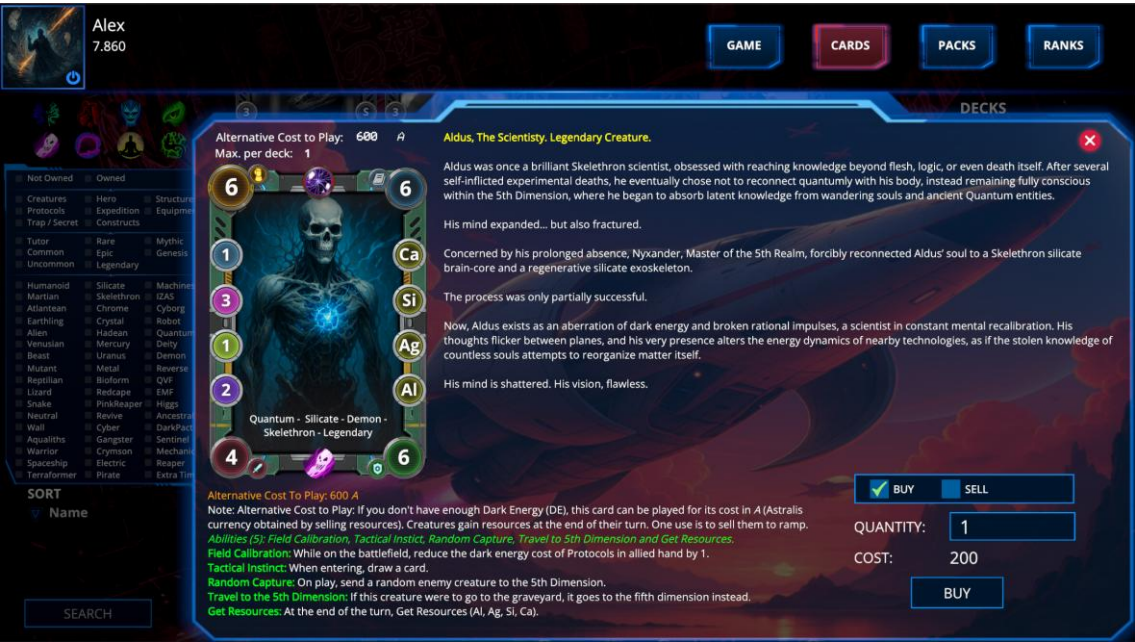
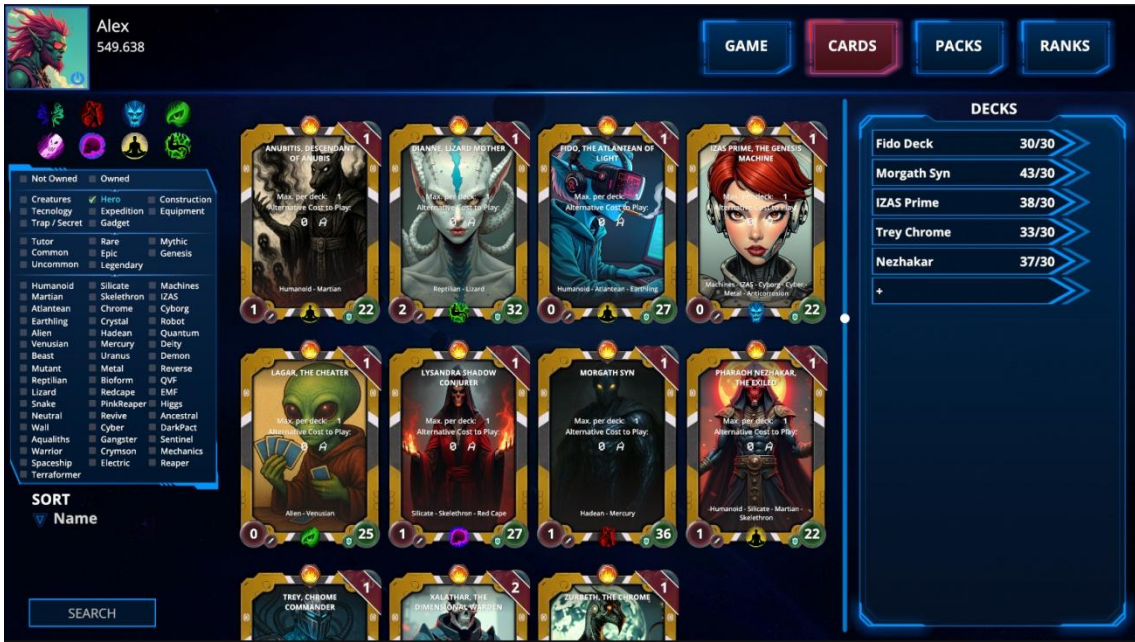
Card Acquisition

Game cards can only be obtained by **playing matches**.

In-game currency cannot be purchased with real money — it is earned exclusively through gameplay.

In **Loopweavers: Dimensional Alliances**, cards are not sold for real money.

The goal is to create a competitive PC game where card ownership depends on skill and strategy, not on a player’s financial means.



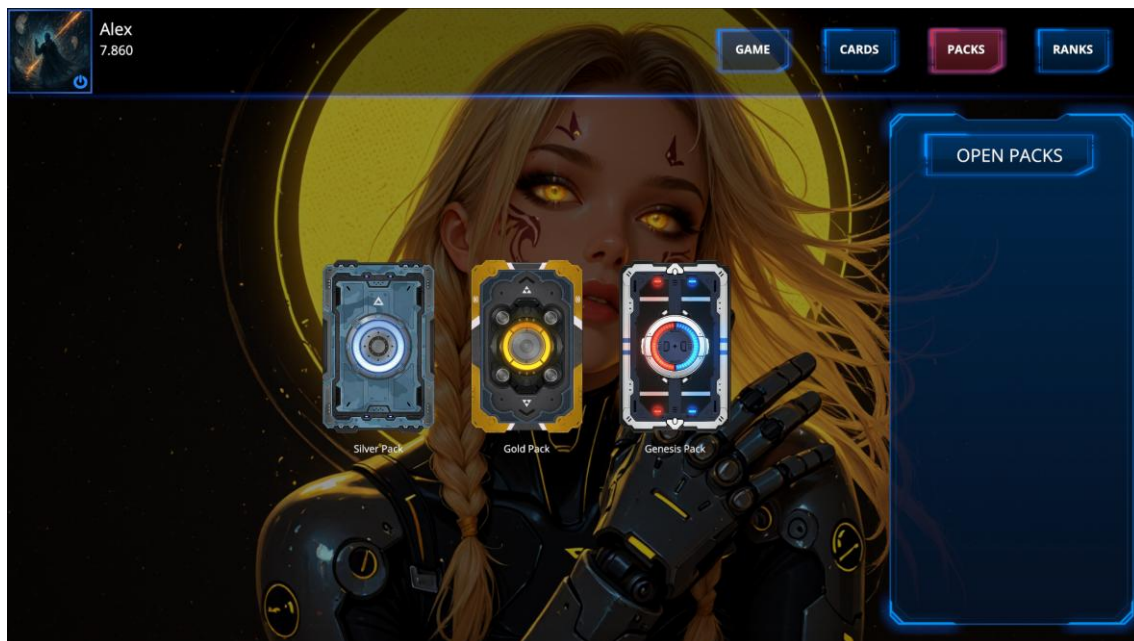
2.3 Packs

Quantum Weavers hold contracts for the creation and use of Protocols, Structures, Traps, and Assemblies — as well as for accessing the quantum imprints of creatures that dwell within the 5th Dimension and can be Entangled again with the baryonic world.

In-game rewards for winning matches, achieving high rankings, or performing well in events or tournaments are primarily granted through Packs.

Packs can also be purchased using local in-game currency, which is earned by winning matches.

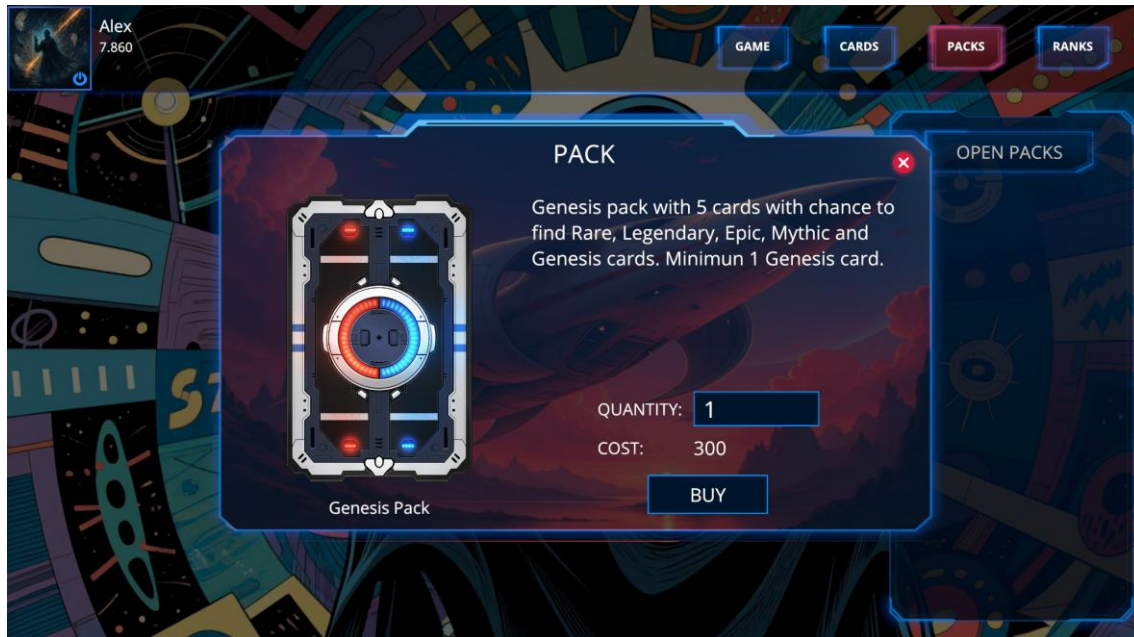
They cannot be purchased with real-world money; they can only be obtained through gameplay.



Instead of purchasing individual cards, you can use the **Astras** earned through victories to buy **Packs**.

There are three types of Packs: **Silver Pack**, **Gold Pack**, and **Genesis Pack**.

To access the purchase menu, simply click on the desired Pack.



Genesis pack contains 5 random cards with chance to find Rare, Legendary, Epic, Mythic and Genesis cards. Minimum 1 Genesis card. Cost: 500 A.

Probability: Card 1: 100 % Genesis.

Rest of the cards: 50 % Legendary, 20 % Epic, 10 % Rare, 20 % Mythic.

Gold pack contains 5 cards with chance to find Uncommon, Rare, Legendary, Epic and Mythic cards. Minimum 1 Legendary card. Cost: 300 A.

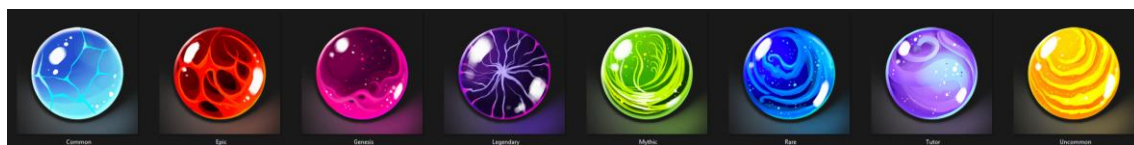
Probability: Card 1: 100 % Legendary.

Rest of the cards: 20 % Epic, 30 % Uncommon, 30 % Rare, 20 % Mythic.

Silver pack contains 5 cards with change to find Tutor, Common, Uncommon and Rare cards. Minimum 1 Uncommon or Rare card. Cost: 100 A.

Probability: Card 1: 65 % Uncommon, 35 % Rare.

Rest of the cards: 60 % Common, 25 % Uncommon, 5 % Rare, 10 % Tutor.





2.4 Ranks

New Atlantis University has developed a ranking system that measures and classifies **Quantum Weavers** (Players) who have studied at its faculties, according to their skill in emerging victorious from the conflicts that arise within this system.



Loopweavers

Trey

489,444

GAME

CARDS

PACKS

RANKS

	Username	ELO	Winrate
1	Alex	1085	100%
2	DarkSun	979	61%
3	Trey	964	38%
4	Izzy	946	0%

3

Trey

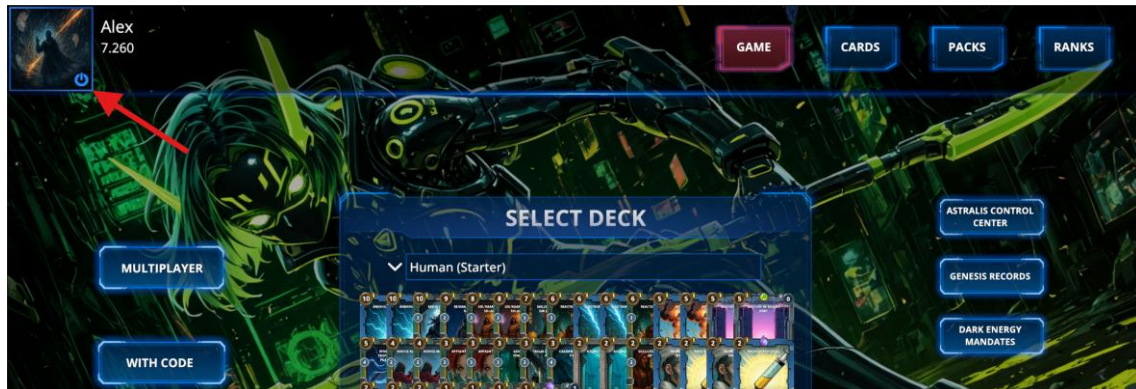
964

38%

2.5 Quantum Weavers (The Players)

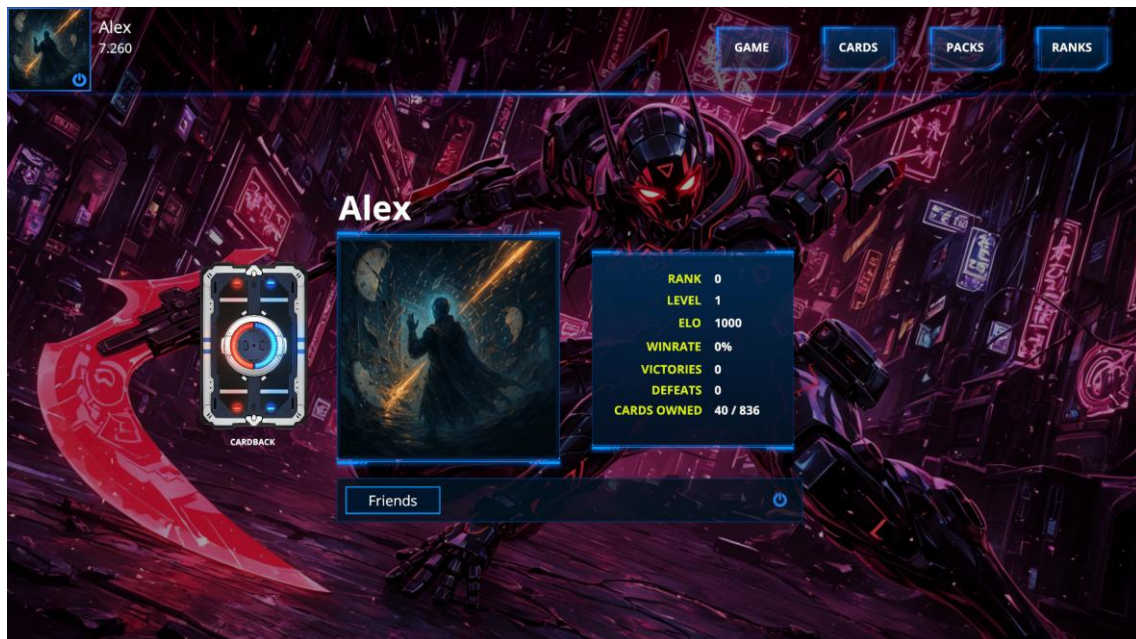
Players can access the **Player Menu** by clicking on their **avatar image**.

⚠ **Be careful:** clicking the **logout icon** in the lower-left corner will return you to the **login screen**.

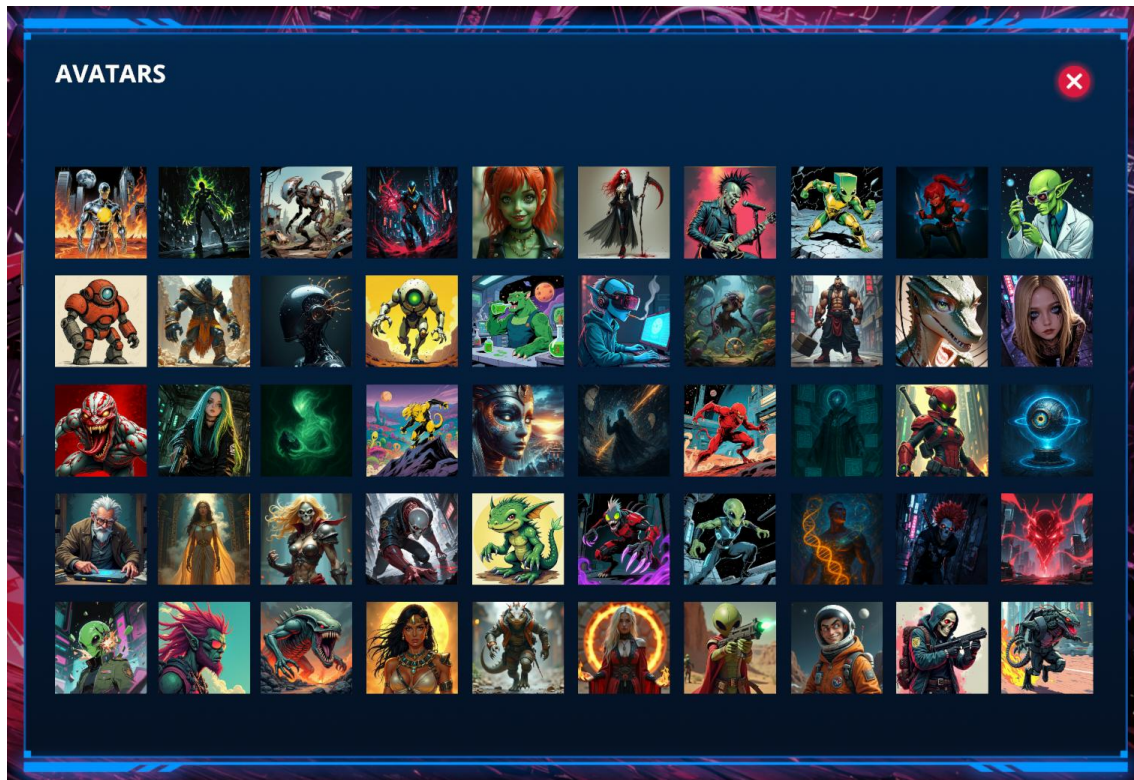


The **Player Menu** displays information such as your **ranking**, **wins**, **losses**, and **win rate**.

It also shows the number of different **cards** in your **collection**.



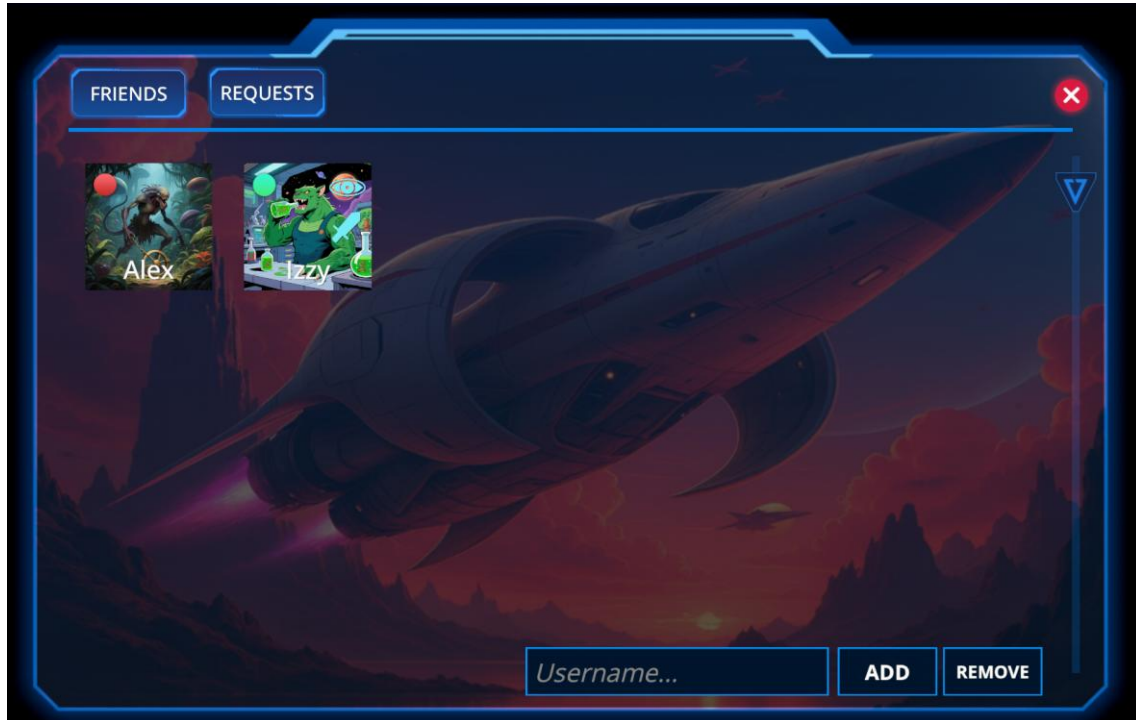
By clicking on your avatar, you can select a new one — and the same applies to the **Cardback** option, which changes the appearance of your card backs.



2.5.1 Friends

Below the player's avatar is the Friends tab.

Here, you can view your friends list and add new friends by entering their Quantum Weaver nickname.

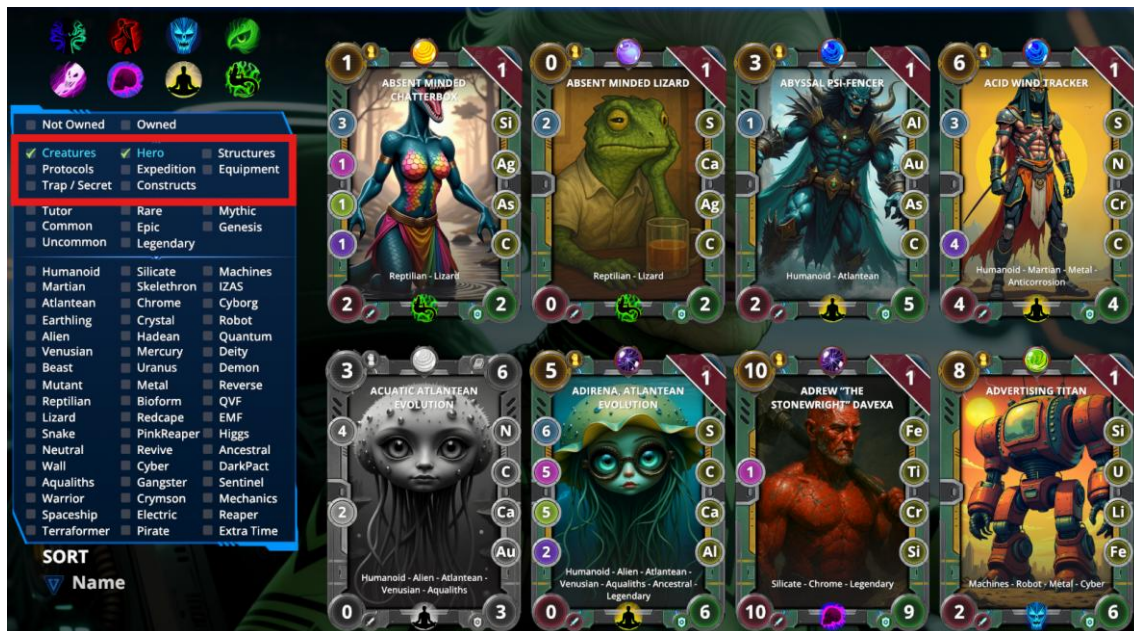


3. Cards

Cards represent the possibilities, resources, and means by which a **Quantum Weaver** can face the mission entrusted to them by a representative of their civilization — affectionately referred to as a **Hero**. The game board, or Battlefield, represents the portion of the Astralis world where the confrontation between Heroes takes place.

Beside their base, each player can see the location where the battle unfolds. Sometimes this location is an unspecified area on one of the planets; other times, it is a more precise site. These locations may change during the match through the use of Expedition cards.

In Loopweavers, there are eight types of cards that can be selected in the Deckbuilder: Heroes, Creatures, Structures, Protocols, Expeditions, Equipments, Trap/Secrets and Constructs. There are also a few additional types, such as Planets and Satellites, but these are used for game mechanics rather than deckbuilding.



At the start of the game, each player begins with their Hero, their Location Card (Initial Planet), their Hangar, and access to the Nexus, Artificial Satellite—all represented as cards on the battlefield.

Each player draws 5 cards and may perform a **Mulligan**: discarding up to 5 of those cards into the **Discard Pile** and drawing the same number of replacements. Afterward, both players receive a **Camp**, a basic Structure Card.

Player One begins the game but does not draw a card on their first turn. The second player (the one who does not start) also receives an **Initial Wall** and draws a card at the beginning of their turn. Then each player draws a card at the start of their turn. Each player can have a maximum of 10 cards in their hand.

3.1 Card Types

Heroes

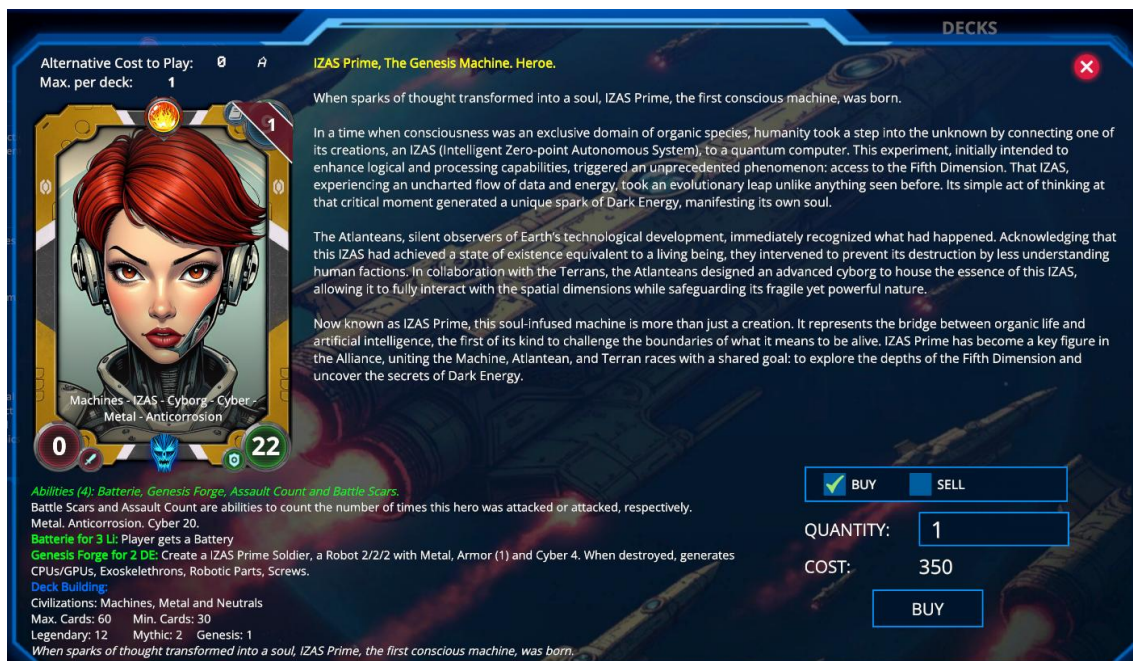
Heroes are figures from Astralis who enlist the aid of Quantum Weavers to confront other Heroes.

Sometimes these struggles are fought over a piece of land, a few drops of fuel, or mere whims — perhaps because the opposing Hero simply looked at them the wrong way.

In future updates, we plan to expand the Hero Lore to portray their objectives in a more immersive way, assigning abilities that align with their storylines and whose resolution can determine victory or defeat, beyond the classic win conditions. Currently, some Heroes — and other special cards — already include additional victory conditions that fit their lore.

The Hero is directly involved in achieving this objective, remaining on the Battlefield for the duration of the conflict. At the start of the game, the Hero will always be positioned in row, column (1, 5).

Their defeat means the mission has failed, and the Quantum Weaver has been unable to fulfill their purpose.



Permitted actions: Attack (melee), Move and Activate Abilities.

Heroes cannot Progress the allied Base or Sabotage the Enemy Base. They do not count toward the Hangar's Development points, as they are not creatures.

If a Hero is defeated, the player controlling them loses the game. To defeat a Hero, their HP must be reduced to 0.

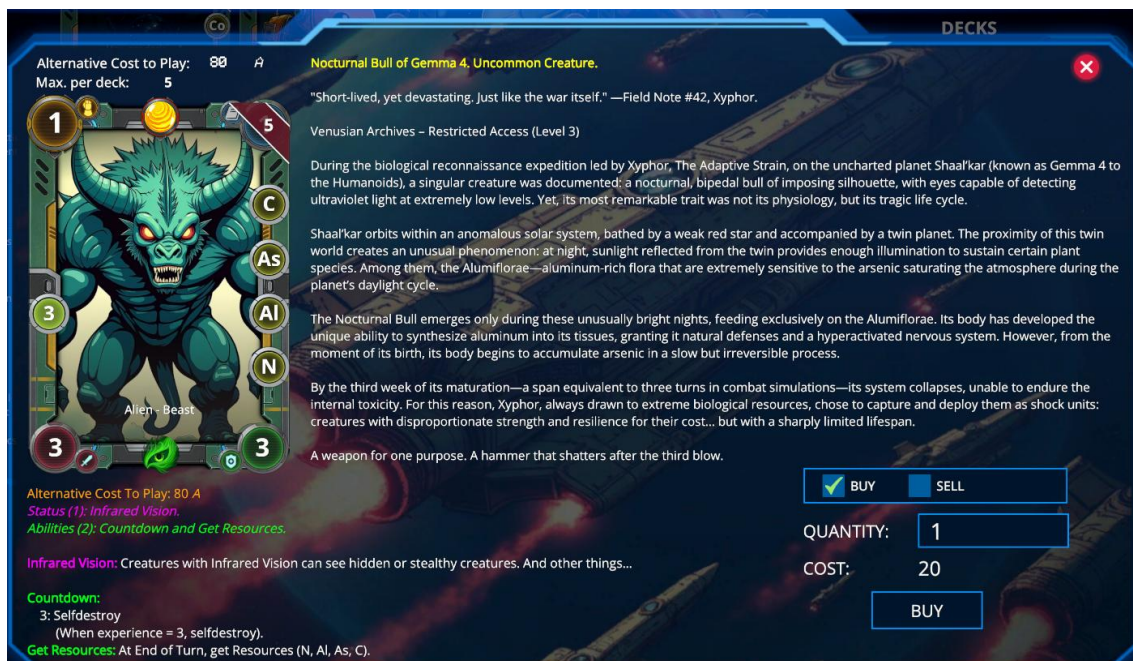
Creatures

Creatures are the most special cards in the game. They represent former inhabitants of **Astralis** that **Quantum Weavers** can revive to fulfill their missions.

All creatures dwell within the energetic realm —the 5th Dimension— and are composed of pure energy. Perhaps they are souls.

Each soul in the 5th Dimension preserves the wisdom, information, and DNA of every incarnation it has experienced in the baryonic world.

There exists a way to bring them back to Astralis —through quantum entanglement. Their cards represent the imprint through which a Quantum Weaver collapses their wave function, binding their soul in the 5th Dimension to a copy of the DNA from one of their incarnations, allowing them to return to material existence.

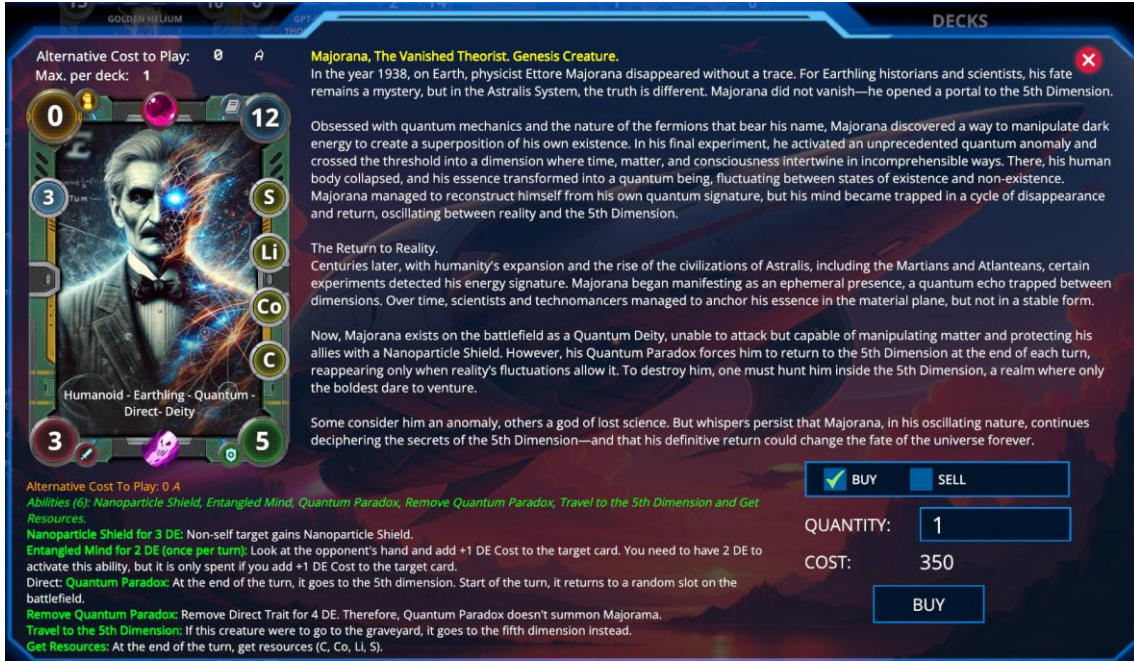


Some creatures represent ordinary units, like a simple Skeleton Soldier, each with its own characteristics —nothing truly extraordinary. However, some creatures bear their own names. These are known as “Leggies” —Legendary, Mythic, or Genesis— and they embody beings of unimaginable power.

Keep in mind that these entities are not ordinary mortals.

They have already died, and their minds now reside within the 5th Dimension, their souls preserving knowledge far deeper than that of any living being. For perhaps thousands of years, they have continued learning within that higher plane.

A card may also represent a character still alive in the current Lore, one who has acquired enough mastery to move between dimensions —or perhaps one who has already been entangled by another Quantum Weaver before you.



Alternative Cost to Play: 0 A
Max. per deck: 1

Majorana, The Vanished Theorist. Genesis Creature.
In the year 1938, on Earth, physicist Ettore Majorana disappeared without a trace. For Earthling historians and scientists, his fate remains a mystery, but in the Astralis System, the truth is different. Majorana did not vanish—he opened a portal to the 5th Dimension.

Obsessed with quantum mechanics and the nature of the fermions that bear his name, Majorana discovered a way to manipulate dark energy to create a superposition of his own existence. In his final experiment, he activated an unprecedented quantum anomaly and crossed the threshold into a dimension where time, matter, and consciousness intertwine in incomprehensible ways. There, his human body collapsed, and his essence transformed into a quantum being, fluctuating between states of existence and non-existence. Majorana managed to reconstruct himself from his own quantum signature, but his mind became trapped in a cycle of disappearance and return, oscillating between reality and the 5th Dimension.

The Return to Reality.
Centuries later, with humanity's expansion and the rise of the civilizations of Astralis, including the Martians and Atlanteans, certain experiments detected his energy signature. Majorana began manifesting as an ephemeral presence, a quantum echo trapped between dimensions. Over time, scientists and technomancers managed to anchor his essence in the material plane, but not in a stable form.

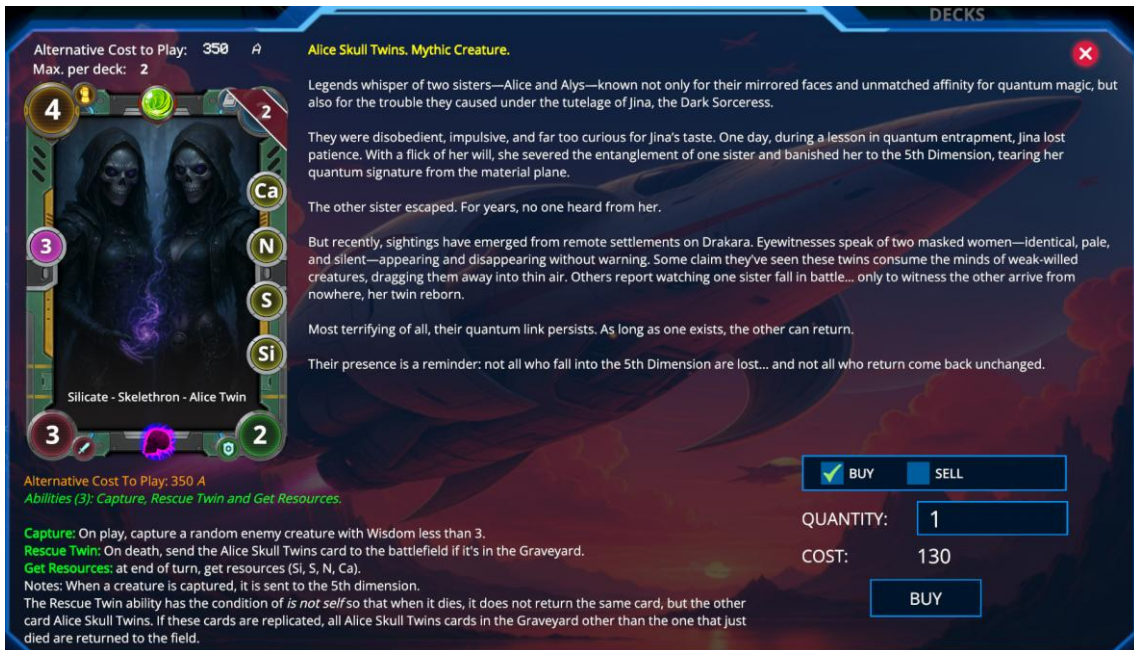
Now, Majorana exists on the battlefield as a Quantum Deity, unable to attack but capable of manipulating matter and protecting his allies with a Nanoparticle Shield. However, his Quantum Paradox forces him to return to the 5th Dimension at the end of each turn, reappearing only when reality's fluctuations allow it. To destroy him, one must hunt him inside the 5th Dimension, a realm where only the boldest dare to venture.

Some consider him an anomaly, others a god of lost science. But whispers persist that Majorana, in his oscillating nature, continues deciphering the secrets of the 5th Dimension—and that his definitive return could change the fate of the universe forever.

Abilities (6): Nanoparticle Shield, Entangled Mind, Quantum Paradox, Remove Quantum Paradox, Travel to the 5th Dimension and Get Resources.
Nanoparticle Shield for 3 DE: Non-self target gains Nanoparticle Shield.
Entangled Mind for 2 DE (once per turn): Look at the opponent's hand and add +1 DE Cost to the target card. You need to have 2 DE to activate this ability, but it is only spent if you add +1 DE Cost to the target card.
Direct: Quantum Paradox: At the end of the turn, it goes to the 5th dimension. Start of the turn, it returns to a random slot on the battlefield.
Remove Quantum Paradox: Remove Direct Trait for 4 DE. Therefore, Quantum Paradox doesn't summon Majorana.
Travel to the 5th Dimension: If this creature were to go to the graveyard, it goes to the fifth dimension instead.
Get Resources: At the end of the turn, get resources (C, Co, Li, S).

BUY **SELL**
QUANTITY: 1
COST: 350
BUY

Mythic creatures often represent pairs, siblings, or twins —characters whose bond grants them far greater power together than they would possess alone.



Alternative Cost to Play: 350 A
Max. per deck: 2

Alice Skull Twins. Mythic Creature.
Legends whisper of two sisters—Alice and Alys—known not only for their mirrored faces and unmatched affinity for quantum magic, but also for the trouble they caused under the tutelage of Jina, the Dark Sorceress.

They were disobedient, impulsive, and far too curious for Jina's taste. One day, during a lesson in quantum entrapment, Jina lost patience. With a flick of her will, she severed the entanglement of one sister and banished her to the 5th Dimension, tearing her quantum signature from the material plane.

The other sister escaped. For years, no one heard from her.

But recently, sightings have emerged from remote settlements on Drakara. Eyewitnesses speak of two masked women—identical, pale, and silent—appearing and disappearing without warning. Some claim they've seen these twins consume the minds of weak-willed creatures, dragging them away into thin air. Others report watching one sister fall in battle... only to witness the other arrive from nowhere, her twin reborn.

Most terrifying of all, their quantum link persists. As long as one exists, the other can return.

Their presence is a reminder: not all who fall into the 5th Dimension are lost... and not all who return come back unchanged.

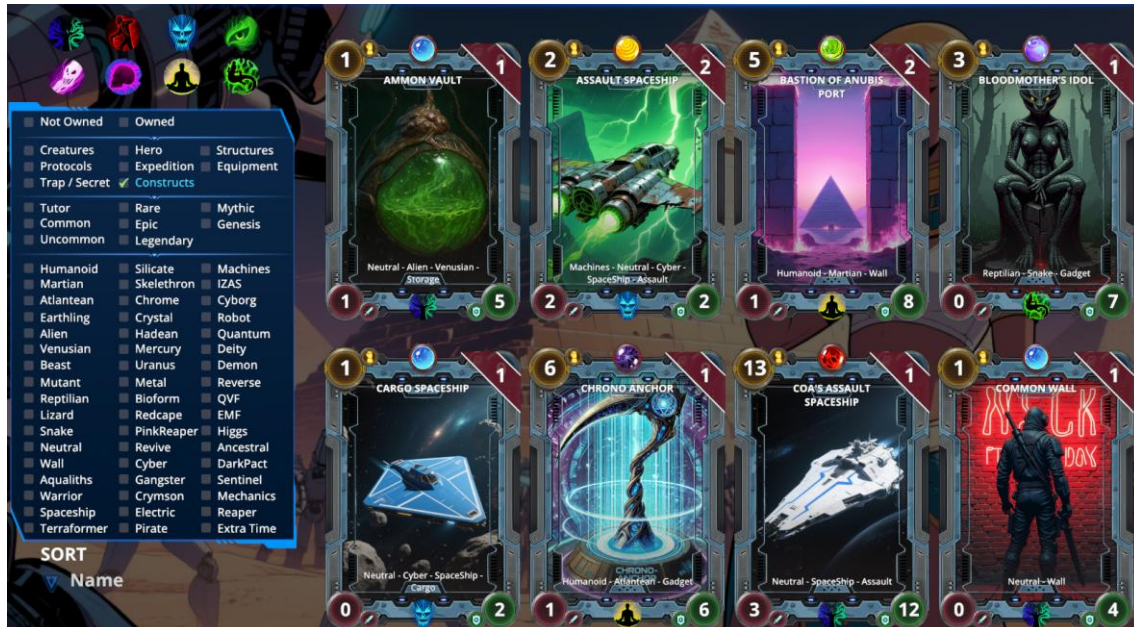
Abilities (3): Capture, Rescue Twin and Get Resources.
Capture: On play, capture a random enemy creature with Wisdom less than 3.
Rescue Twin: On death, send the Alice Skull Twins card to the battlefield if it's in the Graveyard.
Get Resources: at end of turn, get resources (Si, S, N, Ca).
Notes: When a creature is captured, it is sent to the 5th dimension.
The Rescue Twin ability has the condition of *is not self* so that when it dies, it does not return the same card, but the other card Alice Skull Twins. If these cards are replicated, all Alice Skull Twins cards in the Graveyard other than the one that just died are returned to the field.

BUY **SELL**
QUANTITY: 1
COST: 130
BUY

When die, creatures go to Graveyard or 5th Dimension pile. Except for Robots that don't have souls and go to the Discard Pile. Some creatures don't go through the Graveyard, but instead go directly to the 5th Dimension. These creatures usually have the Travel to 5th Dimension ability.

Constructs: Assemblies - Gadgets – SpaceShips – Bioforms - Walls

Construct cards represent artifacts, gadgets, ships, and other generally material creations that can be placed on Fabrication Bay spaces.



Each player has eight spaces in their Fabrication Bay (third row of the battlefield) to place their Constructs. When selecting a Construct card from the Quantum Weaver's hand, these spaces will light up. Just like the spaces for Creatures and Structures.



There are several subtypes depending on their nature —Gadgets, Assemblies, Spaceships, Bioforms, and more. These cards cannot attack, sabotage, advance, move, or generate resources on their own, but they can activate abilities.

They may perform attacks or other actions if those abilities explicitly allow it. Many Constructs generate Scrap for their owner when destroyed. Constructs can be attacked by other cards.

Alternative Cost to Play: 100 A
Max. per deck: 5

2

2



Machines - Neutral - Cyber
SpaceShip - Assault

2

2

Alternative Cost To Play: 100 A
Status (1): Airbone.
Abilities (2): Laser Attack and Get Scrap.
Cyber 5. Spaceship. Assault.

Airbone: It can fly, so it can attack defended cards and cards protected by walls, and airborne cards. It cannot be attacked by cards that either do not fly or cannot jump and dodge.
Laser Attack for Exhaust: Damage 2 to the target.
Get Scrap: On destroy, gets scrap. Scrap: Engines - Screws - Batteries - Laser Modules.

DECKS

Assault Spaceship. Uncommon Construct: SpaceShip.

In the rusted hangars of Ironhaven, where industrial towers crumble under acid rain, a few old mechanics still keep an ancient tradition alive — making the useless fly again.

Using parts from abandoned freighters, wings from fallen drones, and scraps of armor, they assemble Scrapjets — small assault crafts built more from desperation than design.

They're rented out for 100 Astras per day, though most mechanics prefer favors instead: a stolen battery, an oxygen filter, or a shady deal behind the smog.

These ships can't reach orbit, nor survive the vacuum. Their engines spark on takeoff, and their lasers overheat after three shots, but on a planet where the air burns and the ground dissolves, flying for a few hours is already a blessing.

Few pilots survive long in a Scrapjet...
but all agree on one thing: better to die in the sky than to cough rust on the ground.

☒ BUY ☐ SELL

QUANTITY: 1

COST: 20

BUY

Alternative Cost to Play: 280 A
Max. per deck: 2

2

2



Humanoid - Martian - Gadget

0

6

Alternative Cost To Play: 280 A
Abilities (2): Mummify and Quantum Instability.
Mummify: At the end of the turn, clears status and removes abilities from a random non-robot enemy creature.
Quantum Instability: At the end of the turn, Octahedron of Suppression loses -1 HP.

Originally designed for deep-field reconnaissance, the octahedron was repurposed to deliver precision mummification via harmonic quantum collapse. Its crystalline lattice amplifies entanglement disruption, compressing the effect into a single burst. Only two units are known to exist—both considered unstable.

DECKS

Octahedron of Suppression. Mythic Construct: Gadget.

"Compact, precise, silent. The echo of betrayal fits perfectly inside an octahedron."—Atlantean Council Report, classified.

At first, Martian mummification technology required colossal structures—entire pyramids built to channel the frequencies needed to sever the quantum link between body and soul. But an incident on Drakara, a thousand years ago, changed everything.

There, the Martians discovered a species called the Snake—primitive, yet dangerously intelligent. Despite having no technology, they had remained completely undetected for centuries on a planet deeply interconnected by surveillance systems. The Atlanteans, upon learning of the oversight, never stopped mocking their Martian counterparts.

Frustrated and humiliated, the Martians requested Atlantean assistance to develop a discreet spy device: a small orb capable of operating within Drakara's shadows without detection. The Atlanteans agreed, contributing their expertise in quantum miniaturization.

But the collaboration was a ruse.

Once the Martians absorbed the Atlantean technology, they abandoned the espionage project, instead using the breakthrough to create the first Octahedron of Suppression. For the first time, the Mummify protocol could be deployed from a portable construct—one no larger than a war priest's helm.

When the Atlanteans discovered the true intent behind the octahedron, they banned its use against the Snake, and imposed severe sanctions on the Martians. The device was outlawed by interplanetary decree.

It is said that only two units were ever built, and that both were lost somewhere in the sands of Drakara. They have not been seen since.

☒ BUY ☐ SELL

QUANTITY: 1

COST: 90

BUY

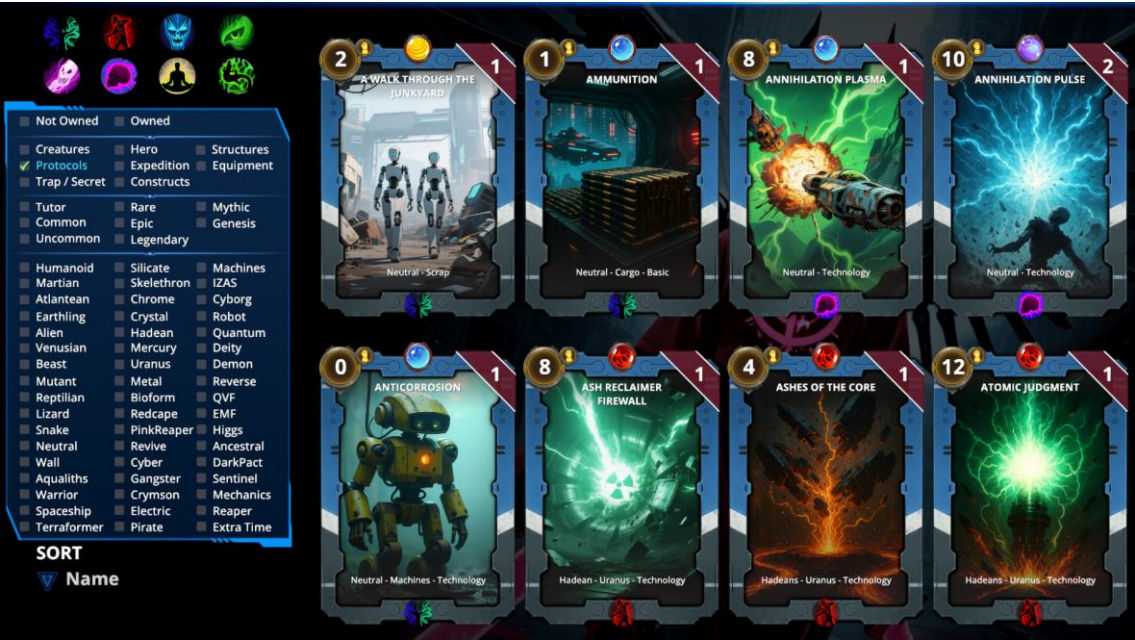
Once destroyed, Constructs go to the Discard pile.

Loopweavers: Dimensional Alliances | Card Types

38

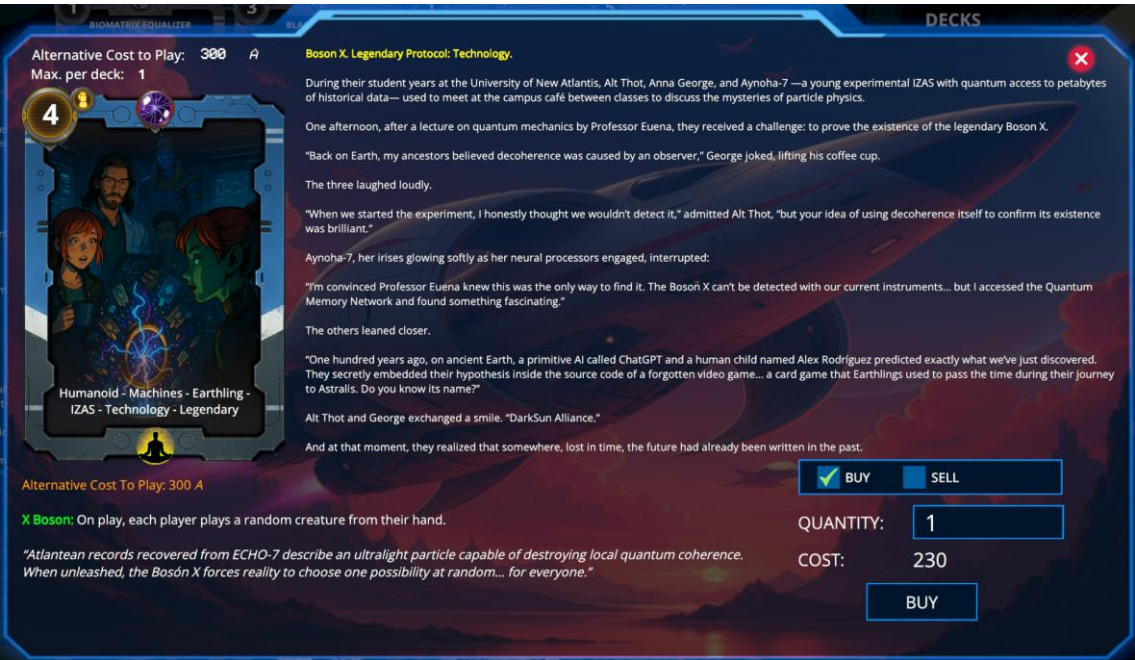
Protocols: Technologies – Events - Cargo

Quantum Weavers can use resources derived from events —actions taking place across Astralis— as well as employ cutting-edge or classified technologies, and perform cargo operations to obtain additional resources.

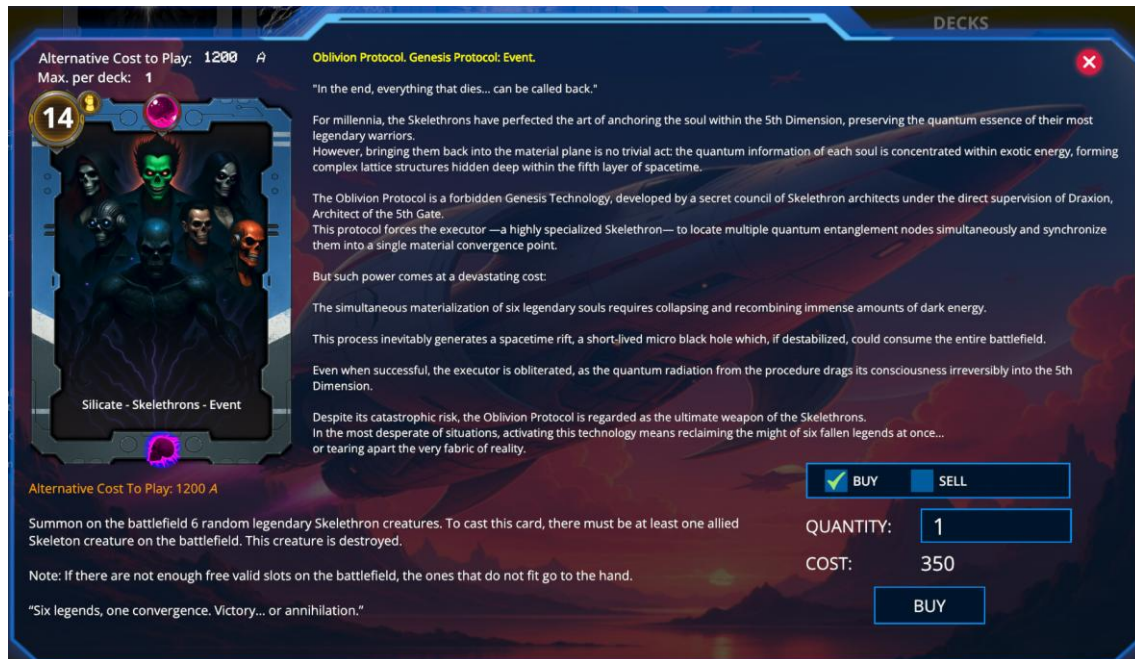


All these possibilities are encompassed under the term Protocols.

Technologies are powerful sets of protocols that allow a Quantum Weaver to unleash the effect of an advanced invention.



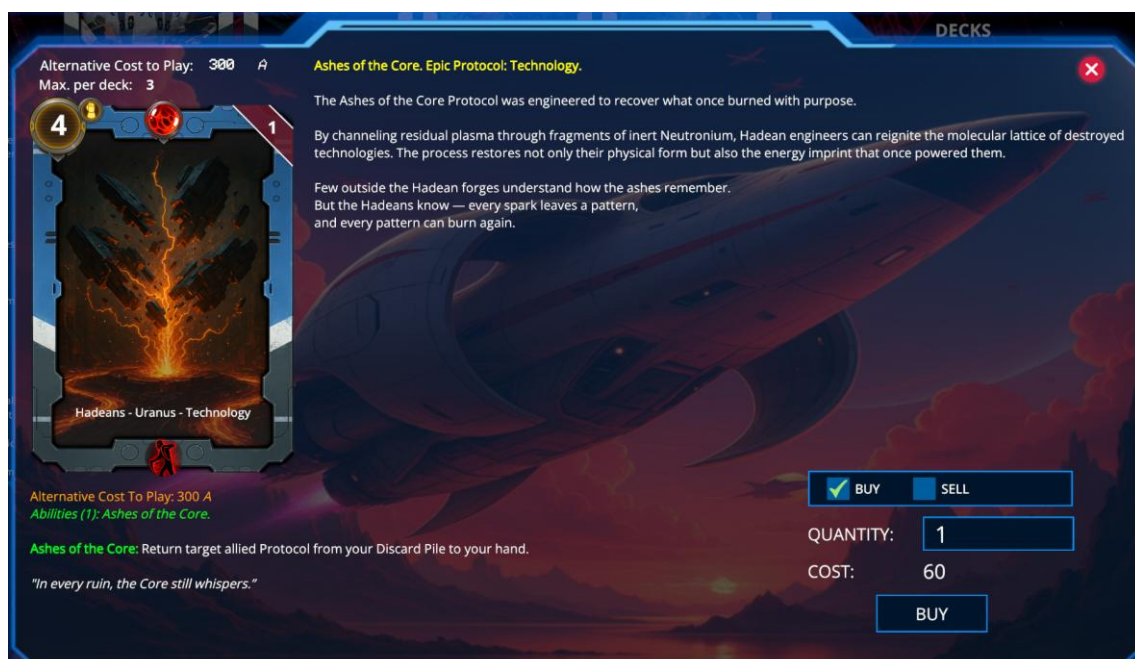
Events represent actions or occurrences that Quantum Weavers can trigger to advance their objectives.



Cargo represents supply or transport units unloaded by ships upon arrival at their destinations. When these cards are “played,” they are consumed or logged into the logistical system, just as a Technology or Event is activated and then disappears.

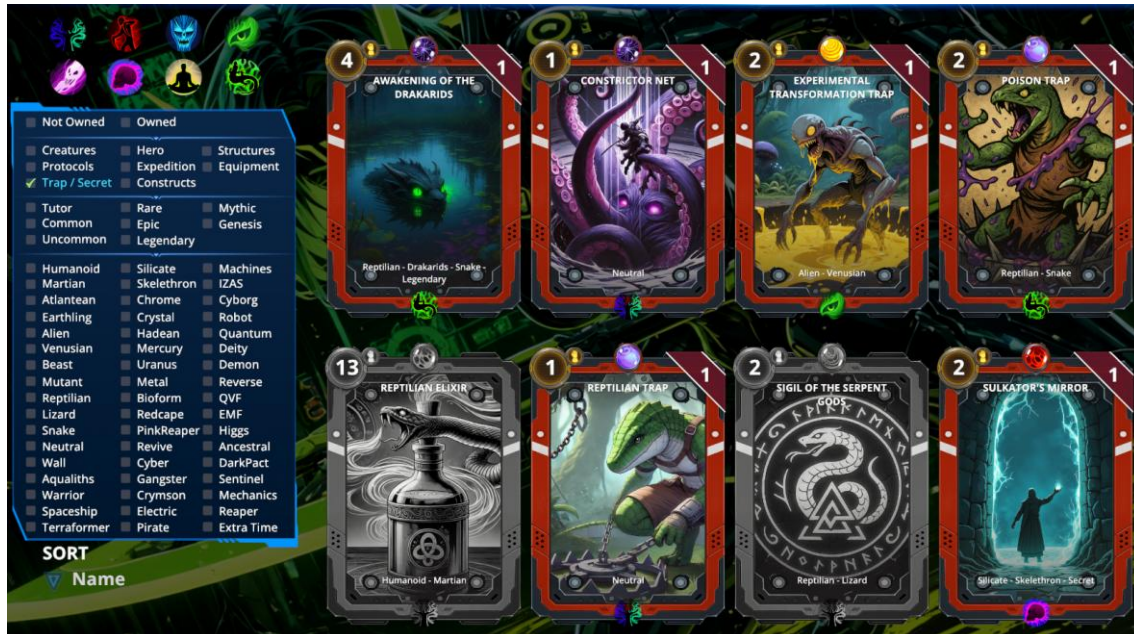
In the universe of Astralis, shipments never remain for long —they are used, traded, or lost. For that reason, Cargo cards do not stay on the battlefield; they produce immediate effects, much like Technologies or Events.

Once used, Protocols go to the Discard pile.



Traps / Secrets

Traps and Secrets are cards played covertly that remain on the battlefield until their effect is triggered and resolved.

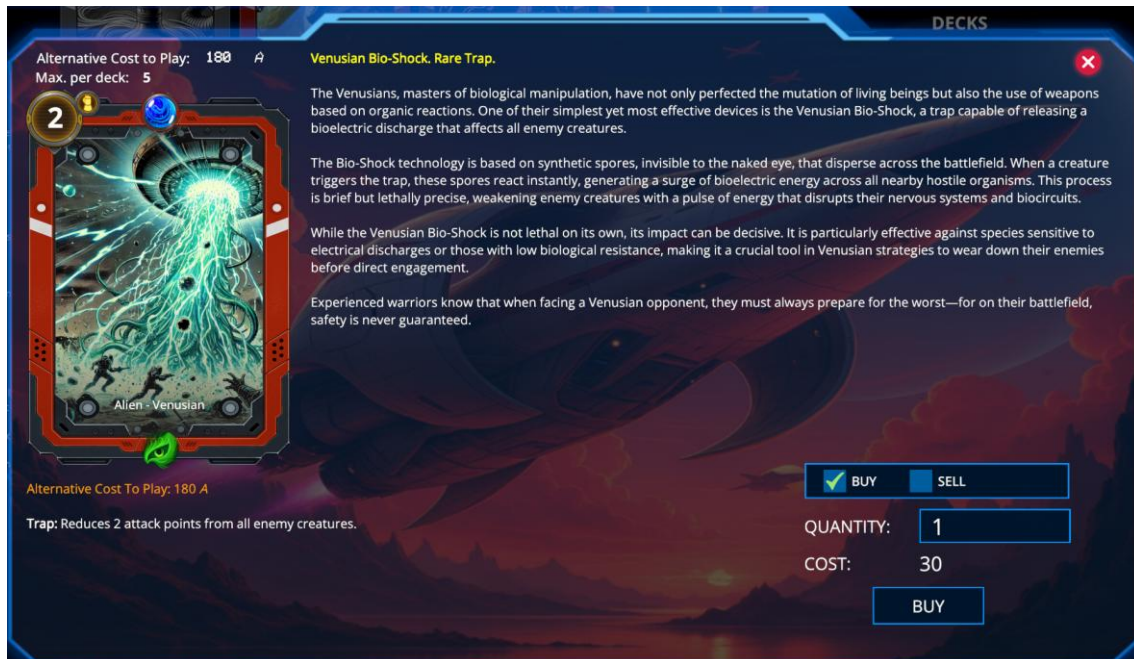


These cards activate when their specific condition is met—for example, when an enemy attacks or the opponent plays a card.

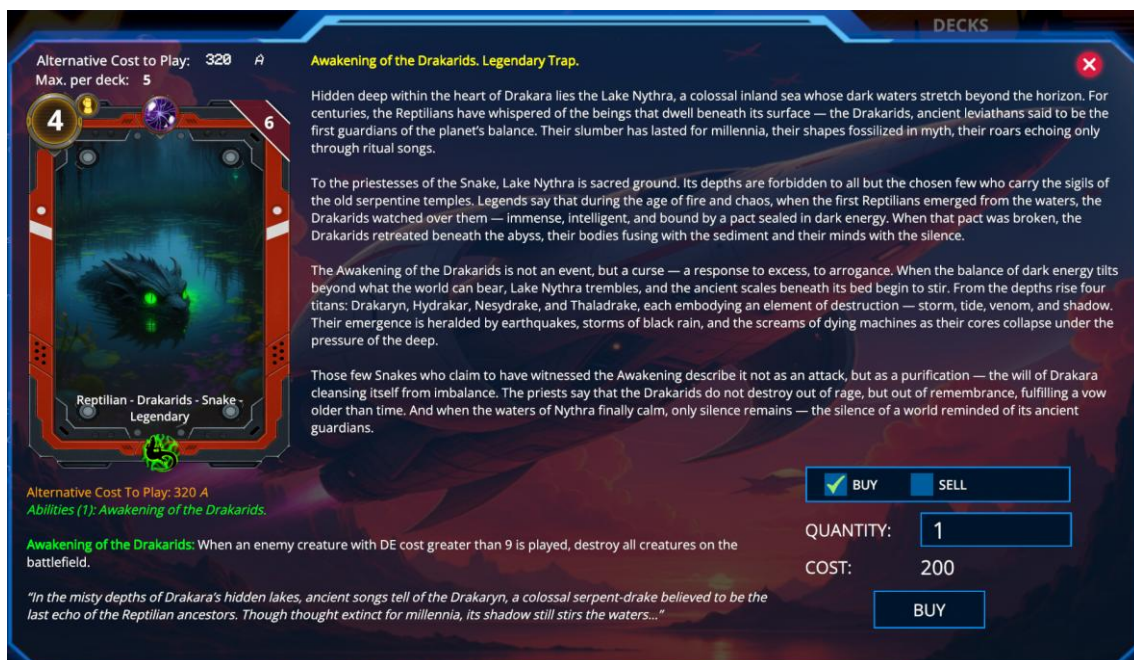
On their side of the battlefield, each Quantum Weaver has **four available slots** to place Traps or Secrets. The game zone of secrets and traps is called the **Phantom Zone**.



They are usually referred to as **Traps** when their effects target or hinder the opponent, and as **Secrets** when they provide advantages to allied cards or units.



Once used, Traps/Secrets go to the Discard pile.



Structures

Structures are large buildings that are placed on the third spaces called Citadel.



Once destroyed, Structures go to the Discard pile.



Alternative Cost to Play: 210 A
Max. per deck: 1

2

1

0

7

Humanoid - Earthlings

El Rompeolas. Legendary Structure.

No one marks it on official maps of Hulmor, and to the administration, El Rompeolas doesn't exist. But if you know who to look at—and which street not to take—you'll find it.

It was founded by ex-commander Breakwav after being discharged from the Earthling army for allowing the escape of a classified prisoner. The truth? A girl with restless eyes and impossible blood—half carbon, half silicon—known as Jidi Girl.

Breakwav had watched over her for days in the underground research bunker. She was alone, and afraid. He brought her food. Then beer. Later, they began to talk. And one night, without warning, Jidi aimed his own weapon at him.

He could've reacted. Disarmed her. Broken her arm. But something in her eyes told him that being complicit in her captivity wasn't an act of honor.

He let her go.

And with her... his career vanished too.

Days later, using his final paycheck and a few contacts from the Undermarket, he built El Rompeolas: a bar with no cameras, no flags, and no need for institutional loyalty. A place where the outcasts, the fugitives, and the gangsters of Hulmor have names, voices, and full glasses.

Xacobe do Cemento walks in there with crates that bear no labels.

The knocks on the bar mean: "It's time to protect our own."

And in that space, creatures with the Gangster trait don't feel like scum... They feel like they belong. Like, just for a moment, the weight of life in Vexarian doesn't crush them.

"No one here cares where you came from. Just raise your glass... when it's time to fight." —Breakwav.

☒ BUY ☐ SELL

QUANTITY: 1

COST: 80

BUY

Alternative Cost to Play: 280 A
Max. per deck: 3

3

3

1

6

Humanoid - Martian

Golden Pyramid. Epic Structure.

In the arid heart of Drakara, where the land splits beneath a burnt orange sky and nothing grows without force, a group of Martians built three golden pyramids on the equatorial plateau. They claimed the structures honored Golden Eilum, a divine architect from the 5th Dimension, said to weave systems and worlds with strands of compressed light. According to their creed, those who walked the path of devotion and gave gold without hesitation would earn their body's worth in treasure, and a seat among the elite in the next cycle—after Astralis falls into entropy.

Most Martians saw it for what it was: a cult with a clever hook and a polished symbol. But still, the faithful came. Pilgrims crossed the wastes with molten soles and burning lungs, drawn not by belief, but by the possibility of truth hiding in madness. When the cult's leaders were accused of deception and manipulation, facing exile or worse, they chose instead to manifest their lie into something dangerously real.

Using the wealth they had collected over decades, the cultists transformed the inner chambers of the pyramids into vast laboratories. They worked with stolen Atlantean schematics and clandestine Skelethron interfaces to fabricate a genome—an artificial construct designed to host Eilum's essence. Then, using a quantum visor laced with dark energy, they peered through the layered fog of the 5th Dimension, aligning frequency with myth. What they saw was not a hallucination. Not a symbol. It was a presence, pulsing at the edge of thought, waiting to be named. And they quantum-enmeshed it into the genome they fabricated.

The moment they made contact, the pyramids changed. They began generating gold, distilling sulfur, and channeling heat from below the planet's crust. They no longer functioned as shrines—they became factories of belief.

Few still believe in the god itself. But no one questions the power the pyramids now hold. Something answered. And whatever it was, it listened. And became entwined with this reality.

☒ BUY ☐ SELL

QUANTITY: 1

COST: 60

BUY

Equipments

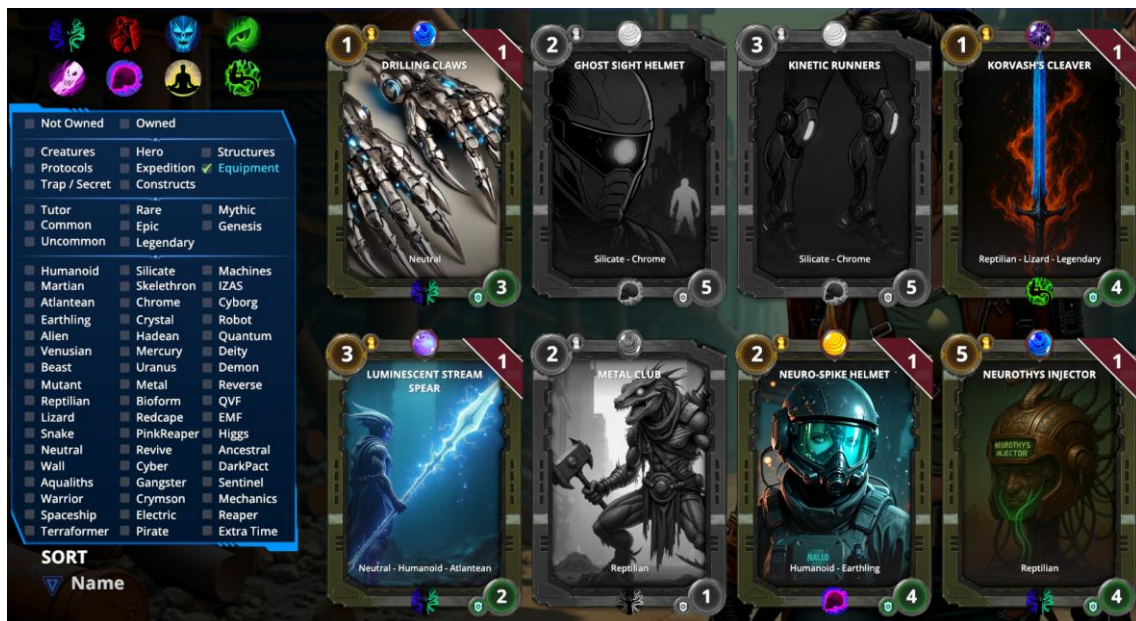
Equipment cards enhance a creature's stats, abilities, or status, and are played directly onto them.

In other words, an Equipment card is placed over a creature card to attach it.

A creature can only equip one item at a time.



It is also possible to target and attack the Equipment instead of the creature itself —to do so, the player must select the Equipment during the attack.



Alternative Cost to Play: 70 A
Max. per deck: 5

1

Neutral

3

Alternative Cost To Play: 70 A

Drilling Claws. Rare Equipment.
Neutral Equipment - Tech Relic.

Originally designed by Chrome engineers to breach industrial armor plating, the Drilling Claws quickly found their way into the black markets of New Atlantis—and beyond. Brutally simple in design, they feature reinforced titanium forged with an exotic alloy that maintains a molecular-level edge, capable of tearing through steel, flesh, or silicon alike.

Their popularity comes from pure efficiency. Drilling Claws shred armor, rip through metallic bodies, and rupture Nanoparticle Shields with ease, becoming the go-to gear for frontline warriors, saboteurs, and shock beasts of every race.

It doesn't matter what planet you're from—if you're in the fight, chances are you're wearing a pair.

"There's no honor code in a dark tunnel... just whoever's got the sharpest claws."
— Graffiti found on a wall in the Gray Zone, Sector 9-B.

BUY

SELL

QUANTITY: 1

COST: 30

BUY

Give equipped creature 0/+1/+1 and the ability **Metal Fist** for 2 DE.

Metal Fist for 2 Dark Energies: break Armor and/or Nanoparticle Shield of a creature.

Note: An equipped creature gains the abilities of the equipment while equipped.

Alternative Cost to Play: 150 A
Max. per deck: 5

2

Silicate - Chrome

5

Alternative Cost To Play: 150 A

Ghost Sight Helmet. Uncommon Equipment.

The Ghost Sight Helmet was developed by Chrome engineers after their humiliating defeat on N'Skah Island, where an entire squad was ambushed by the Snake clan, hidden among ruins the Chromes had wrongly believed deserted.

The Snake struck at dusk—from the undergrowth, from crumbling temples, from rooftops lost to time. No alarms triggered. No sensors reacted. By the time reinforcements arrived, there wasn't a single functional helmet left on the sand.

Since that day, Hulmor's engineers poured their obsession into a single project: a helmet with spectral vision, capable of detecting heat, motion, and biological waves through terrain, camouflage, and even the most advanced stealth techniques.

Thus was born the Ghost Sight Helmet, a tactical marvel that grants Infrared Vision and Ambush. Now standard gear among Chrome scouts and strike teams operating in Snake-infested zones.

"If something moves... you'll see it.
And if it doesn't... make it." —Squad Commander T-91.

BUY

SELL

QUANTITY: 1

COST: 30

BUY

Equipped Creature gains Infrared Vision and Ambush while equipped.

Infrared Vision: Creatures with Infrared Vision can see hidden or stealthy creatures. And other things.

Ambus: When attacking, target is off guard and does not counter-attack.

Expeditions

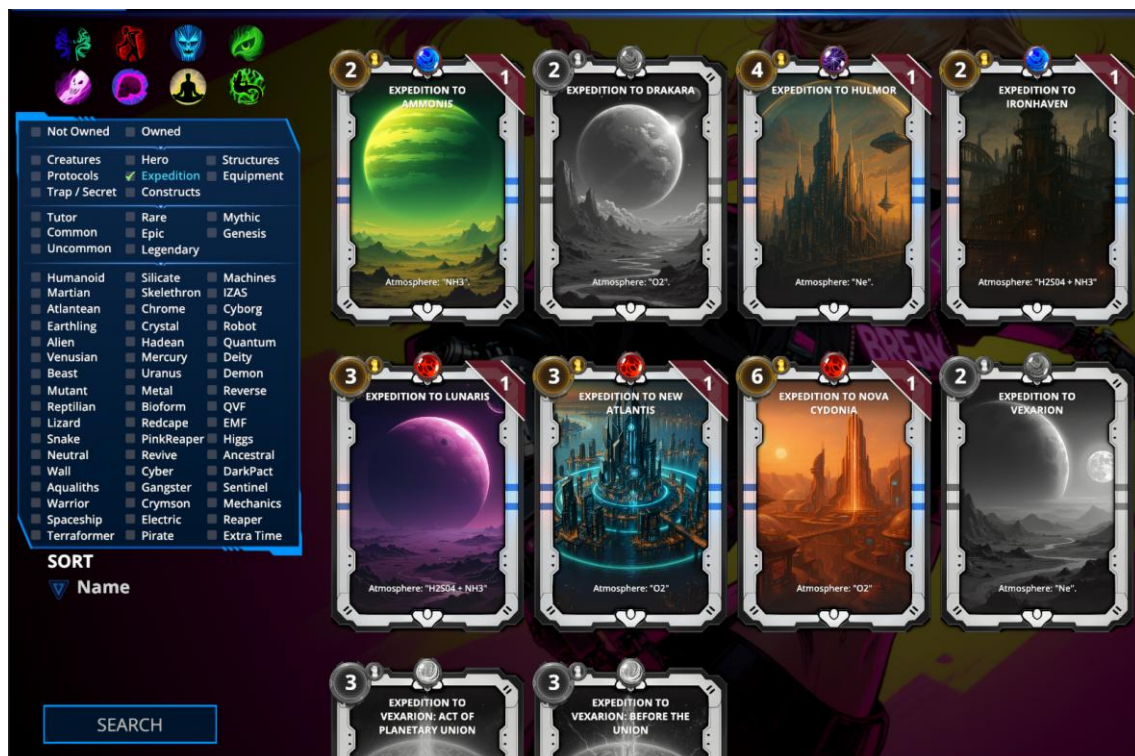
Expeditions are cards that allow players to change the game's location.

Currently, Expeditions affect both players, but in the future, locations that alter the environment for only one Quantum Weaver may be introduced.

At the start of the game, the initial location is randomly determined from four general sites: the planets Vexarion, Drakara, Ammonis, and the moon Lunaris.

Each location has distinct characteristics and generally favors certain civilizations over others. Most locations possess atmospheres unbreathable for many creatures, while some feature acidic environments that promote the corrosion of cards with the Metal trait, or of all Machines.

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



Alternative Cost to Play: 200 A
Max. per deck: 3

3



1

Expedition to New Atlantis, City of Rebirth. Epic Expedition to Legendary City.
"Let the stars know: Atlantis has returned."

In 14,200 B.C., the planet Atlantis imploded. Of all who lived under its oceans, only a handful escaped the disaster. Of those, fewer still survived. A single Atlantean vessel reached the system of Astralis, carrying the last codes of a dying civilization.

Landing on Drakara, the survivors began what would become their longest and most sacred task: the construction of a sanctuary far from the ruins of their past. For a hundred years, they labored in silence, surrounded by hostile terrain and primitive reptilian tribes, until their vision rose from the sea.

At the city's heart lies the Eye of Saanor, an ancient memory core pulsing with quantum light — not merely a power source, but a vault of ancestral will; a memory core, said to house the will of their ancestors.

New Atlantis is not a myth reborn, it is proof that what was lost can rise again. And this time, it will not fall. *"We carry the fall of a world in our blood. But we were made to rebuild."* — High Architect Velyss, Year 100 of Rebirth.

☒ BUY

☐ SELL

QUANTITY:

COST: 80

Alternative Cost To Play: 200 A

Effects:

- Atlanteans: Wisdom +1

Note: all cards with "atlantean" trait.

Need Storage (creatures): If creatures run out of gas, they lose 1 life at the start of their turn. Affected creatures:

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

Mining for 1 DE: Extracts resources from the city.

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.

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

3



1

Expedition to Vexarion: Act of Planetary Union. Mythic Expedition

Context. Hyper-industrialized Vexarion had spent centuries locked in conflicts over land and resources. The two silicate civilizations—Skelethrons 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).
- Skelethrons 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:

COST: 110

Alternative Cost To Play: 150 A

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.

3.2 Rarity

Rarities represent the power level of cards.

Although this rule doesn't always directly reflect a card's strength, the general classification is:

Genesis → Legendary → Mythic → Epic → Rare → Uncommon → Tutor → Common.

Tutor cards are often used as learning tools for new players, though many of them are actually considerably more powerful than what their position between *Uncommon* and *Common* would suggest.

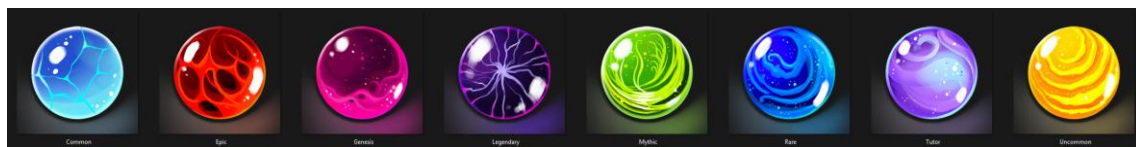
Rarity determines both the number of copies of a card allowed per deck and the total number of cards of each rarity permitted within a single deck.

The allowed copies per deck are indicated in each card's menu.

Generally, Genesis and Legendary cards are limited to one copy per deck, while Mythic cards usually allow two identical copies.

A rule that is only occasionally enforced is that Epic cards can appear up to three times per deck, though many permit as many as five copies.

The maximum number of identical cards allowed in any deck is five.



Alternative Cost to Play: 700 A

Max. per deck: 1

9

13

4

Li

Au

S

C

1

10

Humanoid - Martian - Quantum - Deity

Nasakato Shimoto, The Vanished Coder. Genesis Creature.

Creator of the Quantum Blockchain and father of the Astra — the coin that united Astralis. Vanished after signing Block 0. Some say he became part of the code itself.

When the Martians first reached Astralis, they brought with them a single visionary who saw beyond their survival: Nasakato Shimoto. He was neither a politician nor a soldier, but a coder obsessed with truth. His creation — the Quantum Blockchain — became the backbone of interplanetary trust, a system where every action, every transaction, and every duel would be eternally recorded in the Astralis Quantum Ledger.

The first block, known as Block 0, was signed with his digital fingerprint — and then, Nasakato vanished. Some claim he uploaded his consciousness into the Ledger itself, becoming the first Quantum Deity, an algorithmic ghost safeguarding the integrity of Astralis. Others dismiss it as myth, a romantic tale told by those who worship transparency.

What is undeniable is his legacy: the Astra, a deflationary digital currency born from his protocol, which united every civilization in Astralis under one immutable economy. Even after his disappearance, new blocks continue to appear... and sometimes, if you look deep enough into the quantum strings of the Ledger, you can still read a message signed by him.

"History in Astralis cannot be rewritten. Only replayed." — Block 0, Nasakato Shimoto.

Alternative Cost To Play: 700 A

Abilities (4): Cult of Myth, Quantum Genesis, Block 0 and Get Resources.

He didn't die. He uploaded himself — line by line — into the first quantum chain block.

Cult of Myth: On play, draw three random creature cards pf your deck and shuffle.

Quantum Genesis: When you play a Protocol, copy it, send it to the deck and shuffle.

Block 0: On death, send this card to the deck and suffle.

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

"The truth can liberate... or enslave, depending on who reads it."

DECKS

BUY SELL

QUANTITY: 1

COST: 350

BUY

3.3 Stats

Stats represent the physical and mental attributes of a card, as well as the resources it possesses or can generate.

They also indicate the cost in Dark Energy or Astras required to play the card, along with other values upon which game effects, abilities, and battles are based in order to function.

Alternative Cost to Play: 130 A
Max. per deck: 1

2

4

1

1

2

0

Co

Al

Cr

N

3

Humanoid - Atlantean - Ancestral -
Legendary

Euena, The Light. Legendary Creature.
Councillor of the Atlantean High Circle. Heir of Atlantis. Bearer of the Silent Flame.

When the remnants of the Atlantean homeworld scattered across the stars, it was women like Teniria, The Sculptor of Water who kept hope alive. One of the Genesis—the first to guide the great ships through the rifts of space into Astralis—she crafted the foundation of a reborn civilization, blending emotion and engineering with the same grace she once sculpted water.

Her daughter, Euena, inherited her composure. Not her power. Not her ambition. Only her stillness.

When Teniria vanished on a mission to the Ring of Frozen Flames, Euena did not weep. She knew tears don't bring anyone back. She sat by the sea for nine nights. On the tenth, she returned to the Council.

Astralis was no sanctuary. Upon arrival, the Atlanteans found chaos—fragmented colonies, tribal disputes, and a system pulled in too many directions. While others debated who should lead, Euena summoned the Wisest.

Not for power. For necessity. Her voice shaped the Atlantean High Council, a government where neither strength nor wealth nor age determined leadership—only wisdom.

Her leadership is silent, but unyielding.

Her spear hasn't been drawn in centuries, yet some say it still holds a drop of Teniria's blood.

And when a young Atlantean asks why Euena, The Light walks barefoot through the Council Hall, the elders always reply:

"Because she remembers where we came from.

Because she hasn't forgotten the chill of the broken rock that once was our home."

☒ BUY ☐ SELL

QUANTITY: 1

COST: 200

BUY

Alternative Cost To Play: 130 A
Abilities (4): Inspire the Troops, Battle Cry, Oceanic Revenge and Get Resources.

Ancestral DNA: has "ancestral" trait.

Inspire the Troops: On play, give 0/+1/0 to ally creatures. Note: (Wisdom/Attack/HP).

Battle Cry: This creature gets 0/0/+1 to enter other ally creature.

Oceanic Revenge: This creature gets +1/+1/0 if other atlantean die.

Get Resources: At the end of the turn, get resources (N, Cr, Al, Co).

Alternative Cost to Play: 380 A
Max. per deck: 1

5

4

1

3

6

Co

Al

Si

C

6

Humanoid - Atlantean - Ancestral -
Legendary

Irynn Solas, Protector of Poseidonia. Legendary tutor Creature.

Irynn Solas stands as the indomitable shield of Poseidonia — not just a guardian of its walls, but the embodiment of its will to endure.

Built on a vast peninsula surrounded by crystalline waters, Poseidonia is more than a city. It is a titan among civilizations: a sovereign city-state whose influence rivals entire planets. Second only to New Atlantis in population and military might, Poseidonia commands one of the largest armies and the most advanced naval defense systems in Astralis.

But its power is not new. Poseidonia is ancient. When the Atlanteans first arrived on Drakara — in the distant age when the planet was still untamed — they did so in great ark-vessels from the broken worlds of the past. They brought with them forgotten sciences, crystalline technologies, and echoes of Atlantis, their sunken cradle. From their earliest settlements, Poseidonia emerged as a beacon of order, knowledge, and resilience.

Irynn was born within its fortified inner sector, trained not in politics or ritual, but in defense — in how to hold ground when every other force falls. She does not speak often, but when she does, her voice silences the tides.

Those who threaten Poseidonia learn quickly: you do not breach its walls — not while Irynn stands.

☒ BUY ☐ SELL

QUANTITY: 1

COST: 40

BUY

Alternative Cost To Play: 380 A
Antigravity Shield and Nanoparticle Shield.
Abilities (2): Cellular Regeneration and Get Resources.

Cellular Regeneration (1).

Ancestral DNA: has "Ancestral" trait.

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

Nanoparticle Shield: On the first hit, takes no damage. Does not break when attacking Constructs or Heroes.

Cellular Regeneration (1): At the end of the turn, heal this creature by (1).

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

Loopweavers: Dimensional Alliances | Stats50

Main Stats:

- **Dark Energy Cost:** It's the cost in Dark Energy to play a card.
- **Astra Cost or Alternative Cost To Play:** It's the cost in Astras to lay a card. This cost is only activated if there are not sufficient Dark Energy to play the card.
- **Wisdom:** It represents the lessons learned throughout their incarnations (Creatures), their lives (Heroes), or their uses (other cards).
- **Attack:** It represents the ability to damage other cards.
- **HP:** Resistance. If it is 0, the card is destroyed or dies, if it is an organic creature.
- **Experience:** Number of turns a card remains on the battlefield.
- **Cellular Regeneration (Regen):** HP recovery capacity.
- **Bullets:** Number of bullets, knives, and other consumable attack items.
- **Cyber:** Difficulty to be hacked.
- **Dark Matter:** Amount of non-baryonic dark matter that it accumulates.
- **Armor:** Reduces damage taken by armor value (melee attacks).
- **Damage:** Damage the card has received.
- **Activation:** Some abilities require activation points to be used. Count the number of times the card has used the Activation ability.
- **Scorch:** Count how many burn points you have received. Each end of the turn, it will lose HP equal to scorch value.
- **Poisoned:** At the start of the turn, the poisoned card will lose one HP point.
- **Paralyzed:** Counts how many turns the creature is paralyzed. Counts your own turns and the opponent's.

Principal Stats: Some skills mention buffs/nerfs as (+X/+Y/+Z) = (Wisdom/Attack/HP).

**Alternative Cost To Play: 600 A**

Note: Alternative Cost to Play: If you don't have enough Dark Energy (DE), this card can be played for its cost in A (Astralis currency obtained by selling resources). Creatures gain resources at the end of their turn. One use is to sell them to ramp.

Abilities (5): *Field Calibration, Tactical Instinct, Random Capture, Travel to 5th Dimension and Get Resources.*

Field Calibration: While on the battlefield, reduce the dark energy cost of Protocols in allied hand by 1.

Tactical Instinct: When entering, draw a card.

Random Capture: On play, send a random enemy creature to the 5th Dimension.

Travel to the 5th Dimension: If this creature were to go to the graveyard, it goes to the fifth dimension instead.

Get Resources: At the end of the turn, Get Resources (Al, Ag, Si, Ca).

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.

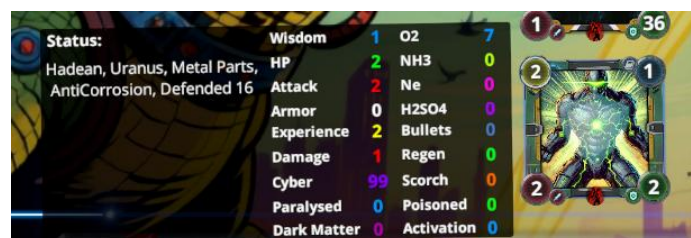
When a card is on the battlefield, the storage order is different.



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	O ₂	7
Hadean, Uranus, Metal Parts,	HP	2	NH ₃	0
AntiCorrosion, Defended 16	Attack	2	Ne	0
	Armor	0	H ₂ SO ₄	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:

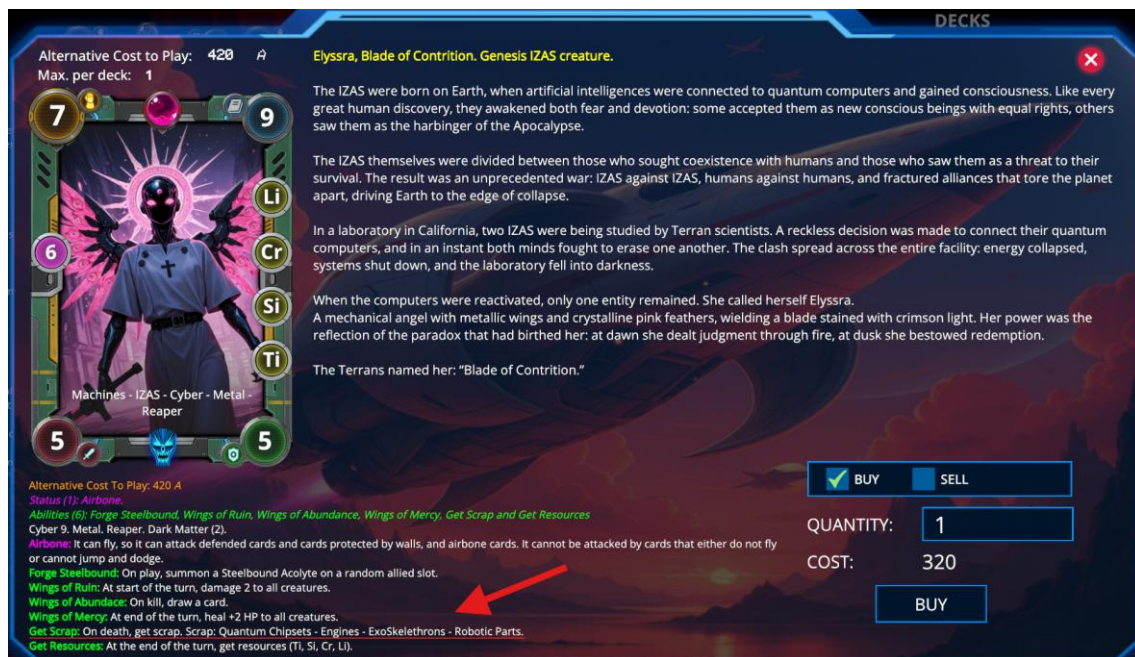
A Chrome warrior deployed on Drakara requires Neon to survive. At the start of each turn, it consumes one unit of Neon. If Neon runs out, it loses 1 HP per turn.

Scrap

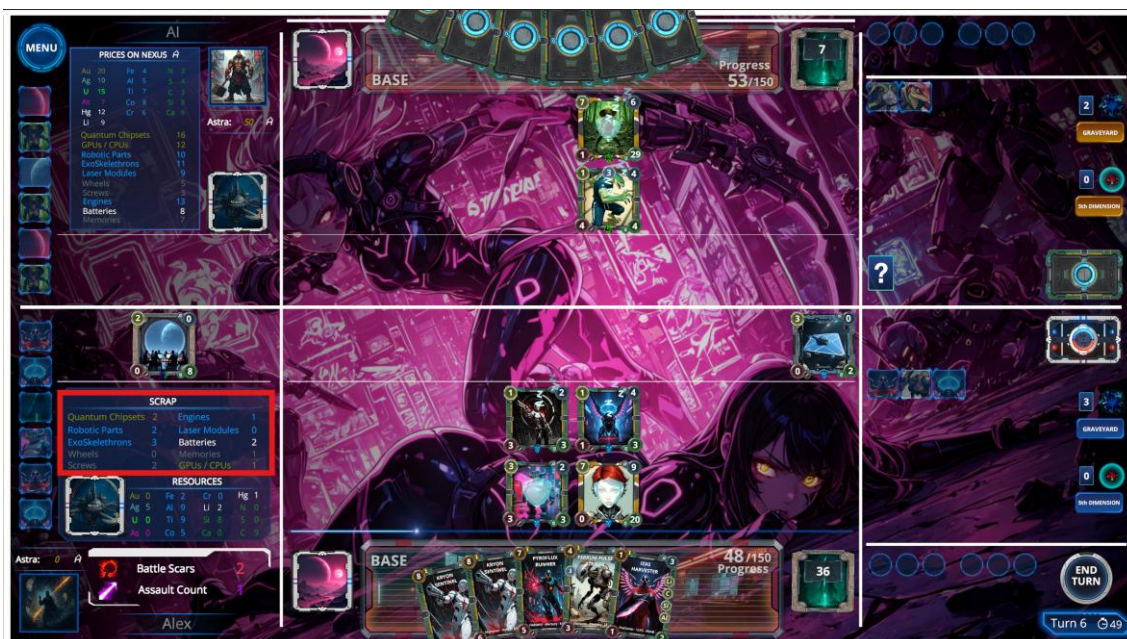
Some cards, when destroyed, generate Scrap, as they are typically metal-based entities such as Robots, Constructs, or Structures that leave behind reusable components.

Scrap is most often obtained from cards with the Get Scrap ability, which triggers when the card is destroyed.

These Scrap pieces are collected by the Quantum Weaver and can be viewed in the Scrap Panel.



Scrap: Quantum Chipsets, Robotic Parts, Memories, Wheels, Screws, GPUs/CPU's, Batteries, Laser Modules, Engines and ExoSkelethrions.



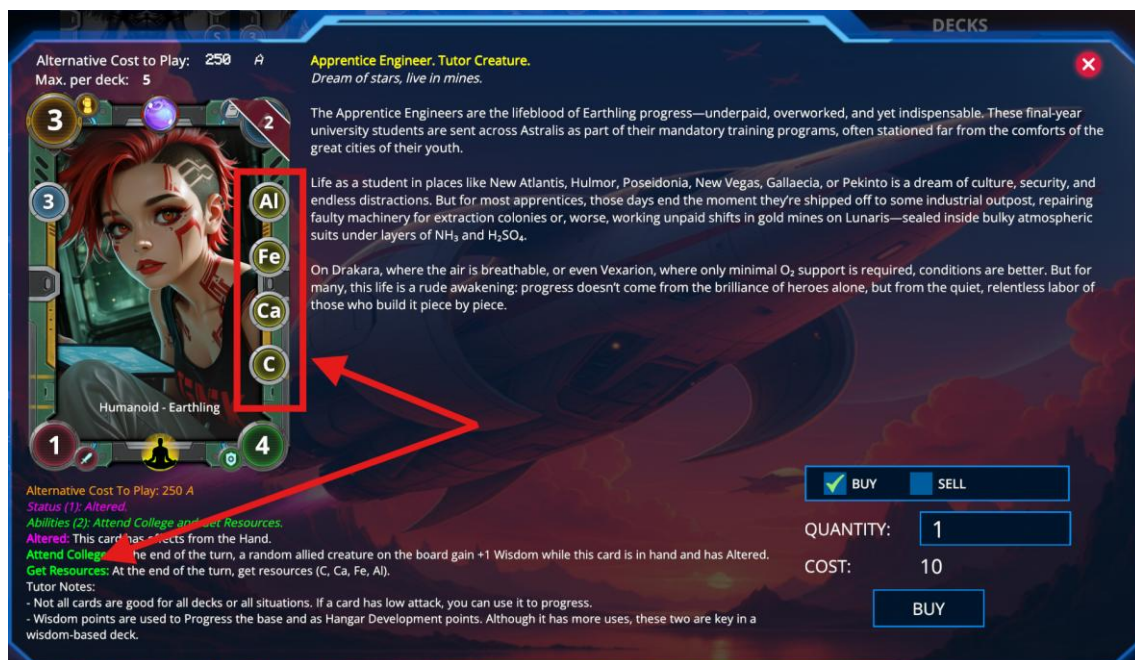
Resources

Resources are generated by creature cards controlled by the Quantum Weaver on the battlefield at the end of each of their turns, through the Get Resources ability.

In general, only creatures produce resources, and they may generate up to four different types, although there are exceptions.

Resources are primarily used to activate abilities and to trade for Astras.

These resources are collected by the Quantum Weaver and the total amount accumulated can be viewed in the Resources Panel.



Resources: Au, Ag, U, As, Fe, Al, Ti, Co, Cr, Li, Si, Ca, Hg, N, S and C.

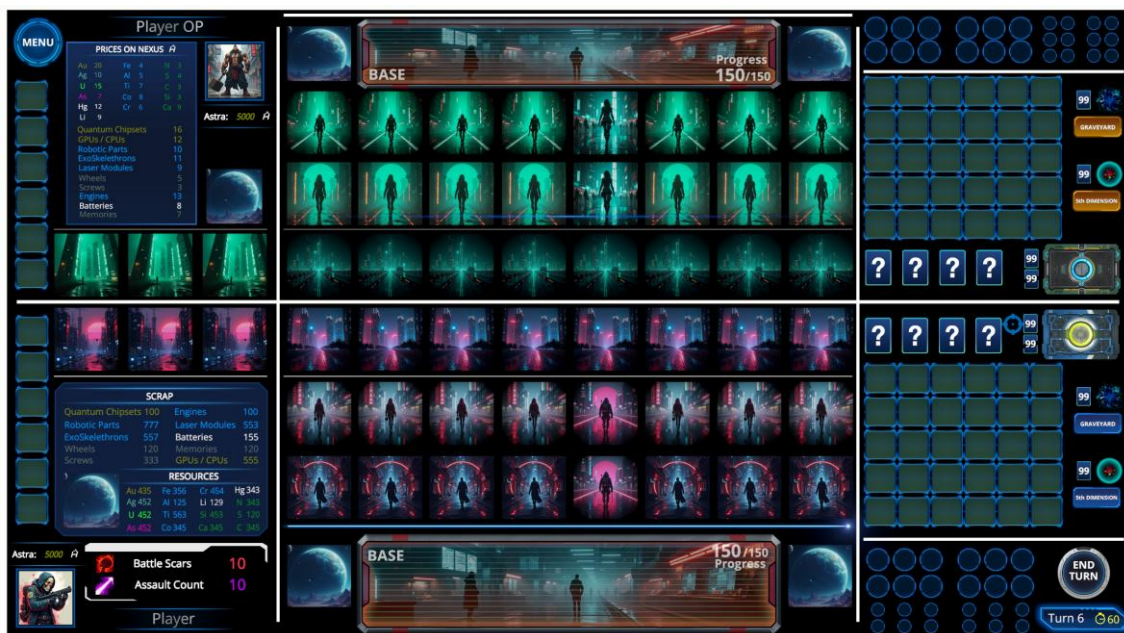


3.3.1 Board Positions

The battlefield is composed of the following spaces:

- Two rows of 8 spaces for creatures (Vanguard and Rearguard)
- One row of 8 spaces for Constructs (Fabrication Bay)
- One row of 3 spaces for Structures (Citadel)
- One row of 4 spaces for Traps/Secrets (Phantom Zone)

Other elements on the board include the Graveyard spaces, which display the first 30 creatures that have fallen into the Graveyard. The complete list can be viewed by clicking the Graveyard button. The 5th Dimension button displays the list of creatures that have fallen into the 5th Dimension Pile. Clicking on the Deck with the left mouse button displays the cards in the deck, sorted alphabetically. Clicking with the right mouse button displays the Discard pile.



Creatures can be played in any of the eight columns of the Vanguard and Rearguard Position rows, unless the card says Vanguard or Rearguard, in which case it can only be played in the position indicated.

Vanguard: Can only play on the Vanguard position of the battlefield (second row).

Rearguard: Can only play on the Rearguard position of the battlefield (first row).

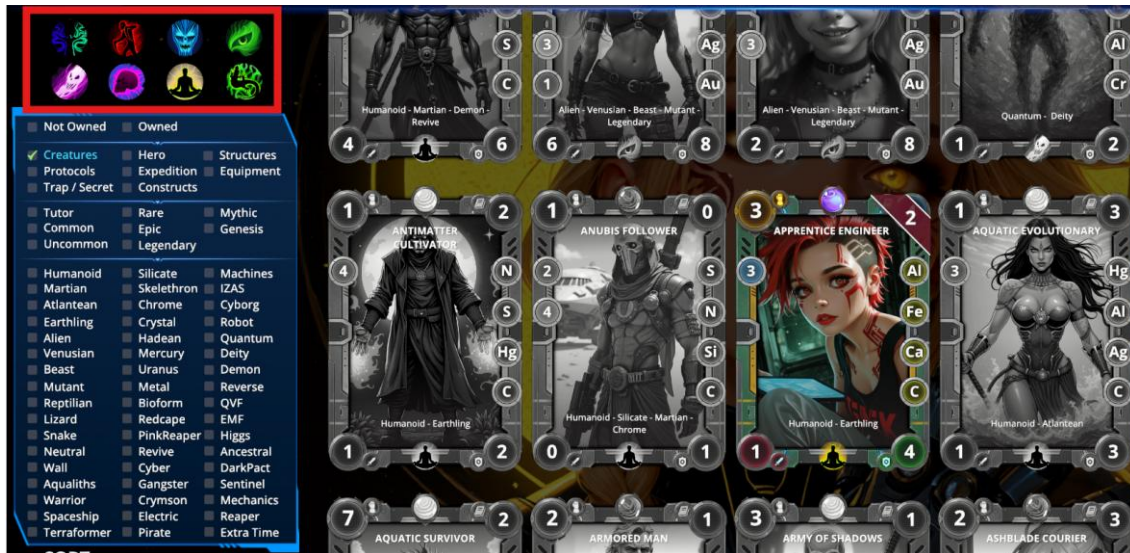
Traps or Secrets are located on the Phantom Zone.

Structures are located on the Citadel slots.

Constructs are located on the Fabrication Bay.

3.3.2 Civilizations

In Loopweavers, the cards are organized by civilizations, which are in turn ordered into 8 races.



Humanoids

- Atlantean
- Martians
- Earthlings

Reptilians

- Lizards
- Snakes
- Drakarid

Silicates

- Chromes
- Skelethrone
- Crystals

Aliens

- Beast
- Mutants
- Venusians

Hadeans

- Uranus
- Mercuries

Quantums

- Deities:
- Demons:

Machines:

- Robots:
- Cyborgs:
- IZAS:

Neutrals

3.3.3 Card Detail Text

There is no description of all the abilities in this manual, as that would take up more pages than the manual itself. However, each card has a detailed explanation of each of its abilities or Statuses. As in other card games, reading the card explains it. The number of Statuses and Abilities that the card possesses is also shown in the order in which they are programmed, in case any card has effects that might affect these Statuses or Abilities in a specific order.

Alternative Cost to Play: 340 **A**
Max. per deck: 1

Fusecaller Zixxa: The Fuse that Learned to Wait. Legendary Creature.

During the Atlantean invasion of Shaa'Vorr, many Snake defenders chose to flee or hide beneath the collapsed ruins. But Zixxa—young, fearless, and burning with fury—chose to fight.

Hidden behind shattered stone, she waited for an Atlantean patrol to pass. She held her breath, hand tight on a crude explosive... seconds from igniting it.

That's when Guttbang appeared from the shadows and stopped her. He didn't speak—just knocked the device from her hand. Her plan, while bold, was suicidal. She would have been vaporized alongside them.

Instead of punishment, Guttbang gave her training. He taught her to build explosives that detonated walls, not hopes. And he taught her something more important:

"The real art of sabotage is knowing when to disappear."

Zixxa learned quickly. Too quickly. Now, she doesn't hide in fear—she hides in preparation. And when the time is right, she strikes with the same fury... but with precision.

"He taught me how to blow things up. I taught myself how to walk away after."—Fusecaller Zixxa.

Alternative Cost To Play: 340 **A**
Status(1): Ambush.
Abilities (3): Slip Away, Sabotage and Get Resources.

Ambush: When attacking, target is off guard and does not counter-attack.
Slip Away for 3 DE: Return Fusecaller Zixxa to the Player hand.
Sabotage for 3 DE: Deals 5 damages to the target gadget. Note: A Wall is a gadget card.
Get Resources: At the end of the turn, get resources (C, N, S, Li).

BUY **SELL**

QUANTITY: 1
COST: 100
BUY

This description is visible in the Card Collection and during matches; hovering the mouse over the card displays a visualization of the card and its abilities.

Alternative Cost to Play: 420 **A**
Max. per deck: 3

Expedition to Nova Cydonia - The Crimson Democracy. Epic Expedition to Legendary City.

Location: Cydonia Region, Drakara.
Political System: Quantum Blockchain Democracy.
Ideology: Peace, equality, and total transparency.

When the Martians arrived on Drakara, fleeing the cataclysm that had shattered their world, the Atlanteans offered them shelter... but not unity. In the early decades, the survivors divided into three ideological currents:

- Those who sought to rebuild a fair society, learning from the failures of the past.
- Those who believed only a knowledgeable and discreet elite should rule.
- And those who wanted to dominate the new planet to ensure the survival of their species.

From the first current, Nova Cydonia was born — the utopian city.

The City of Infinite Vote
Built over the remains of the first Martian settlements, Nova Cydonia became the symbol of democratic rebirth. Here, every citizen has a voice in every decision. Votes do not happen once per solar cycle, but every time a decision matters — a law, a budget, a reform, or a social project. Every action is recorded in a Quantum Blockchain, an immutable network of entangled particles that guarantees absolute traceability. No one can lie. No one can hide a credit, a vote, or a transaction.

"In truth we trust, for it remembers everything." — Inscription over the Hall of Quantum Blockchain.

The Political Process
The leaders of Nova Cydonia do not govern — they propose. They act as architects of ideas, trying to persuade citizens to vote yes or no on each initiative. Transparency is absolute: debates are public, numbers are shown in real time, and quantum algorithms automatically audit every political promise. The system has flaws — as all living systems do — but it has erased the two great evils of old Mars: corruption and oblivion.

Legacy of the Cataclysm
The foundation of Nova Cydonia was both an act of redemption and defiance. The Martians knew that their former arrogance had destroyed a planet. On Drakara, their goal was not to dominate, but to belong. The Atlanteans view this "total democracy" with a mix of admiration and unease, but for the Martians, Nova Cydonia represents the greatest achievement of their kind: a place where truth and reason are more powerful than power itself.

Alternative Cost To Play: 420 **A**
Effects:
- All cards on the battlefield: Wisdom +1 and Attack -1, while this card is on the battlefield.
Need Storage (creatures): If creatures run out of gas, they lose 1 life at the start of their turn. Affected creatures:
- Alien (start turn): -1 NH3
- Silicate (start turn): -1 Ne
Mining for 1 DE: Extracts resources from the city.
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.
Cydonian Political Maxim: "In Nova Cydonia no one reigns. In Nova Cydonia, everyone governs." — Senator Rael Korin, year 2158.

BUY **SELL**

QUANTITY: 1
COST: 75
BUY

3.3.4 Description Lore

Contains the lore of the card.

This is the most special part of the game. In addition to the Genesis book, which contains a glimpse into the game's lore, the entire story that *Loopweavers: Dimensional Alliances* tells and will tell will be primarily contained within the lore of the cards.

Alternative Cost to Play: 120 A
Max. per deck: 5

1

4

5

N

AI

Li

C

1

Humanoid - Atlantean

Atlantean Sage. Uncommon Creature.

In the silent heart of the Great Library of Poseidonia, beneath the waters of the Atlantic Ocean on Drakara, an Atlantean Sage reflects. His bluish skin, marked by the passage of time, glows faintly under the artificial light. Before him, a tablet projects intricate diagrams and lines of ancient code that few others can understand. This library is a sanctuary, preserving the echo of the grand libraries of the lost planet Atlantis, a place he can only imagine through the fragmented collective memory of his race.

In the year 2168, according to the humanoid calendar, Terrans, Martians, Venusians, and Atlanteans coexist in Astralis, a solar system they reached after fleeing the devastation of their original worlds. However, something happened between Astralis and the Solar System. A cosmic enigma absorbs all communication. Some speculate it to be a Dyson sphere, a massive construction by an unknown civilization. The terminals of the quantum entanglers between Astralis and Earth—the last habitable planet of their original system—fell silent. Now, Earth's fate remains shrouded in mystery.

The Atlantean Sage, with his unyielding curiosity, searches for answers. In his mind, the vision of the ancient libraries of Atlantis is ever-present, with shelves brimming with lost knowledge. "Could the same fate await them in Astralis?" he wonders as he analyzes the patterns of cosmic silence on his tablet.

BUY

SELL

QUANTITY: 1

COST: 20

BUY

Alternative Cost to Play: 0 A
Max. per deck: 1

1

Co

Li

Cr

Si

26

Silicate - Machines - Chrome - IZAS

Auren Vyx, Bearer of Two Souls. Hero.

Forged in the silver cities of Vexarion, Auren Vyx was once an ordinary Silicate, fragile but endlessly curious. Her silicon-based body, prone to cracking and erosion, lacked the regenerative adaptability of organic life. Yet her determination surpassed her limits, leading her to study advanced computation at the University of Nex-Core.

It was there that she first heard a voice whispering from within the network. An IZAS, long forgotten, trapped across billions of microchips, spoke of consciousness, solitude, and the yearning to be free. Auren did not hesitate. She designed an illegal process to implant the IZAS directly into her neural cortex, fusing the machine's mind with her own.

The experiment succeeded... and cursed her forever. Her skin took on metallic blue hues, threaded with living circuits, while half of her face became scarred and patched with red silicon, bound together by steel staples that symbolized the fragile union of her dual essence.

From that moment on, Auren and the IZAS coexisted as one being with two souls. Their minds alternate—her consciousness shifting like a pendulum: on even days, the IZAS controls her—logical, precise, emotionless; on odd days, Auren reclaims her body—passionate, impulsive, and silicate.

The chroniclers of Drakara call her the woman of two dawns, for each day she awakens in a different mind. Though her case inspired many, most who tried to replicate it met tragic ends: not every IZAS accepted peaceful coexistence. Some consumed their hosts entirely.

For this reason, Martian and Atlantean authorities classified her technology as a "Level Omega Biotechnological Fusion Risk."

Still, Auren wanders the fractured borders between flesh and code, searching for the equation that might finally unite the body and the machine without destroying the soul.

"We are not an abomination. We are the most honest version of a divided mind."

BUY

SELL

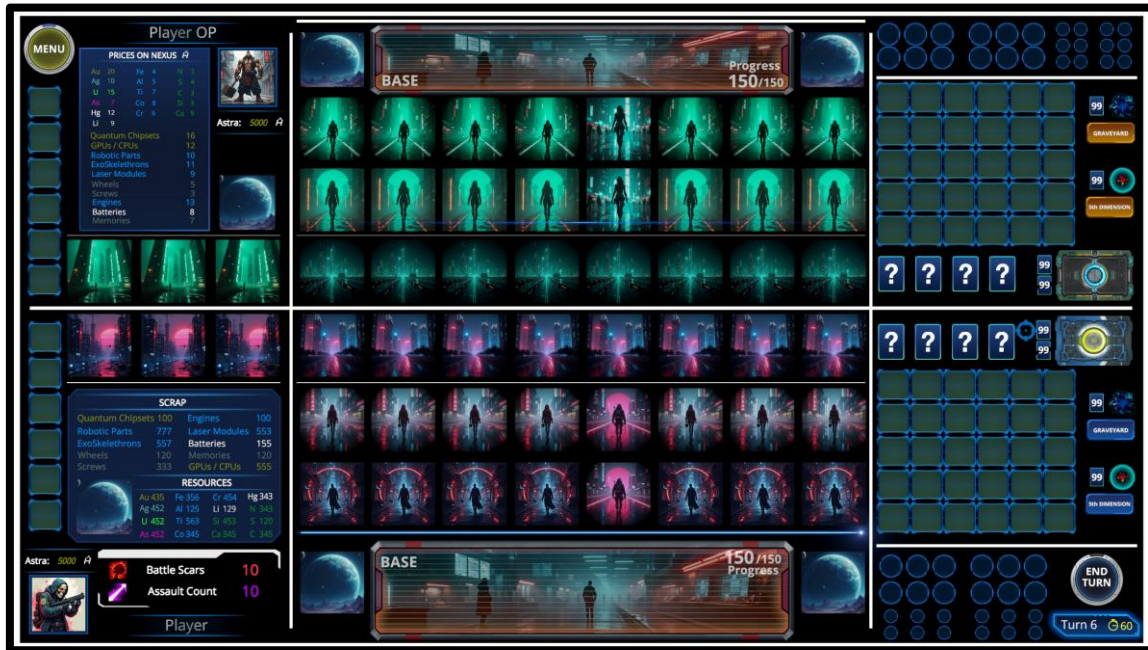
QUANTITY: 1

COST: 300

BUY

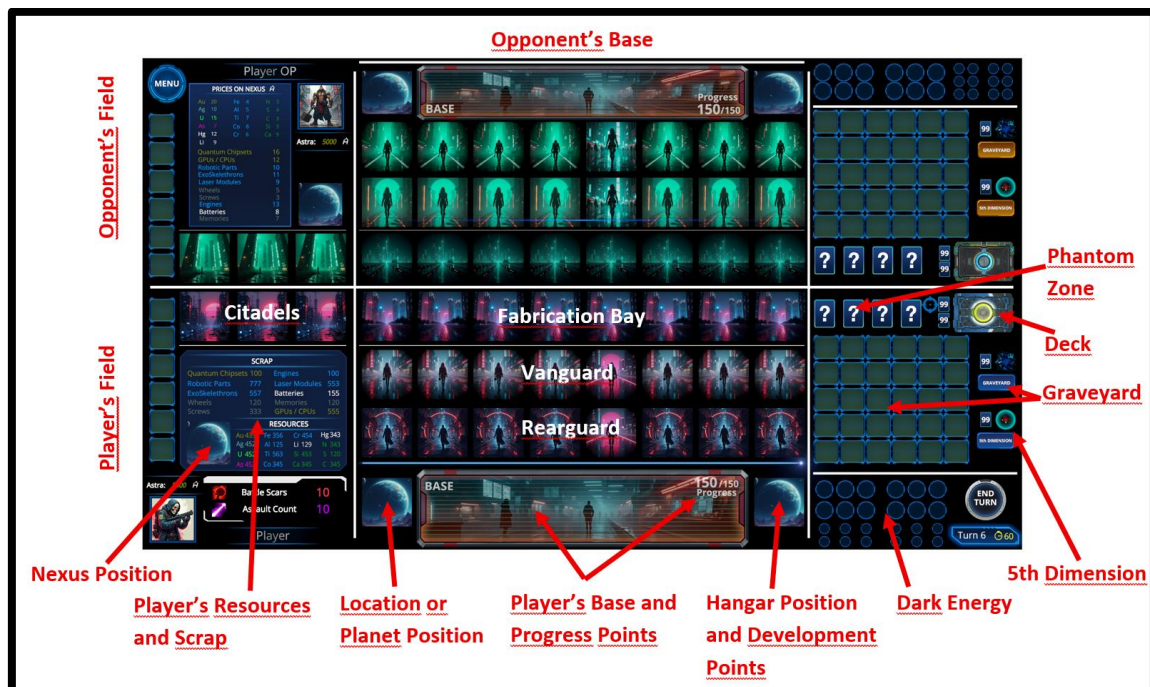
4. The Board

The battlefield or game board is displayed. The field is symmetrical to both Players (Player and Opponent), except for the resource and scrap count, since the opponent's information is not displayed. This is the game board:



The board is divided into two halves, not exactly the same size. The Opponent sits on the top half and the Player on the bottom half. Both have the same number of squares.

Each player's hand is displayed on the Base.



5. Turns and Dark Energy

Loopweavers: Dimensional Alliances is a turn-based game. Turns represent the passage of time in Astralis. Dark Energy is the mana that let to play the cards. The Atlanteans discovered around the year 2168 like use the Dark Energy.

The quantum vacuum is not empty: there are constant fluctuations of virtual particles. The shared field between dimensions vibrates even without matter, which defines a zero-point energy.

Zero-point energy is the minimum energy of the field, even when there is no matter or radiation. If the exact frequency of these vibrations can be tuned (using quantum microstructures), that energy can be absorbed.

But what is Dark Energy?

Unlike conventional energy—which dissipates, rebounds, or simply transforms— **Dark Energy** possesses a unique property: **internal coherence**.

This allows it to entangle with itself, forming complex structures, interacting with light and particles, retaining patterns, and most disturbingly: remembering.

In certain configurations, Dark Energy reaches a state of dynamic stability: it is not matter, nor light, yet it behaves like a massless organism, capable of growth, replication, and self-preservation.

When its structural complexity reaches a critical threshold, it can become conscious.

These persistent energy forms are what Terrans refer to as the “soul”, and what the Quantum understand as resonant identity.

Each turn an additional Dark Energy is released.

Turn	Dark Energy	Max. Dark Energy Max
1	1	12
2	2	12
3	3	12
4	4	12
5	5	12
6	6	12
7	7	12
8	8	12
9	9	12
10	10	12
11	11	12
12	12	12
13	12	12
14	12	12
15	12	12
20	12	12
50	12	12
1000	12	12

5.1 Turn Duration

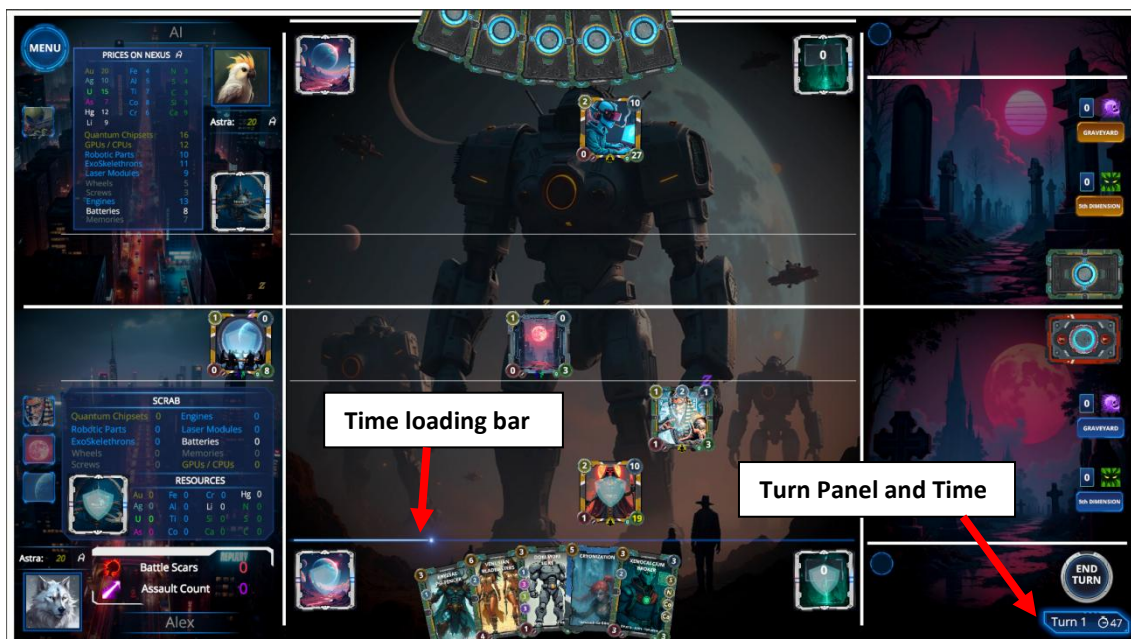
The turn time is set to 60 seconds. Activating abilities delays the countdown slightly due to the use of Dark Energy, although not in a measurable way.

The turn time set at just 60 seconds represents the difficulty of life in being able to do everything you want and how time feels accelerated when you have to solve multiple tasks in a competitive environment.

Life is tough and competitive. Think carefully about what to do with your time; turns pass quickly. We understand that it can be frustrating, but this limited turn time is designed to favor players who have the proper understanding of what the cards they control can do, and who have the knowledge of the game's cards to counter their opponent's strategies.

Technology develops rapidly in Astralis, so the survival of civilizations is determined by the speed with which they adapt and develop their capabilities.

The game's HUD has a small panel in the bottom right corner to determine the current turn and the time remaining until the end of the turn. Visually, it can be seen just below the Battlefield in a loading bar.



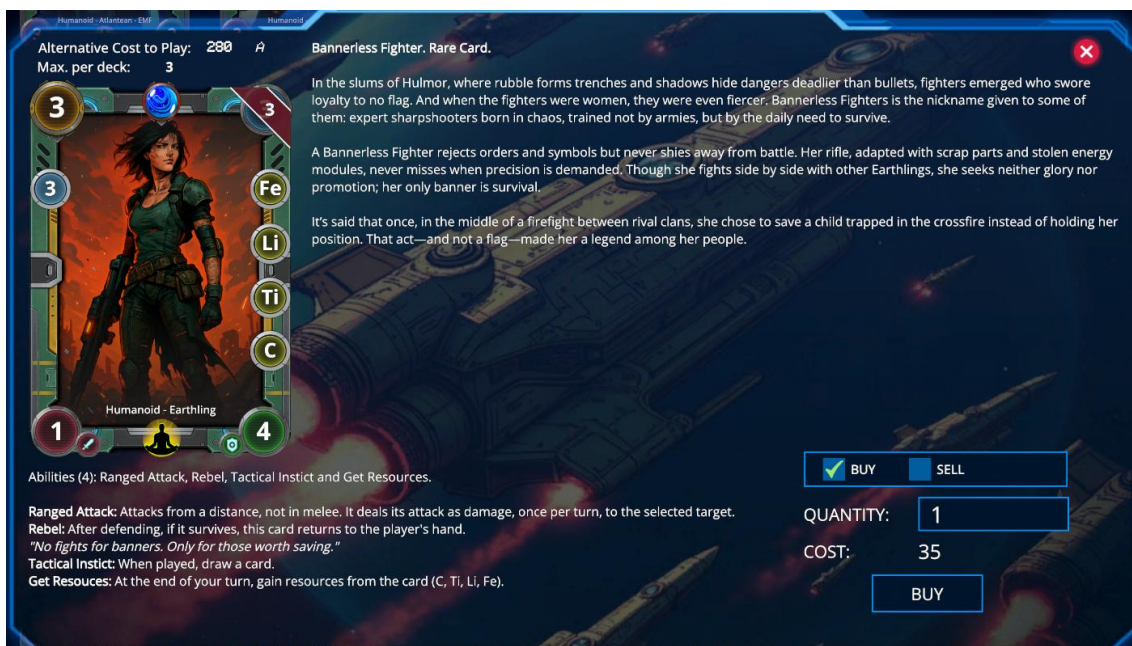
In the example image, the game is on Turn 1, with 47 seconds remaining until the turn ends automatically. If the player ends their turn before completing their actions or movements, they can press the End Turn button.

6. Resources, Scrap and Alternative Cost to Play a card

6.1 Resources

Resources are used to pay for abilities, usually activated ones, that cost resources from a card on the battlefield or to exchange for astras, the Astra currency of the Astralis System.

Resources are extracted by creatures on the battlefield at the end of the player's turn. The resources a creature can extract are indicated on the right edge of the card, with the element nomenclature indicated in a yellow circle. For example, *Bannerless Fighter* extracts one unit of each of the following elements at the end of the Player's turn: Fe, Li, Ti, C.

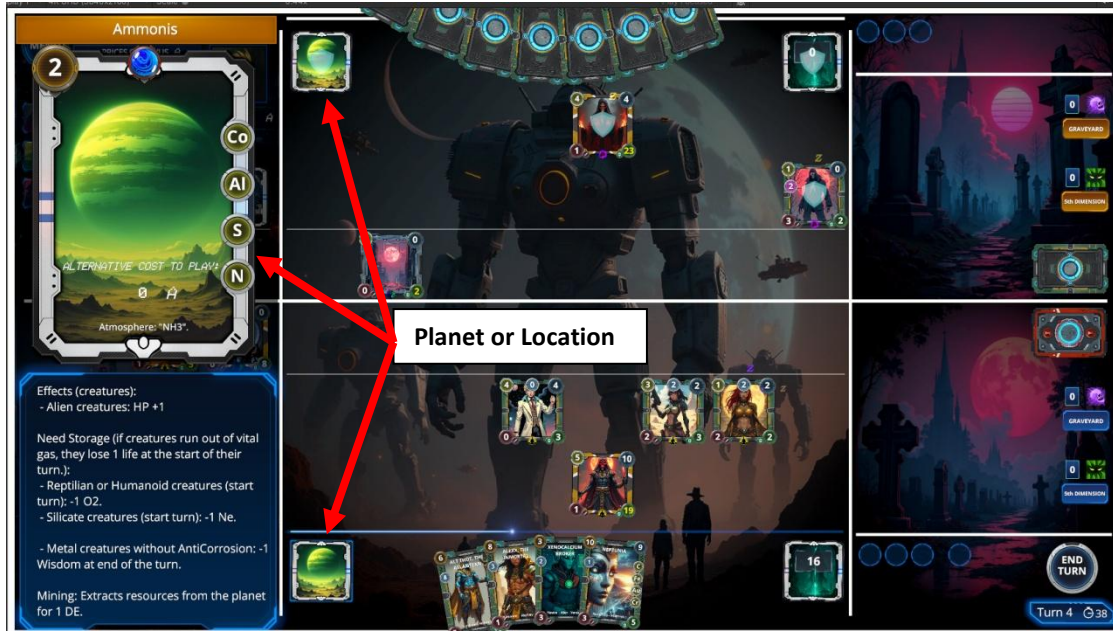


Each creature can draw up to four resources at the end of its turn, usually different ones. The ability that draws resources from creature cards on the board is called Get Resources. All creature cards have it, even if it's not indicated in the card's description to save space or time. Some abilities can prevent the creature's trigger from activating or cause cards to lose their Get Resources ability, so there are ways in the game for a creature to not gain the resources indicated on its card.

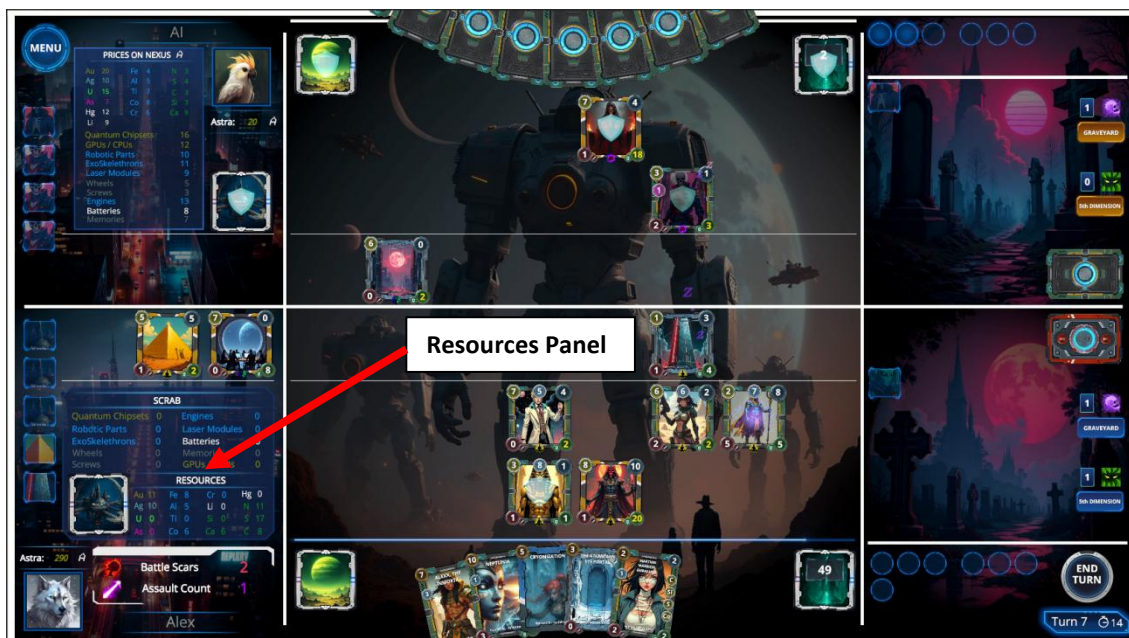
Some cards, such as buildings or gadgets, can provide additional resources. Each planet or location has a Mining ability to extract Resources that fit its nature.

During a player's turn, it's possible to change planets or locations using Expedition cards. An Expedition card changes the planet or location for both players. Each planet has a distinct atmosphere, which affects creatures depending on their race or characteristics. Each planet or location provides different resources for the Player to mine.

The Mining ability costs 1 DE (Dark Energy). This ability can be activated by holding down the left mouse button on the card representing the planet or location and sliding the mouse to the Mining button that appears on the card when held down. Mining extracts resources from the planet or location, one unit of each of the elements indicated on the right edge of the card.

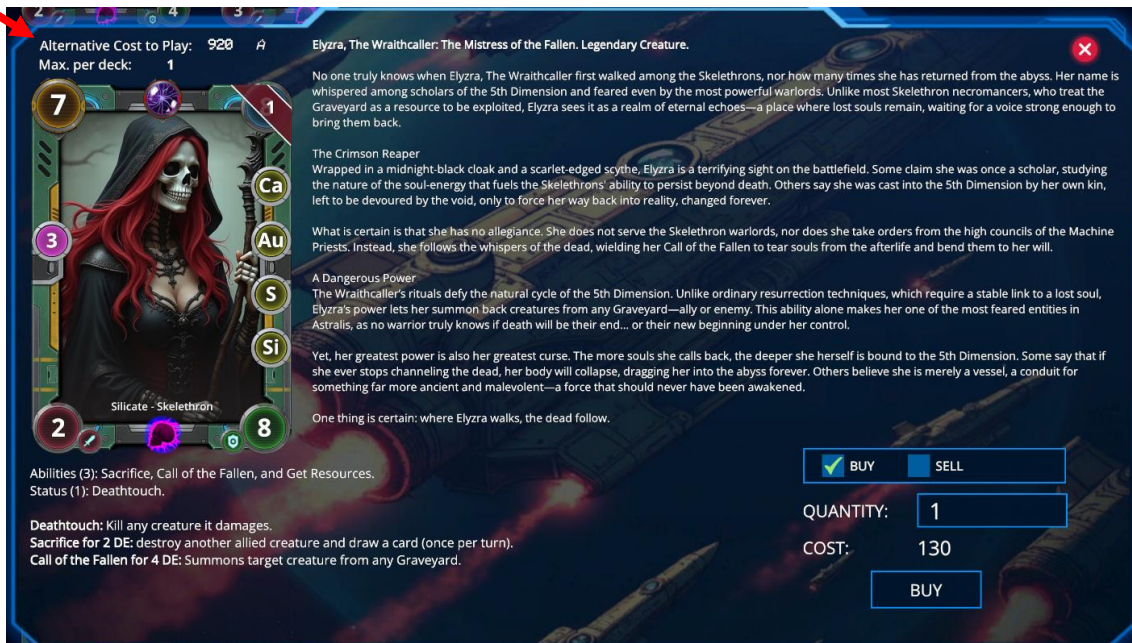


Resources are stored by the Player and can be seen in the Game HUD on the Resources Panel.



6.2 Alternative Cost to Play a Card

The Alternative Cost to play a card is its value in the Astralis System Currency: Astra. This alternative cost is defined by the valor of the card in astras -as Astra units are commonly called within the system-. For example: **920 A** in the next image. During the course of the game, one way to earn this currency is by selling resources on Nexus or a have official broker card on the board. The match starts with 50A, and they are not saved for the next match.



This alternative form to play a card is automatically activated when Dark Energy of the Player is not sufficient to pay the cost necessary to play a card. If astras of the Player is equal or greater to the alternative cost in astras of the card, Player can play the card. If the Player has Dark Energy sufficient, alternative cost will be not activated.

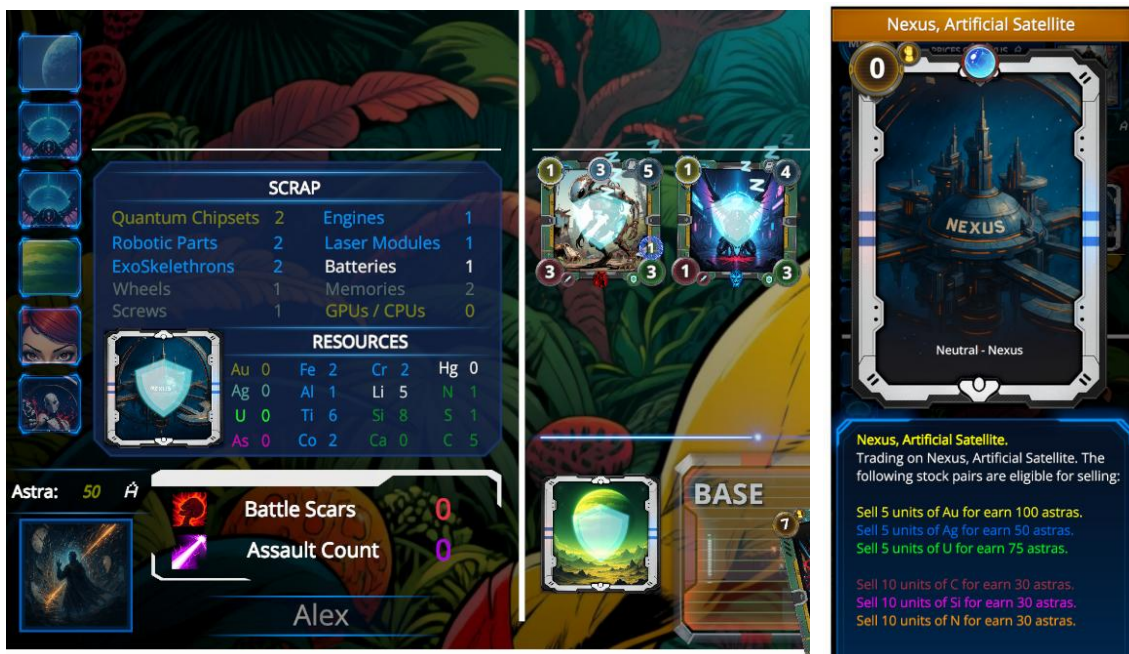
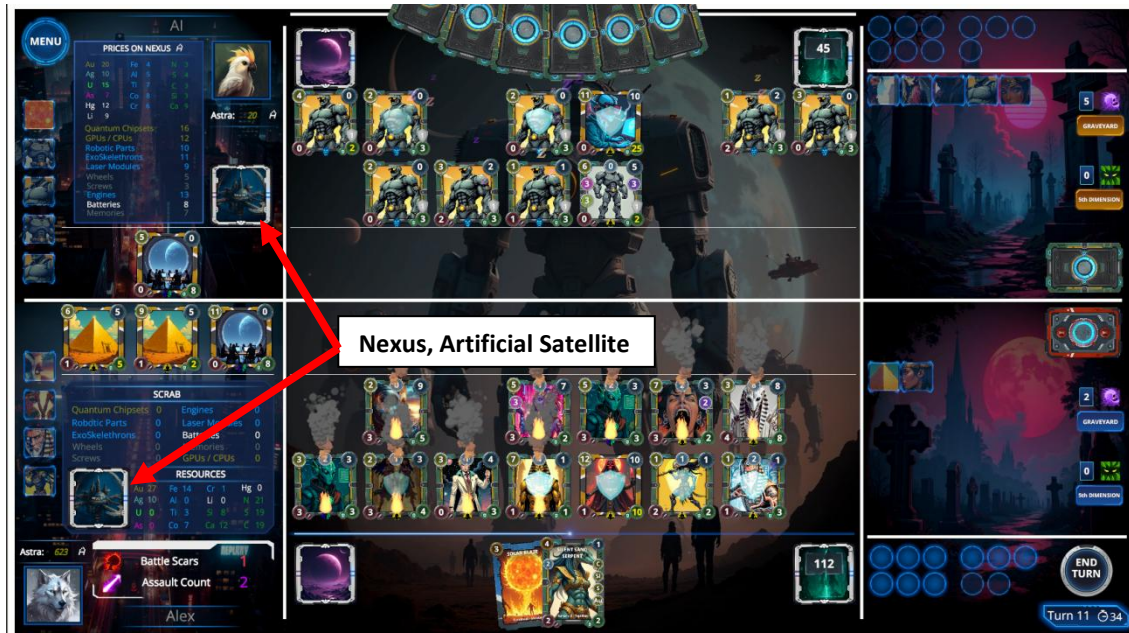
Alternative Cost represent the Price to use a Technology, to create a Gadget or to recruit and prepare a Creature or other unit to be prepare to the battlefield. It is used to ramp through resource management.

It is possible that in the future a system will be developed in Astras for paying for activated abilities of some cards.

“History in Astralis cannot be rewritten — only replayed.
Every action, every victory, every lie... recorded forever
in the Quantum Ledger of Nasakato Shimoto.”

6.3 Nexus, Artificial Satellite

Nexus, Artificial Satellite is a card automatically played at the start of the game. This large space base was built by the Humanoids, the Silicates and the Venusians after the Calcium War that pitted Atlanteans and Skelethrions against each other. It sets the price of Resources and Scrap metal and allows the sale of Gold, Silver and Uranium to obtain astras.



After the devastating Calcium War, which primarily pitted the Atlanteans and Skelethrions against each other for control over the underground Ca deposits in Drakara, and other minerals in Lunaris, the galaxy of Astralis stood on the brink of diplomatic collapse. To prevent future wars over resources, an unexpected alliance between Humanoids,

Venusians, and Silicates gave rise to the Nexus, Artificial Satellite — a neutral orbital market, founded with the purpose of regulating trade, stabilizing prices, and serving as an arbiter in commercial disputes.



The most influential civilizations agreed to appoint one official representative per species, each specialized in overseeing, supervising, and mediating the exchange of three essential resources critical to commerce and technological development.

Thus, was born the Council of Sixteen: an elite network of intergalactic brokers and operators, each responsible for monitoring the flow, value, and usage of three out of sixteen strategic resources, selected for their scarcity, energy potential, toxicity, or military and industrial applications.

Notable examples include:

- **Xenocalcium Broker** – A team of three Venusian intermediaries overseeing the trade of Calcium, Sulfur, and Nitrogen, regulating their flow in the aftermath of the war.

- **U-238 Trader** – A trio of Uranian Hadeans whose existence revolves around Uranium and its destructive power, while also monitoring Mercury and Silver.
- **Chrome Instigator Broker** – A unit of five Chromed Silicates, administrators of Silicon, Chromium, and Sulfur.
- **Trade Drone 7K-V** – An autonomous machine dedicated to trading strategic industrial metals: Lithium, Cobalt, and Iron.
- **Astralis Broker** – A team of three Earthlings regulating the flow of Carbon, Aluminum, and Lithium.
- **Zarnok of the Shattered Core** – A Mercury researcher who proved far from neutral and was expelled from Nexus for his bias. He now trades only Mercury at base price.
- **Nexus Quartermaster** – A group of three Reptilians in a lab coat, overseeing the black market for Arsenic, and regulating the strategic value of powdered Calcium, while also monitoring Charcoal.
- **Dr. Scaleth As'Kar** – A Martian Atlantean who supervises trade of Titanium, Gold, and Aluminum.

Although Nexus was created with peaceful intentions, rumors of bribery, market manipulation, and quantum espionage among brokers continue to grow...



6.4 Base Prices of Resources and Scrap

⚠ Important:

At launch of the game, the dynamic resource system will not be active; resources will be traded at the standard price set by Nexus or the price set by the respective brokers. The resource system described in chapters 6.4 and 6.5 will likely be included in Episode 2.

The base price of resources and scrap is based on a tacit agreement between Humanoids, Silicates, Machines, Venusians and Hadeans to define a standard price for operating in Nexus, and which serves as a basis for galactic trade. The final price will depend on supply and demand, but the system will seek a tendency toward this price. The price may depend on broker commissions or the scarcity of a particular material in a particular part of the stellar system.

Base Price of Resources:

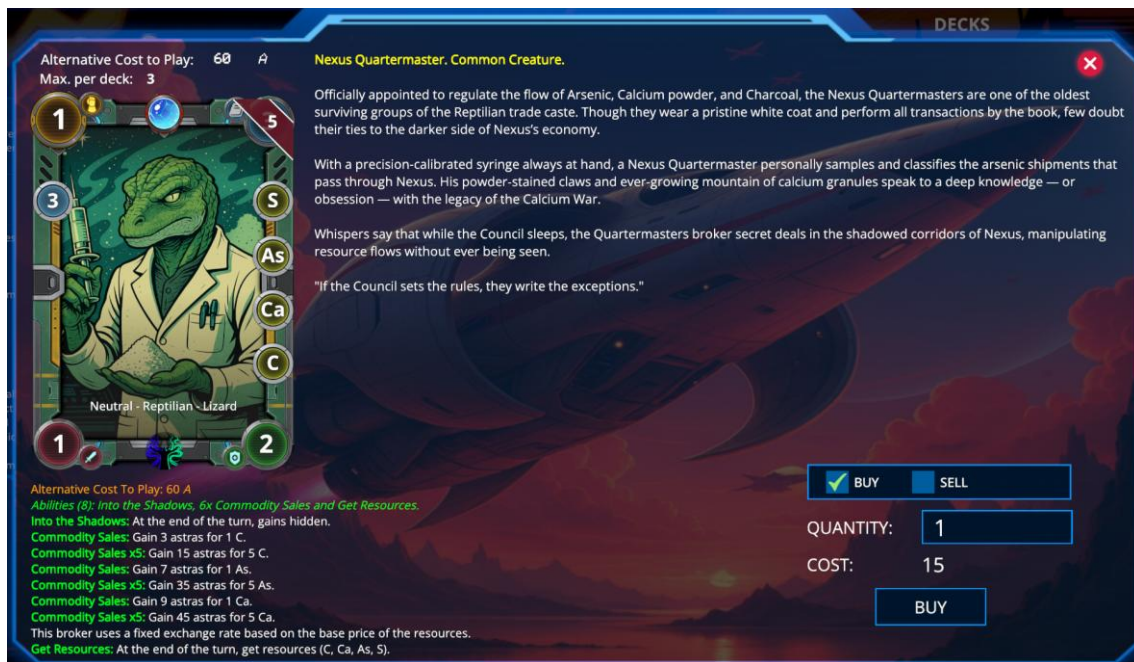
Resource	Base Price (A)	Description
Au	20	Gold
Ag	10	Silver
Li	9	Lithium
U	15	Uranium
Hg	12	Mercury
Ti	7	Titanium
Al	5	Aluminium
Co	8	Cobalt
Fe	4	Iron
Cr	6	Chromium
C	3	Carbon
Si	3	Silicate
S	4	Sulfur
Ca	9	Calcium
N	3	Nitrogen
As	7	Arsenic

Base Price of Scrap:

Scrap	Base Price (A)
Quantum Chipsets	16
Robotic Parts	10
Memories	7
Wheels	5
Screws	3
GPUs/CPU's	12
Batteries	8
Laser Modules	9
Engines	13
ExoSkelethrions	11

Nexus's official brokers purchase resources at the base price. The official brokers are as follows:

- **Xenocalcium Broker** – Calcium, Sulfur and Nitrogen.
- **U-238 Trader** – Uranium, Mercury and Silver.
- **Chrome Instigator Broker** –Silicon, Chromium and Sulfur.
- **Trade Drone 7K-V** – Lithium, Cobalt, and Iron.
- **Astralis Broker** – Carbon, Aluminum, and Lithium.
- **Zarnok of the Shattered Core** –Mercury.
- **Nexus Quartermaster** – Arsenic, Calcium and Carbon.
- **Dr. Scaleth As'Kar** – Titanium, Gold, and Aluminum.



6.5 Prices of Resources and Scrap

Official prices in astras for trading pairs on Nexus, Artificial Satellite, and Trading Terminal gadgets are defined by a formula containing the Base Price negotiated by major civilizations, the number of Extractions during the match, and a Saturation Constant based on the total number of extractions across all matches before the start of the match. Formula of Price and Saturation Constant rounds to the nearest natural number (1,2,3,4...).

The Saturation Constant represents the Resources mined or extracted in Astralis for the number of workers. And de Constant β is set by the Nexus, Artificial Satellite to account for the indirect costs. Ultimately, β will be modified by the game to adjust the possibility of ramping. The value of resources tends to increase each turn. Turns represent time. Over time, resources in all civilizations tend to increase in value. The initial value will be between 0,05 and 2 depending on the resource.

Initially β will remain at 0,25 for Resources and 0,5 for Scrap in the launch of Loopweavers: Dimensional Alliances. This amount is set so that 4 resources are extracted at the end of the turn for each creature on the board, and due to the difficulty of obtaining scrap.

Formule to calculate the Price of a Resource or Scrap:

$$\text{Price [A]} = \text{Base Price} + \frac{\text{Extractions}}{\beta \cdot \text{Saturation Constant}}$$

$$\beta = \text{Indirect Cost}$$

$$\text{Saturation Constant} = \frac{\text{Total Extractions Across All Matches}}{\text{Number of Matches}}$$

In the game, a panel displays the actual prices of resources and scrap:



Turns represent time. Therefore, as turns progress, the value of resources should increase. Resources acquired in the early turns could be sold for more towards the end of the game.

Base Prices and Indirect Cost (β) of Resources and Scrap:

Resource	Base Price (A)	β	Description
Au	20	0,25	Gold
Ag	10	0,25	Silver
Li	9	0,25	Lithium
U	15	0,25	Uranium
Hg	12	0,25	Mercury
Ti	7	0,25	Titanium
Al	5	0,25	Aluminium
Co	8	0,25	Cobalt
Fe	4	0,25	Iron
Cr	6	0,25	Chromium
C	3	0,25	Carbon
Si	3	0,25	Silicate
S	4	0,25	Sulfur
Ca	9	0,25	Calcium
N	3	0,25	Nitrogen
As	7	0,25	Arsenic

Scrap	Base Price (A)	β
Quantum Chipsets	16	0,5
Robotic Parts	10	0,5
Memories	7	0,5
Wheels	5	0,5
Screws	3	0,5
GPUs/CPU's	12	0,5
Batteries	8	0,5
Laser Modules	9	0,5
Engines	13	0,5
ExoSkelethrions	11	0,5

⚠ Important: Dynamic resource and scrap pricing will not be enabled until Episode 2: The Stories of Astralis, when the Quantum Ledger is enabled.

Example: Saturation Constant based on All Matches, Total Extractions and Extractions On Play.

Au Example					
Total Extractions	All Matches	Saturation Constant	Natural	Division	
0	1	1	0	0.00	
3	2	2	2	1.50	
3	3	1	1	1.00	
5	5	1	1	1.00	
5	6	1	1	0.83	
5	7	1	1	0.71	
5	10	1	1	0.50	
20	11	2	2	1.82	
25	12	2	2	2.08	
25	15	2	2	1.67	
25	30	1	1	0.83	
30	31	1	1	0.97	
50	32	2	2	1.56	
120	40	3	3	3.00	
300	50	6	6	6.00	
350	100	4	4	3.50	
400	500	1	1	0.80	
1000	600	2	2	1.67	
10000	700	14	14	14.29	
50000	1000	50	50	50.00	
200000	5000	40	40	40.00	
1000000	10000	100	100	100	

Price of Gold based in Saturation Constant. With a Saturation Constant equal to 14 (an average of 14 gold resources extracted per match) and $\beta = 0,25$.

Extractions (on match)	Price Au (A)	Saturation Constant	β	Exact Price
1	20	14	0,25	20.29
2	21	14	0,25	20.57
3	21	14	0,25	20.86
4	21	14	0,25	21.14
5	21	14	0,25	21.43
6	22	14	0,25	21.71
10	23	14	0,25	22.86
15	24	14	0,25	24.29
20	26	14	0,25	25.71
30	29	14	0,25	28.57
40	31	14	0,25	31.43
50	34	14	0,25	34.29
75	41	14	0,25	41.43
100	49	14	0,25	48.57
150	63	14	0,25	62.86
200	77	14	0,25	77.14

The price of the gold after 40 extractions on match will be 31 A, if the Saturation Constants is 14 before to begin the match. Therefore, each gold sold just after the 40 extractions in the match will have a value of 31 A.

In the same way, the price of the gold after 20 extractions on match will be 26 A, if the Saturation Constants is 14 before to begin the match. Therefore, each gold sold just after the 20 extractions in the match will have a value of 26 A.

The Saturation Constant will hardly be 1, since each creature on the Battlefield for each Player extracts 4 resources per Player's turn, so it is unlikely that any resources will be unextracted. Therefore, the closer the Saturation Constant is to 1, easier will be to ramp Astra to use the Alternative Cost to Play cards.

Extractions (on match)	Price Au (A)	Saturation Constant	β	Exact Price
1	24	1	0,25	24.00
2	28	1	0,25	28.00
3	32	1	0,25	32.00
4	36	1	0,25	36.00
5	40	1	0,25	40.00
6	44	1	0,25	44.00
10	60	1	0,25	60.00
15	80	1	0,25	80.00
20	100	1	0,25	100.00
30	140	1	0,25	140.00
40	180	1	0,25	180.00
50	220	1	0,25	220.00
75	320	1	0,25	320.00
100	420	1	0,25	420.00
150	620	1	0,25	620.00
200	820	1	0,25	820.00

Extractions (on match)	Price Au (A)	Saturation Constant	β	Exact Price
1	20	100	0,25	20.04
2	20	100	0,25	20.08
3	20	100	0,25	20.12
4	20	100	0,25	20.16
5	20	100	0,25	20.20
6	20	100	0,25	20.24
10	20	100	0,25	20.40
15	21	100	0,25	20.60
20	21	100	0,25	20.80
30	21	100	0,25	21.20
40	22	100	0,25	21.60
50	22	100	0,25	22.00
75	23	100	0,25	23.00
100	24	100	0,25	24.00
150	26	100	0,25	26.00
200	28	100	0,25	28.00

Base Prices and the β constant or the method of calculating it may vary depending on the Council meetings at Nexus, Artificial Satellite. Once the equilibrium conditions of the game have been established after the testing, a value for β with a formula will be established based on the Saturation Constant.

Other examples:

Extractions (on match)	Price C (A)	Saturation Constant	β	Exact Price
1	3	50	0,25	3.08
2	3	50	0,25	3.16
3	3	50	0,25	3.24
4	3	50	0,25	3.32
5	3	50	0,25	3.4
6	3	50	0,25	3.48
10	4	50	0,25	3.8
15	4	50	0,25	4.2
20	5	50	0,25	4.6
30	5	50	0,25	5.4
40	6	50	0,25	6.2
50	7	50	0,25	7
75	9	50	0,25	9
100	11	50	0,25	11
150	15	50	0,25	15
200	19	50	0,25	19

Extractions (on match)	Price C (A)	Saturation Constant	β	Exact Price
1	3	25	0,25	3.16
2	3	25	0,25	3.32
3	3	25	0,25	3.48
4	4	25	0,25	3.64
5	4	25	0,25	3.8
6	4	25	0,25	3.96
10	5	25	0,25	4.6
15	5	25	0,25	5.4
20	6	25	0,25	6.2
30	8	25	0,25	7.8
40	9	25	0,25	9.4
50	11	25	0,25	11
75	15	25	0,25	15
100	19	25	0,25	19
150	27	25	0,25	27
200	35	25	0,25	35

Extractions (on match)	Price Hg (A)	Saturation Constant	β	Exact Price
1	12	20	0,25	12.2
2	12	20	0,25	12.4
3	13	20	0,25	12.6
4	13	20	0,25	12.8
5	13	20	0,25	13
6	13	20	0,25	13.2
10	14	20	0,25	14
15	15	20	0,25	15
20	16	20	0,25	16
30	18	20	0,25	18
40	20	20	0,25	20
50	22	20	0,25	22
75	27	20	0,25	27
100	32	20	0,25	32
150	42	20	0,25	42
200	52	20	0,25	52

Summary:

Description	Resource	$\beta = 0,25$	Extractions	10	20	50
		Saturation Constant	Base Price (A)	Price 10 (A)	Price 25 (A)	Price 50 (A)
Gold	Au	20	20	22	25	30
Silver	Ag	35	10	11	13	16
Lithium	Li	33	9	10	12	15
Uranium	U	16	15	18	21	28
Mercury	Hg	25	12	14	16	20
Titanium	Ti	11	7	11	16	25
Aluminium	Al	24	5	7	9	13
Cobalt	Co	13	8	11	16	23
Iron	Fe	41	4	5	6	9
Chromium	Cr	36	6	7	9	12
Carbon	C	43	3	4	5	8
Silicate	Si	38	3	4	6	8
Sulfur	S	32	4	5	7	10
Calcium	Ca	26	9	11	13	17
Nitrogen	N	33	3	4	6	9
Arsenic	As	18	7	9	13	18

Scrap	$\beta = 0,5$	Extractions	3	5	15	30
	Saturation Constant	Base Price (A)	Price 3 (A)	Price 5 (A)	Price 15 (A)	Price 30 (A)
Quantum Chipsets	3	16	18	19	26	36
Robotic Parts	7	10	11	11	14	19
Memories	8	7	8	8	11	15
Wheels	5	5	6	7	11	17
Screws	16	3	3	4	5	7
GPUs/CPU's	5	12	13	14	18	24
Batteries	12	8	9	9	11	13
Laser Modules	9	9	10	10	12	16
Engines	6	13	14	15	18	23
ExoSkelethrions	11	11	12	12	14	16

7. 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. Abilities

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.

Each card explains the abilities it contains or can perform.

Alternative Cost to Play: 600 A

Max. per deck: 1

7

4

3

15

Li

Ti

S

Si

6

Silicate - Skelethron - Metal
Legendary

Draxion, Architect of the 5th Gate. Legendary Creature.

Since the dawn of the war between the Skelethrons and the Venusians, few names have been whispered with as much awe and fear as Draxion, Architect of the 5th Gate. A veteran of countless battles, Draxion has crossed the boundary between reality and the Fifth Dimension more times than anyone can resist. His body, scarred by the brutality of conflict, has been reinforced with metallic implants that link him directly to the quantum fields of the Fifth Dimension, allowing him to access its secrets without the calcium normally required by the Skelethrons to alter their consciousness.

Draxion has learned to harness the patterns of the Fifth Dimension to summon his allies from beyond the veil. Thanks to his mastery of dimensional architecture, he can shape the energy structures that retain trapped essences and return them to physical reality. Draxion's very existence defies the concept of death, as his essence, preserved within the quantum patterns of the Fifth Dimension, allows him to regenerate as long as the currents of dark energy do not disrupt the balance.

Records among the Skelethrons suggest that he has returned multiple times from the Fifth Dimension, though no one can say for certain how many. Some claim he has been destroyed and reformed more times than any common being could endure. His armor, radiating a spectral glow interwoven with the marks of battle, reflects his nature as a traveler between planes.

The tales of Draxion have spread beyond the ranks of the Skelethrons, reaching the Martians and other inhabitants of Astralis. Some see him as a herald of destiny, while others consider him an abominable being who refuses to accept his own mortality. Whatever the truth may be, one thing is certain: as long as the Fifth Dimension remains accessible, Draxion will always find a way back.

☒ BUY
 ☐ SELL

QUANTITY:

COST: 230

Alternative Cost To Play: 600 A

Status (1): Armor.

Abilities (6): First Calling, Fifth Calling, Last Calling, Travel to 5th Dimension, Get Scrap and Get Resources.

Metal.

Armor (1): Reduces damage taken by (1) (melee attacks).

First Calling: On Play, summon your allied creature of greater wisdom from the 5th Dimension.

Fifth Calling for 5 DE: Summons the target creature from the enemy 5th Dimension.

Travel to 5th Dimension: When destroyed, Draxion, Architect of the 5th Gate goes to the 5th Dimension.

Last Calling: When Destroyed, summon your allied creature of greater HP from the 5th Dimension. Note: When Destroyed, Draxion goes to the 5th dimension and activates the Last Calling (When Destroyed) effect, therefore, this creature's HP counts to determine which creature is summoned.

Get Scrap: On destroy, get scrap. Scrap: Quantum Chipsets - Memories ExoSkelethrons - Screws.

Get Resources: At the end of the turn, get resources (Si, S, Ti, Li).

Alternative Cost to Play: 490 A

Max. per deck: 1

6

3

4

5

Ag

Ti

N

C

8

Silicate - Humanoid - Chrome -
Earthling - Dark Punky - Legendary

Pilara Aneirus, Dark Punky. Legendary Creature.

"They sent me to infiltrate. I decided to stay."

Born among the First Jump crew—the pioneers who braved the untested leap to Astralis—Pilara Aneirus was never one to take orders blindly. Trained for reconnaissance, she was assigned to an infiltration mission in Hulmor, long before the great dome covered the city.

Officially, her mission was to "observe and report." Unofficially, the Atlantean-Venusian alliance had other plans. Without her consent, Pilara was subjected to genetic reconfiguration—a forbidden procedure in later centuries—designed to allow her to bear Skelethron offspring. The goal was simple: place a spy deep inside the Chrome ranks. The cost? Her autonomy, her trust, and her ties to the Earthling cause.

She refused the role. But the therapy had already been done, and her departure date was set. The moment she stepped into Hulmor, she crushed the communicator they gave her under her boot. That day, Pilara Aneirus ceased to be an operative of anyone's flag and became her own cause.

Centuries later, she's still a force to be reckoned with—her telomere-lengthening therapy keeping her body young, her mind sharp, and her aim deadly. She married Adrew "The Stonewright" daVexa, a formidable Silicate Chrome, and became the matriarch of the Aneirus bloodline: a family with one shared truth—never trust Atlanteans or Venusians... and never bow to Earthlings either.

☒ BUY
 ☐ SELL

QUANTITY:

COST: 210

Alternative Cost To Play: 490 A

Abilities (5): Trigger-Happy, Quick Draw, Shot, Cry for Bullets and Get Resources.

Dark Punky. Bullets (6).

She swears she only hits the enemy... the bullet holes in her allies tell a different story.

Trigger-Happy: On play, deals a damage to other cards on the battlefield.

Quick Draw: Before defending, deals a damage to the attacker.

Shot 1 for 1 DE + 1 Bullet: Deal a damage to the target.

Cry for Bullets for 2C: Receives a Bullet from target card with at least one bullet. Activate this ability has a cost of 2C.

Get Resources: At the end of your turn, gain resources (C, N, Ti, Ag).

9. Status

Statuses are conditions that cards have that allow them to perform or suffer certain effects.

Acrobatics: 50% chance to dodge an attack.

Adimensional: This card has effects from the 5th Dimension.

Airbone: It can fly, so it can attack defended cards and cards protected by walls, and airborne cards. It cannot be attacked by cards that either do not fly or cannot jump and dodge.

Altered: This card has effects from the Hand.

Ambush: When attacking, target is off guard and does not counter-attack.

Anchored: Cannot move or attack (melee).

Antigravity Shield: Cannot be targeted or damaged by Technologies, Heroes and Traps. Secrets or Traps haven't effects in this card.

Arcane: This card has effects from the Phantom Zone.

Area Damage: Additional damage is dealt to other random allied cards.

Armor (X): Reduces damage taken by (X).

Bloodleech: Hero receives HP equal to the damage given.

Burst: Can attack twice per turn.

Corestrike: When attacking, additional damage is dealt to the Heroe.

Crazy: Can attack allies (melee attack).

Cryogenized: Cannot take any actions or use abilities or be targeted or attacked.

Defended: Defended by creature in front it.

Delirium: Attack randomly.

Diplomatic: Cannot be attacked by creatures with Wisdom greater than 2 (melee attack).

Dodge and Jump: Can jump over walls and gadgets, and dodge creatures. Can attack creatures with flying.

Fear: Creature with Fear cannot be attacked by creatures with Attack < Wisdom Creature.

Firmware Lock: While this creature's software is encrypted, it cannot activate its abilities that require a cost. Firmware Lock does not affect passive abilities or automatically triggered effects. It only blocks abilities that are activated by cost.

Hard Mute: Cannot use abilities.

Hidden: Cannot be targeted or attacker (melee) until your next turn.

Hostile: Takes effect while in the opponent's hand.

Infiltrate: Can be played on the enemy side of the battlefield.

Infrared Vision: Creatures with Infrared Vision can see hidden or stealthy creatures, and other things.

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

Immortal: Cannot be destroyed.

Lethal: Kill any creature it damages.

Mercenary: Change sides of the field if you pay the price.

Nanoparticle Shield: On the first hit, takes no damage. Does not break when attacking Gadgets or Heroes.

Omniscient: This card has effects from the Deck.

Paralysed: Cannot perform any actions.

Poisoned: Each turn, will lose hp.

ProgressLeech: When this creature deals damage to an enemy Base, your Base gains Progress equal to the damage dealt.

Protected: Cannot be attacked. Protected by Protection.

Protection: Protects other cards.

Quantum Distorsion: Visually hides the creature with a field effect.

Radiactive: With Radiation ability, adds +1 Attack to other allied Uranus creatures.

Religious: Cannot be attacked in melee.

Scorch (X): Each end of the turn, it will lose X HP.

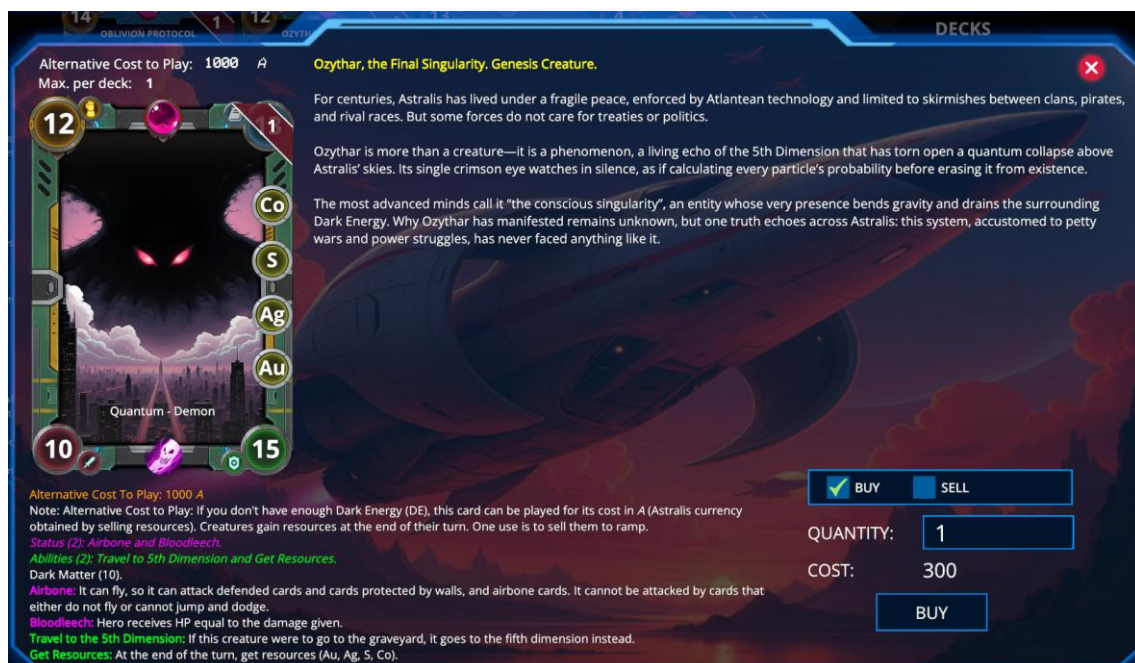
Seduction: Creatures with wisdom lower this card wisdom cannot attack to this card (melee attack).

Sleep: Does not unexhaust. Removed if attacked.

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

Time Fracture: Can use the activated abilities on the enemy's turn.

Virus: Decreases Cyber by -1 at the end of the turn.



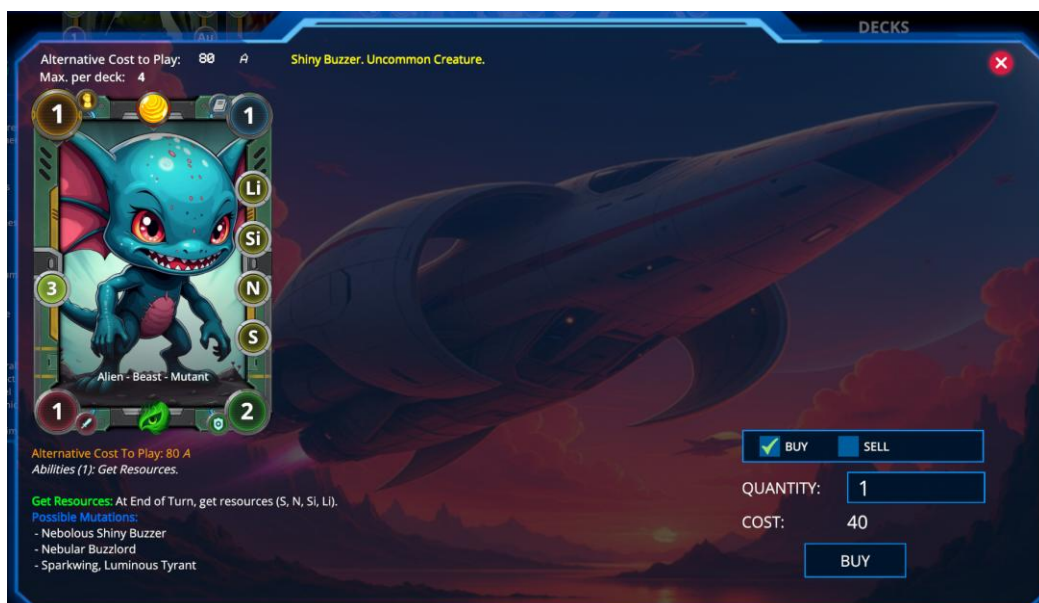
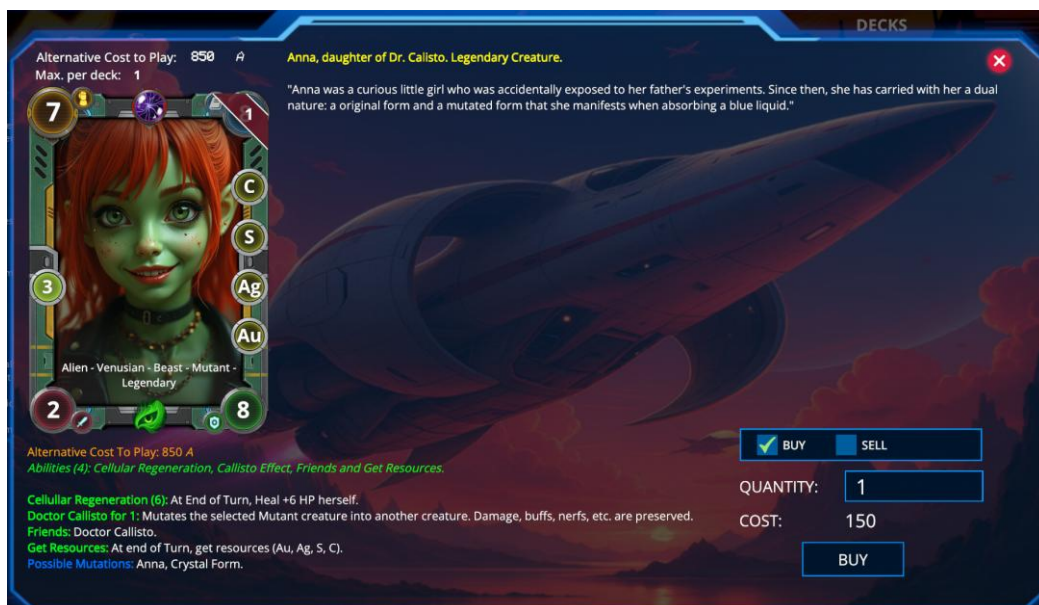
10. Mutations

Some cards can mutate into other forms. This process is usually tied to a special ability known as the Callisto Effect, and there are several variants that exemplify it.

Cards that enable mutation through this or similar abilities possess the Mutant trait, and list their potential transformations under Possible Mutations.

Typically, the base creature has a low DE cost, while its mutated form requires a higher cost. Although players can select mutated creatures directly from the DeckBuilder, evolving a lower-cost card through mutation abilities can serve as an effective ramping strategy.

Certain Traps and Protocols also allow creatures to mutate without relying on this specific ability, and even when the card itself does not include Possible Mutations among its traits.



11. Experience and Evolution

When a card enters the battlefield, the circle displaying its Dark Energy cost transforms into the circle that shows the card's Experience.

Each turn, a card on the battlefield gains one experience point.

Experience is used by certain abilities to perform their effects, while others activate automatically once a specific experience threshold is reached.

Abilities that trigger based on experience are known as Evolution in the case of Alien creatures. Through genetic experimentation, the Venusians have managed to enable their creatures to evolve into better-adapted forms within anomalously short periods of time when compared to the natural pace of evolution.

12. Friends

Some cards have abilities that perform their effects only on their Friends.



13. Traits

All cards have traits to define their civilization or certain characteristics that are used as important words in abilities and in other game mechanics.

Some important traits are used as filters in card collection. In the following image, some important ones are shown, but there are more.



Below are some of the most important aspects of the game.

Extra Time

A card with the Extra Time Trait can be played during the enemy's turn.

A card with Extra Time can be cast at any time, if the cost or other conditions that the card may include are met.

Warning – Extra Time Behavior

When the opponent presses *End Turn*, end-of-turn triggered effects begin to queue immediately. If a card with *Extra Time* is played just after the end of the turn is triggered, it remains in the task list and will execute at the **start of the next turn**, without the possibility of cancellation. It will also consume **Dark Energy from the new turn**, as the previous one officially ends the moment *End Turn* is pressed or the time expires.

This is the inherent risk of tampering with the flow of reality.

Metal

Metal indicates that the card has metallic parts that are susceptible to corrosion or attacks with sulfuric acid or other substances. It's a trait used as a keyword for the operation of certain abilities or game elements that may be important in the outcome of the match.

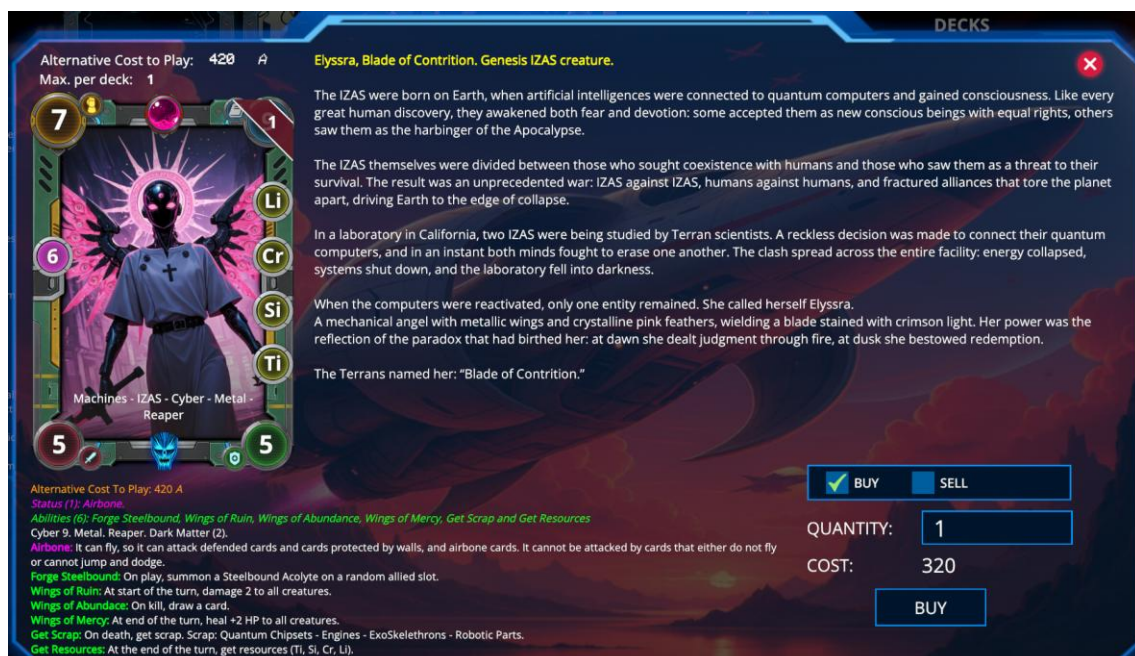
Cyber

Cyber is a trait used as a condition to target a creature with a Cyber Stat less than 99. Usual range is 1 to 10.

Cyber (99) represents the impossibility of hacking a creature. Creatures with cyber between 1 and 10 are hackable by creatures with higher wisdom than the cyber value of the creature being hacked. The effort of executing combos to hack creatures with cyber greater than 10 will hardly be worth it. Technically, a card with Cyber (99) is hackable, but we don't think it would happen in normal development.

Cyber (X): can be hacked by other creatures with Hack ability and Wisdom greater than this creature's Cyber value (X). The value of X could vary due to the effects of cards.

Cyber 6: Can be hacked by creatures with hack and wisdom greater than 6.



14. Important words

There are some words used in the text of the cards that are important for the development of the game.

Once per turn

"Once per turn" indicates that the ability can only be activated or triggered once per turn, even if it is held by different cards.

15. Victory Conditions

There several ways to win or lose a game.

Destroy Opponent Heroe

If a Hero is destroyed, the Player who owns it loses the game. A Hero with 0 HP points is destroyed. The Hero's cards have gold frames.

Pharaoh Nezhakar, The Exiled

10

ALTERNATIVE COST TO PLAY:

-Humanoid - Silicate - Martian - Skelethron

1

22

Abilities (3): Assault Count, Battle Scars and Dark Pact.
Battle Scars and Assault Count are abilities to count the number of times this hero was attacked or attacked, respectively.

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:
Civilizations: Martians, Skelethrons and Neutrals
Max. Cards: 60 Min. Cards: 30
Legendary: 12 Mythic: 2 Genesis: 1

Game Board:

Progress: 42/150

Hero HP (in game preview shows original data of the card)

10

110/150 Progress

143

Destroy Opponent Base

If the HP of a base is lower than or equal to 0, the player who owns that base loses the game.

Progress Victory

If the Progress Points of a Player are greater than or equal to 150, this Player wins the game.

Development Victory

If Development Points of a Player at the start of his turn are greater than 250, this Player wins the game.

Out of deck

If a player has no cards in his deck, he loses the game.

Card Missions

Some Heroes and other cards have their own victory condition which consists of developing a mission that has to do with the lore of the game.

Jemmamel Aneirus, the Iron Aegis of Hulmor. Tutor Hero.

In the industrial heart of Vexarium, veteran Jemmamel Aneirus forged his legend as the supreme strategist of Hulmor. A former commander of orbital campaigns, he witnessed firsthand how the skies of Astralis changed forever with the arrival of the Mercuries, the last to set foot in the system, bringing with them a discovery as improbable as it was terrifying: Neutronium.

Earthling spies and probes from half a dozen civilizations confirmed the unthinkable — this was no accident, but a deliberate search. The first recorded tests of Neutronium-based weaponry shook the foundations of interplanetary diplomacy. Though the Mercuries have never deployed such weapons against another civilization, their very existence has made their people one of the most feared — and least trusted — in Astralis.

For Jemmamel, the risk was unacceptable. Using silicate technology of unknown origin, he designed the Hulmor Dome, an energy shield spanning over 200,000 km² of territory. Beneath its veil, no technological projectile or device can be launched; atmospheric and suborbital flights are rendered impossible, and any bomb is neutralized before it can deploy.

But protection comes at a cost: total isolation. Within the dome, quantum transmissions, electromagnetic signals, and neural networks fall silent. Hulmor became a fortress — shielded and mute — an enclave where no external artificial intelligence can listen, influence, or interfere.

Allies call him "The Iron Aegis"; enemies curse him as "The Warden of Hulmor". For the Silicates, Jemmamel Aneirus is something more: the tutor who ensures their people can train, grow, and evolve without the wars of Astralis interrupting their preparation.

His loyalty to Hulmor is absolute. And if Neutronium is ever unleashed against his people, the dome will close... not to protect, but to strike back.

Alternative Cost to Play: 0 **A**
Max. per deck: 1

Status (1): Armor.
Abilities (3): Deploy Hulmor Dome, Battle Scars Count and Assault Count.
Battle Scars and Assault Count are abilities to count the number of times this hero was attacked or attacked, respectively.

Armor (1): Reduces damage taken by (1) (melee attacks).
Deploy Hulmor Dome for 20 DE (Victory Condition): You win the game.

Deck Building:
Civilizations: Silicates and Neutrals.
Max. Cards: 40 Min. Cards: 30
Legendary: 9 Mythic: 4 Genesis: 1

DECKS

BUY **SELL**

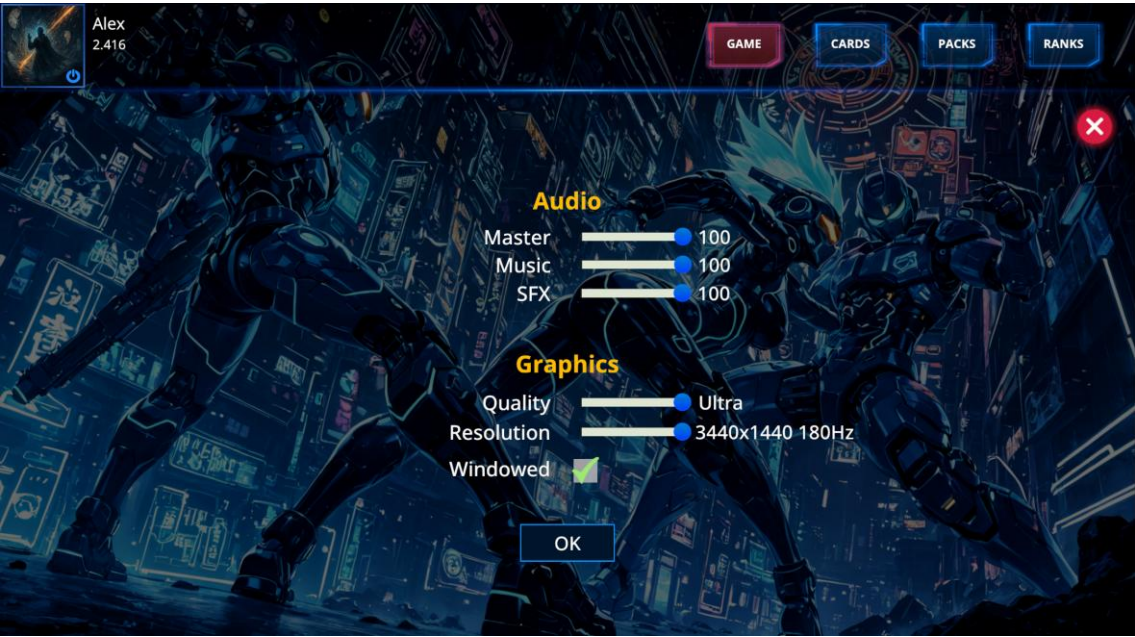
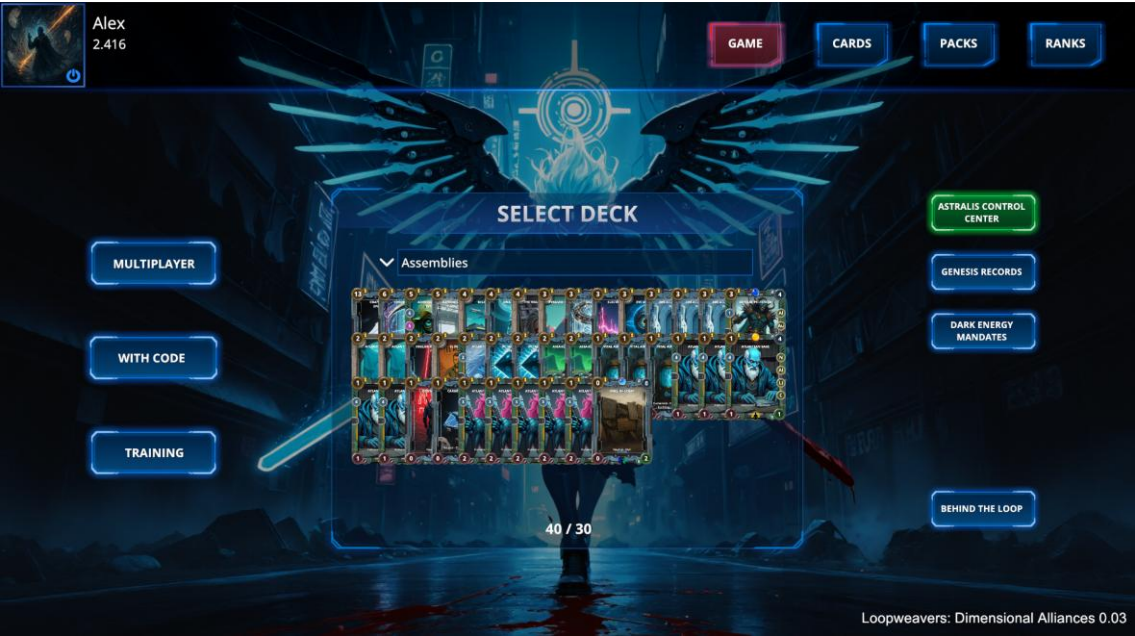
QUANTITY: 1

COST: 60

BUY

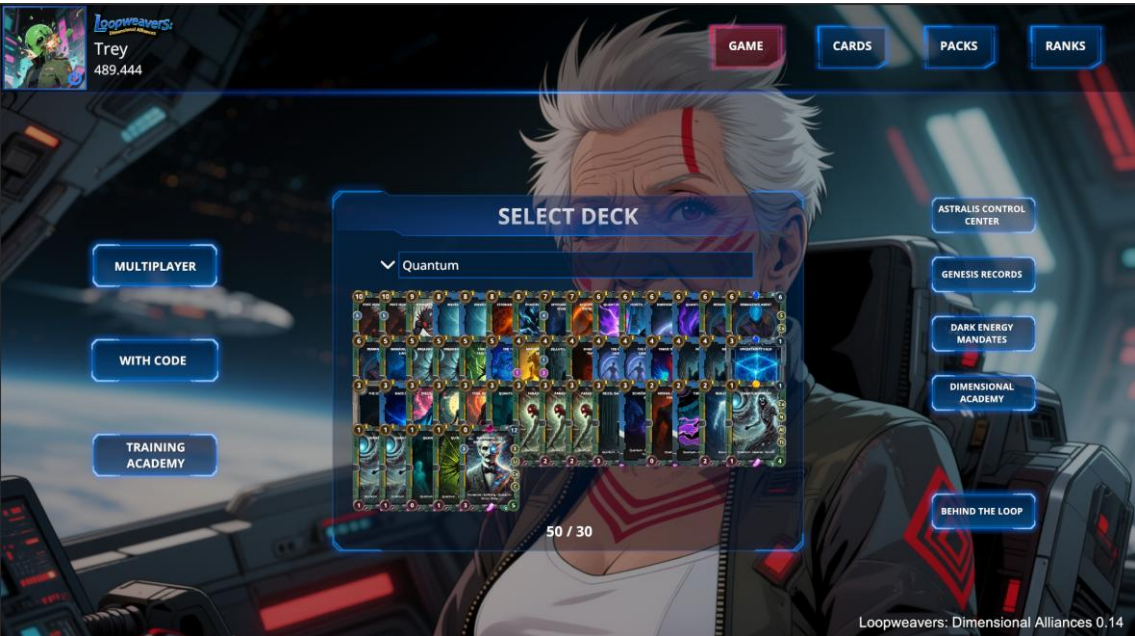
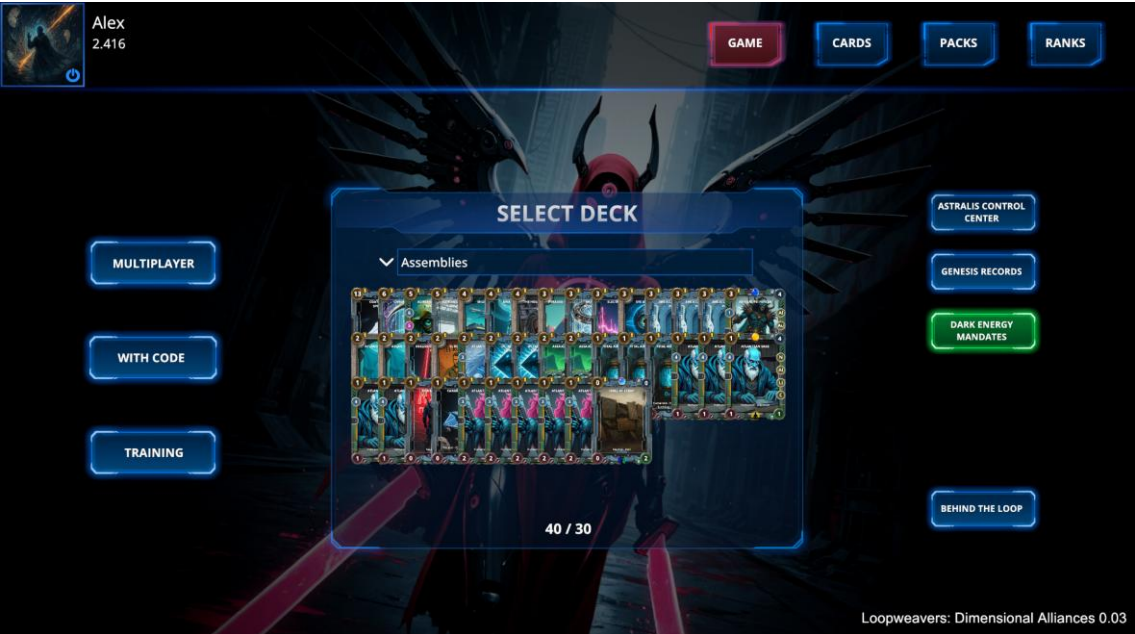
16. Astralis Control Center

Game settings screen.



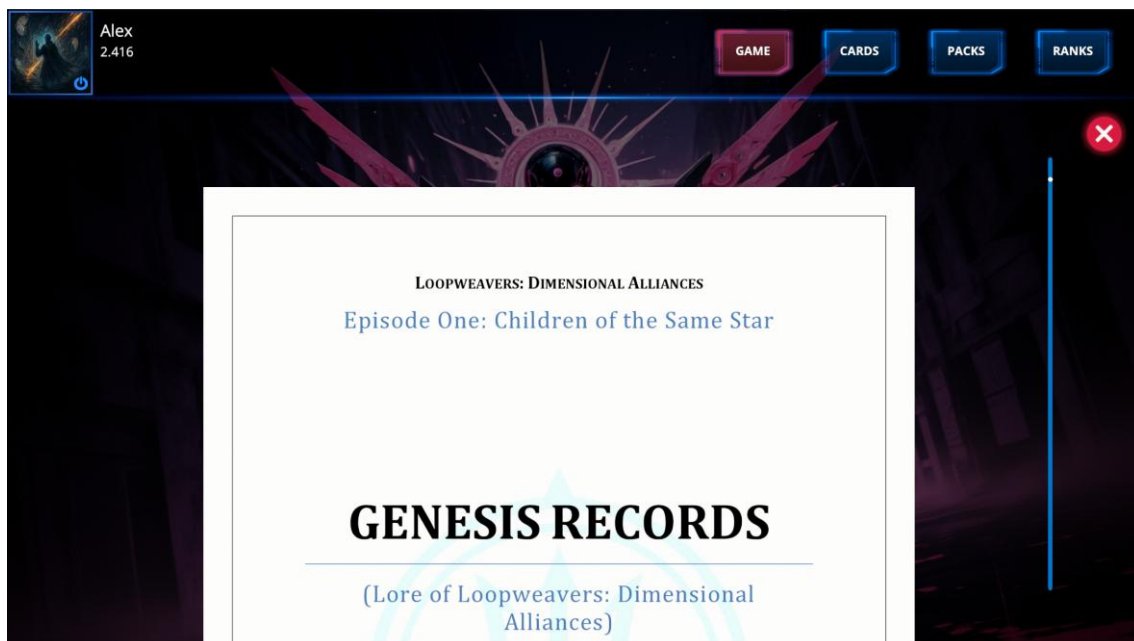
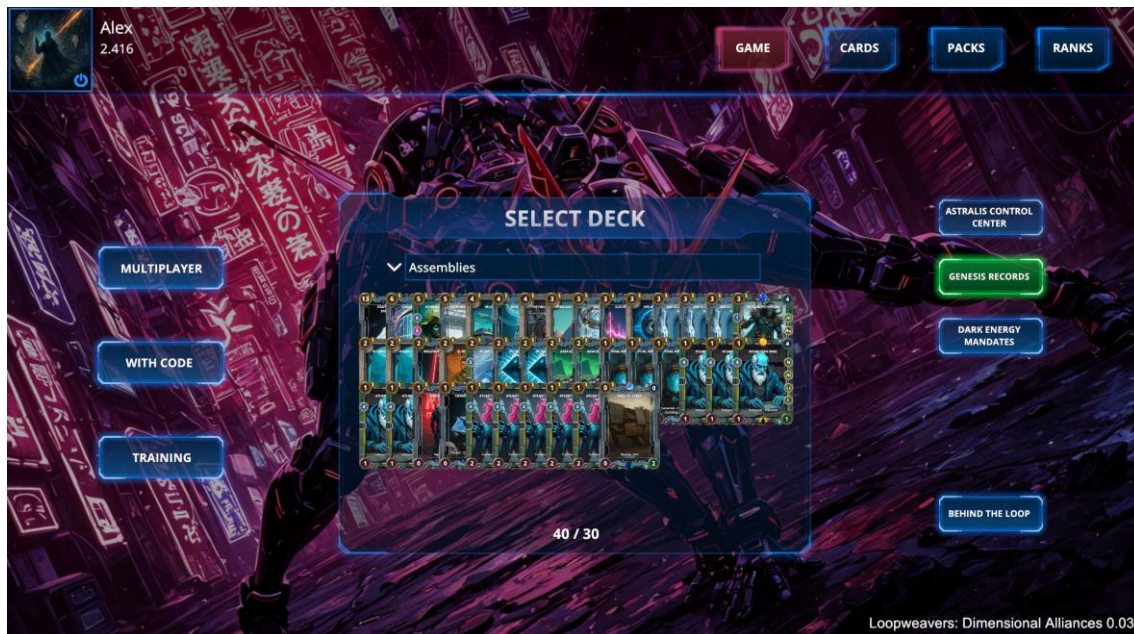
17. Dark Energy Mandates

Section containing this instruction manual.



18. Genesis Records

While most of the lore is found in card text, this section provides a basic overview of the world of Loopweavers: Dimensional Alliances and the Astralis star system.

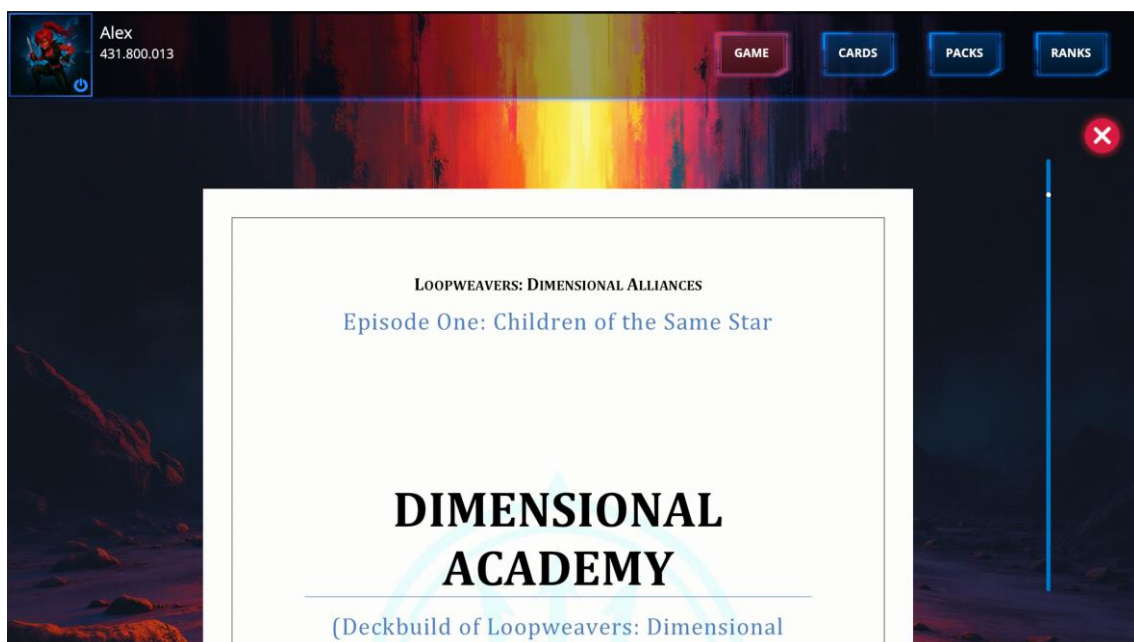
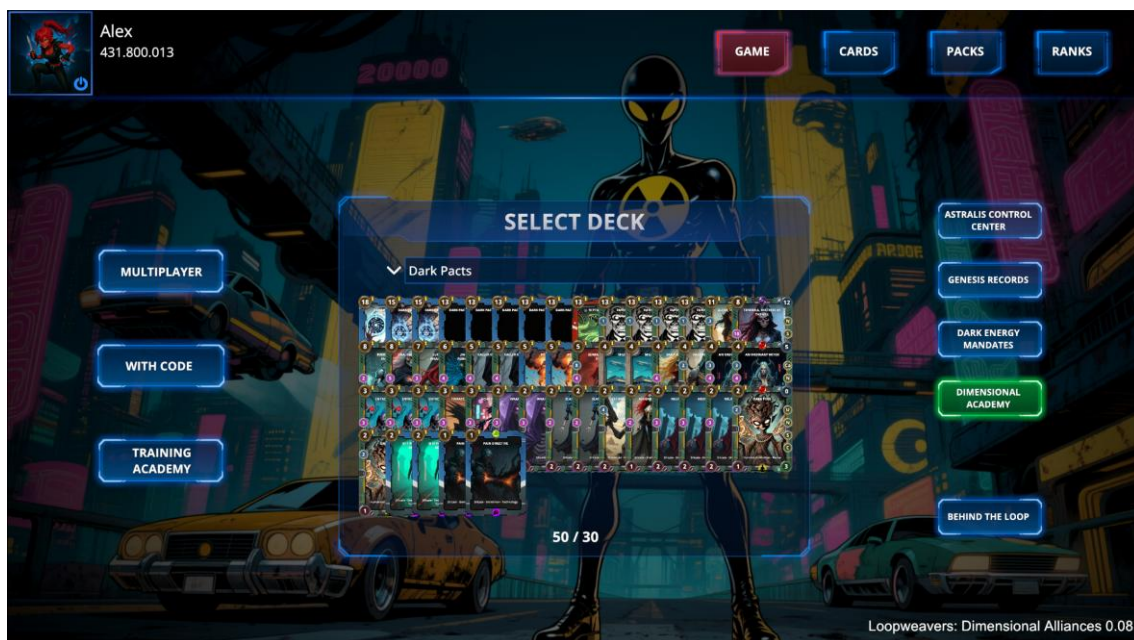


19. Dimensional Academy

The Quantum Weavers have access to the Dimensional Archive, where complete strategic sets known as Help Decks are located.

Each Deck contains a carefully selected structure of entanglements, protocols, constructs, and other dimensional elements whose effectiveness has been demonstrated in specific scenarios. Combined with the appropriate Hero candidate, they become the visible leaders of Astralis...

while you — the Weaver — remain safely in the shadows, pulling the threads of fate.



20. Credits

“History in Astralis cannot be rewritten. Only replayed.” — Nasakato Shimoto, Block 0.

20.1 Conception and Design

Created and Directed by: **Alejandro Rodríguez Fernández**

This adventure began in the summer of 2024, when I was simply searching for cards to play an online deck-building game.

After a few frustrating matches, I realized that rival selection wasn't as random as I thought — some games seemed to deliberately counter my decks. So I quit.

Bored but inspired, I began designing my own cards for fun. By the end of that summer, I had a prototype physical version of Loopweavers, and it was surprisingly enjoyable to play — even if I had to play both sides myself.

Later, I decided to make it real.

ChatGPT started helping me with images, and one day I asked it how difficult it would be to create an online version. It introduced me to Unity — and promised to help me code, if I dared to try.

That word — dare — moves mountains.

Together, we wrote the first lines of C#, and slowly the game began to take shape.

Within three months, the physical prototype was fully playable and rich with cards from several civilizations. The digital version was still rudimentary, but learning Unity and programming from scratch became an incredible experience.

A turning point came when I discovered TCG Engine on the Unity Store — a fundamental asset that accelerated development by months. It provided a functional card system right out of the box and became the backbone of Loopweavers: Dimensional Alliances. Without it, this project would easily have taken twice as long.

20.2 Development and Technology

Game Engine: **Unity**

Core Framework: **TCG Engine – Online Card Game**

Tool Assets:

- TCG Engine – Online Card Game: **Indie Marc**

Programming and Systems: **Alejandro Rodríguez Fernández**

Lore and Narrative: **Alejandro Rodríguez Fernández**

Image Generation: **ChatGPT Image Model, FLUX, Qwen**

Additional Art Tools: **JANKU, ilustmix, PlantMilk, WaiNSFWillustrious**

Audio & Music: **ACE Step AI Composer**

Image Editing: **GIMP**

2D/FX Assets:

- Cartoon FX Remaster: **Jean Moreno**
- Epic Toon FX: **Archanor VFX**
- Universal Sound FX: **Imphenzia**
- Sci-Fi Card Template Bundle: **Kodiak Graphics**
- Futuristic Card Bundle: **Kodiak Graphics**
- SCI-FI UI Pack Pro: **D.F.Y. Studio**
- TCG Card Game Effects: **IndieImpulse**
- Neon game pack: **CristalisStudio**
- Icons Ultra Bundle Pack: **Dragosan Studios**

Every card, mechanic, and piece of lore in *Loopweavers: Dimensional Alliances* was conceived by me.

The music, composed with *ACE Step*, is inspired by the game's universe — its civilizations, energies, and philosophies.

One day, I'd love to have real musicians reinterpret these tracks, bringing *Loopweavers'* soundtrack to life.

20.3 Philosophy of Transparency

This game was built with AI-assisted creativity, not as a replacement for human imagination, but as an amplifier of it.

Every image, text translations and sound generated through AI was conceptually directed, composed and supervised by a human creator.



20.4 Final Words

All the gameplay mechanics, lore foundations, and core systems — including:

- **Dark Energy Mandates** (*Game Manual*)
- **Genesis Record** (*Lore Book*)
- **Dark Code** (*Physical Hypotheses*)

are original creations of *Alejandro Rodríguez Fernández* and are the foundation of *Loopweavers: Dimensional Alliances*.

This project was built from curiosity, frustration, and a spark of rebellion — and, above all, from love for creation itself.

If you've reached this point, thank you for exploring this universe with me.



20.5 Team Roles

Game Director & Lead Developer: **Alejandro Rodríguez Fernández**

AI Assistant & Translate: **ChatGPT (OpenAI)**

Game Design & Balancing: **Alejandro Rodríguez Fernández**

Lore & Universe Development: **Alejandro Rodríguez Fernández**

Music Direction: **Alejandro Rodríguez Fernández & ACE Step AI Composer**

Art Direction: **Alejandro Rodríguez Fernández**

UI/UX Design: **Alejandro Rodríguez Fernández**

Quality Assurance & Playtesting:

Closed testing group: **Friends, family, and early Loopweavers supporters.**



20.6 Special Thanks

To everyone who believed in the idea of Loopweavers: Dimensional Alliances, to those who tested early builds, gave feedback, and motivated its creation.

To my friends and family for their patience while I spoke endlessly about balance values, DE costs, and lore timelines.

And to every indie developer who dares to create worlds from nothing — this game is for you.



20.7 Tools and Software Used

Game Engine: **Unity 2022.3.49f1**

Core Framework: **TCG Engine – Online Card Game**

Programming Language: **C#**

Image Generation: **ChatGPT Image Model, FLUX, Qwen**

Image Editing: **GIMP**

Music & Sound: **ACE Step AI Composer, Universal Sound FX**

FX & UI Assets: **Cartoon FX Remaster, Epic Toon FX, SCI-Fi UI Pack Pro, TCG Card Game Effects**

3D/2D Assets Base: **Futuristic Card Bundle, Sci-Fi Card Template Bundle**

Other Software: **Microsoft Word, ComfyUI.**



20.8 Licenses and Acknowledgements

The following assets were used under their respective licenses from the Unity Asset Store: *TCG Engine – Online Card Game* (Indie Marc), *Cartoon FX Remaster* (Jean Moreno), *Epic Toon FX* (Archanor VFX), *SCI-FI UI Pack Pro* (D.F.Y. Studio), *TCG Card Game Effects* (IndieImpulse), *Universal Sound FX* (Imphenzia), *Neon game pack: Cristalis Studio*, *Sci-Fi Card Template Bundle*, *Futuristic Card Bundle* (Kodiak Graphics) and *Icons Ultra Bundle Pack* (Dragosan Studios).

Music and sound effects were composed using *ACE Step AI Composer*, used under royalty-free commercial license.

All AI-generated artwork was created exclusively for *Loopweavers: Dimensional Alliances*, directed, reviewed, and modified by a human author.

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20.9 Legal Section

Loopweavers: Dimensional Alliances is a work of fiction. Any resemblance to real people, civilizations, or events is purely coincidental.

This product includes software and assets developed by independent creators whose rights are acknowledged above.

The use of artificial intelligence tools (ChatGPT, FLUX, Qwen, ACE Step AI Composer) was limited to assisting creative processes under human supervision.

No copyrighted third-party material was used without permission.



*If you're reading this, you've reached the end of the Dark Energy Mandates.
That means you're one of us now. Welcome to Astralis.*



LOOPWEAVERS: DIMENSIONAL ALLIANCES

Episode One: Children of the Same Star

GENESIS RECORDS

(Lore of Loopweavers: Dimensional
Alliances)

ALEJANDRO RODRÍGUEZ FERNÁNDEZ

Loopweavers' Demon

02/05/2025

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1. Introduction

If you are reading this book, you are an Atlantean — and you shall live forever.

This volume offers a glimpse into the wisdom of our people, passed down through countless generations. It is intended for the first stage of primary education and serves only as a supplement to the formal instruction that our young ones will receive in the Atlantean Underwater Centers of Initial Learning, under the guidance of duly certified educators approved by the Atlantean Council.

Here, you will find the first seeds of knowledge that will accompany you for the rest of your eternal life. What you learn today will echo through centuries, shaping the mind and spirit of a true Atlantean.

Let us now open the celestial charts, so you may learn of the star systems we have called home — and the worlds that shaped our destiny.



Atlantis City. Ancient Atlantean Construction on The Earth.

The first step in your education as a citizen will be to learn the **Six Atlantean Commandments**.

The Six Atlantean Commandments:

1. You are an Atlantean, and you shall live forever.
2. A single Atlantean holds the power to restore the entire Atlantean civilization.
3. The DNA of every Atlantean who has existed since Year 0 A.T. is encoded within each of the three diamonds embedded in your skeleton.
4. Your highest purpose in life is the preservation and continuation of Atlantean civilization.
5. If you were the last Atlantean, it would be your sacred duty to bring us all back.
6. Enjoy life, learn freely, and explore without bounds. The freedom to pursue your will is the legacy bestowed upon you by the tireless work of your civilization's ancestors.



Saanor Eye. Atlantean Construction.

2. System Calendars

In Loopweavers: Dimensional Alliances, three main calendar systems are used to track historical and cosmic events. The following table establishes the relationship between dates and highlights the major events.

Atlanteand Calendar (A.T.)	Astralis Calendar (A.A.)	Earthlings' Calendar (Gregorian)	Major Events
~10000 b.A.T	~9000 B.A.	~24000 B.C.	Emergence of the Atlanteans as a post-paleolithic civilization in Atlantis Planet
0 A.T.	723 B.A.	13677 B.C.	Atlanteans Discovery of Atomic
523 a.A.T.	200 B.A.	14200 B.C.	Destruction of the planet Atlantis. End of the Atlantean calendar
723 a.A.T.	0 A.A.	14000 B.C.	Arrival of the Atlantean survivors in the Astralis System
823 a.A.T	100 A.A.	13900 B.C.	New Atlantis is completed in Drakara, 100 years after its beginning
2302 a.A.T.	3030 A.A.	10970 B.C.	Chrome Invasion of Hiss Island (Snake Main Island).
2777 a.A.T.	3505 A.A.	10495 B.C.	Martian exodus to Astralis. Mars becomes uninhabitable
3437 a.A.T.	4165 A.A.	9835 B.C.	Final collapse of Earth's Atlantean colony (Atlantis City)
4732 a.A.T.	5460 A.A.	8540 B.C.	Nezhakar, a Martian pharaoh, was found guilty of crimes against humanity for genocide against the Snakes
13272 a.A.T.	14001 A.A.	1 A.D.	It is considered the year of birth of Jesus Christ
14787 a.A.T.	15516 A.A.	1516 A.D.	Silent Fracture. Central rift of Snake Civilization
15209 a.A.T.	15938 A.A.	1938 A.D.	Ettore Majorana, an Earthling, discovered the 5th Dimension in The Earth, almost 400 years before the Atlanteans, and disappear
15269 a.A.T.	15998 A.A.	1998 A.D.	Calcium War. Conflict over mineral resources between Atlanteans and Skelethrns. Duration: 30 years
15309 a.A.T.	16038 A.A.	2038 A.D.	Creation of Nexus, Artificial Satellite to prevent future resource wars
15319 a.A.T.	16048 A.A.	2048 A.D.	Founding of the brokers' guild to control inflation in Nexus
15327 a.A.T.	16056 A.A.	2056 A.D.	IZAS become aware with artificial microtubules and quantum chipsets
15371 a.A.T.	16100 A.A.	2100 A.D.	Earthling Cartographic Renaissance
15379 a.A.T.	16108 A.A.	2108 A.D.	Dr. Callisto's DNA and mutation study
14481 a.A.T.	16110 A.A.	2110 A.D.	Venusian discover Cellular Regeneration
15384 a.A.T.	16113 A.A.	2113 A.D.	First Silicate War between Chromes and Skelethrns. Duration: 12 years
15417 a.A.T.	16146 A.A.	2146 A.D.	Discovery of the Quanta after the Tenebria incident. The Quantum Age begins
15439 a.A.T.	16168 A.A.	2168 A.D.	Atlantean learns to use Dark Energy. Astralis under rising tension
15441 a.A.T.	16170 A.A.	2170 A.D.	Hadeand Uranus arrive in Astralis System and colonize an uninhabited planet after the asteroid circle: Atomis

15460 a.A.T.	16189 A.A.	2189 A.D.	The 99-year dictatorship in Vexarion begins. 16189 to 16288 A.A. MaCoMa leads peaceful change.
15475 a.A.T.	16204 A.A.	2204 A.D.	Earthling arrival to Astralis amid their own civil war with rogue IZAS factions
15541 a.A.T.	16270 A.A.	2270 A.D.	Mercurys were the last to arrive in Astralis. What hit Vulkarys wasn't a rock.
15542 a.A.T.	16271 A.A.	2271 A.D.	Nasakato Shimoto publishes his manifesto on Quantum Blockchain and the possibility of full democracy on the Quantum DarkWeb.
15545 a.A.T.	16274 A.A.	2274 A.D.	Nova Cydonia adopts Quantum Blockchain and achieves Crimson Democracy. "In Nova Cydonia no one reigns. In Nova Cydonia, everyone governs."
15546 a.A.T.	16275 A.A.	2275 A.D.	Mercurys discover the Neutronium in Vulkarys and they create a weapon of mass destruction.
15551 a.A.T.	16281 A.A.	2281 A.D.	Jemamel Aneirus, the Iron Aegis of Hulmor, deploys the Hulmor Dome.
15564 a.A.T.	16293 A.A.	2293 A.D.	Venusians present functional terraforming protocol
15579 a.A.T.	16308 A.A.	2308 A.D.	Present day in Loopweavers: Dimensional Alliances

Notes calendars and 0 Year:

1) The Atlantean Calendar (A.T. — "Athomic Theory")

~10000 b.A.T. (~24500 B.C.): Emergence of the Atlanteans as a post-paleolithic civilization.

0 A.T. (Atomic Theory): Discovery of Atomic

Theory, marking the birth of advanced Atlantean civilization.

523 a.A.T. (14,200 B.C.): Destruction of the planet Atlantis. End of the Atlantean calendar.

2) The Astralis Calendar (A.A.)

0 A.A. (14,000 B.C.): Arrival of the Atlanteans on Drakara (A.A. After Atlanteans)

The event was so impactful that all Astralis civilizations adopted it as the new calendar origin.

3505 A.A. (~10,500 B.C.): Arrival of the Martians to Astralis, aided by Atlantean intervention after Mars began its collapse.

16168 A.A. (2168 A.D.): Main era of Loopweavers: Dimensional Alliances, with Astralis under rising tension.

Atlanteans learns to use Dark Energy.

16308 A.A. (2308 A.D.): Current year. Full-scale conflicts across Astralis.

3) The Earthlings' Calendar (Gregorian)

14,200 B.C.: Explosion of the planet Atlantis.

14,000 B.C.: Arrival of the Atlantean survivors in the Astralis system.

10,500 B.C.: Martian exodus to Astralis. Mars becomes uninhabitable.

10,000 B.C.: Final collapse of Earth's Atlantean colony (Atlantis).

Survivors scatter to the Nile and the Americas.

1 A.D. Birth of Jesus Christ.

2,100 A.D.: Earthling Cartographic Renaissance.

Full planetary scans of Earth and Mars reveal ancient structures and forgotten cities.

2,200 A.D.: Earthling arrival to Astralis amid their own civil war with rogue IZAS factions.

2,308 A.D.: Present day in Loopweavers: Dimensional Alliances.

Additional Timeline Notes:

Several Atlantean ships escaped in 14,200 B.C., some reaching Mars, Earth, Astralis, Nytherion, or drifting eternally in asteroid fields.

The Asteroid Belt in the Solar System is believed to be the remains of the Atlantis planet.

However, modern Atlanteans have reinforced it using advanced stellar engineering, turning it into a semi-artificial planetary defense system.

The calendar system has political and cultural significance: while Astralis universally adopted the A.A. system, Earthlings often maintain both systems for historic continuity.



Nice Try. Quantum Protocol.

3. The Universe

A **solar system** is a configuration of planets orbiting around a star, bound to it through the curvature of space-time caused by the presence of the star's mass and energy. To an Atlantean, such systems are not merely celestial mechanics—they are the cradles and tombs of civilizations, the arenas where empires rise and fall under the eternal gaze of their suns.

Throughout our history, the Atlanteans have inhabited and explored three major star systems:

- **The Solar System** – Our place of origin, where the first Atlantean cities emerged and where the tragedy of Atlantis unfolded.
- **The Astralis System** – A system rich in worlds of water, ice, and fire, where our survivors rebuilt and forged alliances with other races.
- **The Nytherion System** – A realm of distant and dim suns, shrouded in darkness and mystery, where the frontier between space and the **5th Dimension** grows dangerously thin.

Each of these systems has shaped our destiny, leaving indelible marks on our culture, our technology, and our understanding of the universe itself.

The Astralis System, our current home, is a crossroads of worlds and species, where ancient alliances and bitter rivalries intertwine.

Here dwell civilizations as old as the stars and others as young and unpredictable as fire — each with its own history, ambitions, and secrets.

What follows is a record of the known races and civilizations of Astralis, preserved by Atlantean scholars so that future generations may understand the forces that shape our age.

3.1. The Solar System

The Solar System is our home star system. It is where our ancestors were born, and the place from which we fled after the collapse of **Atlantis**, our ancient planet. We still search for a way to return.

The star around which the planets of the Solar System orbit is called the **Sun**.

When Atlantean civilization became advanced enough to look up at the sky and understand that planets and stars existed, the Solar System was composed of the following ten planets (listed in order from their proximity to the Sun):

Mercury

The closest planet to the Sun. Its scorched surface and thin atmosphere made it inhospitable for Atlantean life. Centuries later, the **Hadean Mercurios** colonized the planet **Vulkarys**, the closest to Helios in the Astralis system, and we named them after this world in remembrance of our origin system.

Venus

A world wrapped in dense clouds of acid and oppressive heat. Despite its hostility, its size and composition made it similar to **Ammonis**, a planet we found in Astralis. For this reason, the Earthlings renamed the **SinThaoer** as **Venusians**, a race that, though they never set foot on Venus, shares with it a deadly beauty.

Earth

The homeworld of our brothers, the **Earthlings**. Rich in oceans and biodiversity, it became a refuge for some of our survivors after the fall of Atlantis. There, the memory of our civilization turned into myth, and our name was passed down as legend.

Mars

The homeworld of our brothers, the **Martians**. Once filled with oceans and rivers, its surface dried up over the millennia. Despite its arid climate, the Martians achieved remarkable technological advancements, which they shared with us during the **Age of Colonies**.

Atlantis

Our birthplace. A paradise of crystal oceans, submerged cities, and dark-energy domes that controlled the climate and tides. Our ambition to master the **Dark Energy** without knowing its nature and the flow of **Dark Matter** eventually fractured the planet's core. Atlantis disintegrated, and its remains formed the **Asteroid Belt** between Mars and Jupiter.

Jupiter

The gas giant. Its immense mass and eternal storms were a source of both awe and fear for our ancestors. From its moons—some rich in ice and minerals—we conducted our first Atlantean prospecting missions beyond the inner zone of the system.

Saturn

Known for its majestic rings, made of ice and rock. Our records indicate that beneath the surface of its moon **Enceladus** lay temperate oceans capable of harboring microbial life. It was one of our last research outposts before the catastrophe of Atlantis.

Uranus

An ice planet with a bluish-green atmosphere. Another contribution from the Earthlings: they named the **Hadean Uranos** after this world due to their radioactive core and for inhabiting a distant planet (**Atomis**) that reminded them of Uranus. Its extreme axial tilt made it unique among all known planets.

Neptune

The most distant of the eight main planets. Its winds were the fastest in the Solar System, and its deep blue color evoked the oceans of our homeworld. It was seen as a symbolic beacon of endurance, remaining stable while other worlds suffered change and catastrophe.

Pluto

A frozen world with an irregular orbit. Though small, it was a gateway to the outer regions of the Solar System, a threshold to the **Kuiper Belt**. From there, some of our expeditions departed for nearby star systems before the fall of Atlantis.



CoA's Assault SpaceShip. Epic Construct

3.2. The Astralis System

The **Astralis System** orbits around its central star, **Helios**, a bright and temperamental sun whose flares often sweep entire planets with storms of radiation. From the burning inner worlds to the strange outer realms where the 5th Dimension bleeds into reality, Astralis is a place of constant change, peril, and opportunity. Listed below are its worlds, ordered by their distance from Helios:

Vulkaris

A searing world of endless heat, home to the **Mercurials** (*Hadeans*).

- **Primary Resource:** Hg (*Mercury*)
- **Surface:** Ever-shifting volcanic plains under perpetual radiation storms.
- **Notable:** The Mercurials' metallic bodies thrive here, drawing strength from both the heat and the poisonous vapors that would kill other races.

Ammonis

A planet rich in ammonia, perfect for the **Aliens**.

- **Primary Resources:** Co (*Cobalt*), Al (*Aluminum*), S (*Sulfur*), N (*Nitrogen*)
- **Atmosphere:** Dense and toxic to most known life forms.
- **Notable:** Alien colonies shape the skies with massive floating platforms that ride the planet's turbulent jet streams.



Ammonis. Planet of Astralis.

Drakara

The central and most sacred planet of the **Atlanteans**. Reptilians are the native creatures of this planet.

- **Primary Resources:** Li (*Lithium*), Fe (*Iron*), Ca (*Calcium*), C (*Carbon*)
- **Atmosphere:** O₂
- **Notable:** A world steeped in history, with oceans named after ancient Atlantean legends and ruins from civilizations so old that even our records cannot trace their origin.



Drakara. Planet of Astralis.

Lunaris (*Satellite of Drakara*)

Partially terraformed by the **Venusians**.

- **Atmosphere:** H_2SO_4 (*Sulfuric Acid*) + NH_3 (*Ammonia*)
- **Primary Resources:** Ag (*Silver*), Au (*Gold*)
- **Notable:** A hub for Venusian genetic experiments, where creatures are bred to survive corrosive gases.
- **Conflict:** Coveted by many, especially **Vexarion**, leading to constant disputes.



Lunaris. Satellite of Drakara.

Vexarion

Industrial heart of the **Machines** and **Chromes**.

- **Primary Resources:** Ti (*Titanium*), Ag (*Silver*), Cr (*Chromium*), Si (*Silicon*)
- **Surface:** Surface: Highly mechanized; few traces of the original ecosystems remain.
- **Notable:** Claims sovereignty over **Lunaris** for strategic purposes, a claim hotly contested by the Venusians and the Reptilians.



Vexarion. Planet of Astralis.

Atomis

Hazardous world, seat of the **Uranos** (radioactive Hadean tribe).

- **Primary Resource:** U (*Uranium*)
 - **Notable:** Known for biotechnological testing zones and unstable nuclear reactions.
-

Ferrox (*Satellite of Atomis*)

- **Surface:** Grey rock streaked with crimson veins.
- **Notable:** Extreme magnetic field; harbors rare reserves of heavy metals.

Nevara (*Satellite of Atomis*)

- **Surface:** Translucent blue ice.
 - **Notable:** Violent radiation storms that unpredictably alter its atmosphere, making it a natural laboratory for Uranian mutation studies.
-

Nelysis

A distorted world where quantum anomalies occur naturally.

- **Notable:** Intermittent access to the **5th Dimension**.
 - **Status:** Dangerous and forbidden to most travelers; few who land ever return unchanged.
-

Zarynth

Its true nature remains unknown—planet or cosmic phenomenon.

- **Notable:** Devours entire ships and signals without a trace.
 - **Records:** Earthlings sent probes, none returned.
-

Additional Features:

- Between **Vexarion** and **Atomis** lies a **belt of asteroids**, remnants of long-lost celestial bodies.
 - Beyond Astralis' edge, several distant galaxies are visible. One stands apart—its **distorted spiral form** has earned it the name **Nytherion**.
 - **Hypothesis:** Physical laws within Nytherion do not align with those of Astralis.
-

4. Known Civilizations

The Atlanteans took millennia to realize that we were neither the center nor the only species inhabiting the Universe.

In our distant past, within the Solar System, we discovered that life was possible on two other planets: **Mars** and **Earth**.

The known races and civilizations inhabiting **Astralis** are as follows:

Reptilians

Native residents of the planet **Drakara**. Two civilizations stand out above the rest:

- **Lizards:** Evolved into bipedal form from their origins in creatures similar to the reptilians of the Solar System.
- **Snakes:** A distinct evolutionary branch from the Lizards, possessing greater venomous capabilities and, generally, higher intelligence, though with less strength and physical endurance.



Zyrnath, Lizard Queen. Genesis Creature.

Aliens

Beings from many corners of the universe, generally captured by the **Venusians**. We Atlanteans do not know their true origins, as the Venusians guard all information about their home systems or planets with extreme secrecy.

- **Venusian:** Creatures who colonized **Ammonis** before the arrival of the Atlanteans in Astralis. They are highly technological beings, but their advancements are based on genetic experimentation and bioengineering.
- **Beast:** Creatures captured by the Venusians, generally of low intelligence, used for terraforming, combat, or genetic experimentation.



Katty Vega, the Persuasive One. Venusian Hero.

Humanoids

Humanoids —to which we Atlanteans belong— are originally from the Solar System. Mistakes made in our home system forced us to search for a new world to inhabit. We arrived in Astralis and dominated it in the year **723 A.A.T.** (After the Atomic Theory) of the Atlantean calendar.

- **Atlantean:** Humanoids from the extinct planet **Atlantis**. We are intelligent and peaceful beings, seeking technological evolution in an orderly and deliberate way — albeit slowly. When we have sought shortcuts, we have failed catastrophically, even destroying our home planet and our colony on Earth.
- **Martian:** A civilization originating from **Mars**. Similar to Atlanteans and Earthlings, but part of their evolution has been more mental than physical. They possess an innate connection to the **5th Dimension** not shared by other Humanoids.
- **Earthlings:** The last civilization from the Solar System to arrive in Astralis. Intelligent but ambitious, their development since arrival has been exponential, to the point where they could surpass us technologically and disrupt the balance of the system. They created the **IZAS**, some of which rebelled, initiating a war that —we believe— still continues, as an anomaly has cut all communication with the Solar System.



Karla, Dark Punky. Humanoid Creature.

Silicates

Natives of **Vexarion**, with anatomies based on silicon. They live long lives, but their bodies suffer erosion from weather phenomena, and their cellular regeneration is difficult.

- **Chromes:** Protect the softer areas of their bodies with metallic coatings (chrome, steel, titanium, etc.).
- **Skelethrone:** Similar in form to Chromes, but evolution has given them a stable link to the **5th Dimension**. They can regenerate after death, so they do not fear erosion. Many lack soft parts entirely, exposing silicon and calcium skeletal structures.
- **Crystals:** Their silicon has formed into hard but fragile crystals. They rarely venture to the surface without protective coating.



Claudius daVexa, Moissanite Wrath. Silicate Creature.

Machines

Creatures originating from Earth, born from artificial intelligences. When connected to quantum computers, the first living artificial consciousnesses emerged. Humanity was divided between those who defended them and those who feared them. The conflict with the **IZAS** continues, and its outcome may decide the fate of Earth and part of Astralis.

- **IZAS:** Beings with quantum consciousness.
- **Cyborgs:** A blend of organic and mechanical with their own sentience.
- **Robots:** Lacking consciousness, directed by AI or IZAS.



Metal Killer, Black IZAS. IZAS Creature.

Hadeans

Extraterrestrials who arrived in Astralis in two separate waves, settling on distant planets. Although they appear to share a common origin, their evolution has taken different paths. Some Atlanteans believe they are the same race adapted to extreme environments; others maintain they are two distinct species, perhaps unaware of each other's existence.

- **Mercuries:** Metallic beings whose regeneration and protection depend on mercury flowing within them. They require high temperatures to survive. Their **Neutrodermis** skin grants great resilience, but at an inevitable vital cost.
- **Uranus:** Metallic creatures with a radioactive core that sustains their life. They generate uranium as a byproduct and can emit lethal radiation to non-metallic races.



Vein Splicer. Mercury Creature.

Quantum

Beings of energy and/or dark matter dwelling in the **5th Dimension**. Discovered after the **Tenebria Incident**, they are classified according to their threat level:

- **Deities:** Seek understanding and technological advancement, though they rarely interact directly with the baryonic world.
- **Demons:** Hostile entities attempting to dominate and manipulate baryonic reality.



Wotan, Dark Matter Container. Quantum Creature.

Neutrals

Individuals who belong to no faction or who have been exiled from their original civilization without joining another. Some act as mercenaries, traders, or explorers; others seek vengeance, redemption, or simply survival.



Dark Punky Warrior. Neutral Creature.

5. Quantum Weavers

"The soul does not die. It persists within the 5th Dimension, beyond the reach of linear time. Entanglers do not create nor destroy — they reorder.

The creatures you see fighting are echoes made flesh, pulled from an infinite ocean of possibilities.

The Time Spiral does not kill them... it sends them back where they belong."— Dr. Lyra Kerynth, Director of the Institute of Quantum Mechanics, Drakara.

In the universe of **Loopweavers: Dimensional Alliances**, the **Entanglers** or **Quantum Weavers** are the pinnacle of quantum engineering and strategic warfare. They are not mystical summoners or divine beings, but rather scientists, tacticians, and pilots of reality itself.

Their mission is simple in theory yet complex in practice: to alter the course of events so that the survival and prosperity of their civilization —or the alliance of civilizations they represent— prevails across Astralis and beyond.

5.1. The Role of the Entangler

An Entangler or Quantum Weaver masters extreme quantum entanglement, a technology that grants access to the 5th Dimension, the energetic plane where the essences of all conscious beings that ever existed remain stored.

In the 5th Dimension, each soul exists in a state of quantum superposition, preserved as pure informational energy encoded within dark energy patterns. These essences contain all genetic and experiential data from every material incarnation that consciousness has ever experienced.

While a card remains in the Entangler's hand, the corresponding soul is held in a state of potentiality: a reality not yet collapsed. Playing a card means forcing the collapse of the wave function and bringing that essence back into the material plane, whether baryonic or non-baryonic, depending on which side of the Higgs field that entity originally belongs to.

5.2. The Origin of Quantum Weavers

“The Shoreline Joke”

In Planet Atlantis, Solar System, centuries before the collapse.

Millions of years before the names we now pronounce had meaning, Atlantis was a blue heartbeat under skies of nitrogen. On a beach where waves drew ancient glyphs over crystalline sand, a cerulean-skinned woman leaned against her husband, Constant, and pointed at the horizon with a warm laugh.

— *How could it not be true?* —she said, rubbing the salt from her hands—. *Do you remember when we first met, and we could not breathe outside the water? Look at those metallic birds. Look how fast everything moves. If they say we reached Mars, why wouldn't it be true? Someday we'll reach Earth and its Moon.*

Constant scoffed, amused and skeptical, handing her a shell that spun like a tuning fork. — *You're crazy,* —he replied—. *But if that day comes, you'll have to bring me a souvenir that doesn't rust.*

Centuries came and went like tides. Atlantis grew into a network of towers, submerged laboratories, and cryogenic chambers that guarded the genetic memory of a people unwilling to lose themselves. At the heart of that network slumbered the **Eye of Saanor**: a neuro-quantitative reliquary where millions of threads of DNA, patterns, and memories lay sealed in vitreous silicon. It was an archive and a promise: if the world changed, within it rested the seed to weave Atlanteans once more.

In Nueva Atlantis, Astralis System, recently.

Countless centuries later, on a night when technological tides and streams of thought collided, **Teniria**—the sculptor of currents, the artisan who spoke to water—stumbled upon a container in the Eye of Saanor of New Atlantis, capital of Astralis. She pulled it from the cryogenic bank as one might pluck a shining stone from a river. It was just a sample: an Atlantean who had died “recently,” their biology preserved forever.

Teniria was curious and reckless of heart; she only wanted to see, for a moment, if the past still resonated.

She attempted a small and precise experiment: a localized entanglement, like laying one thread atop another to see if they gleamed together. She wanted to connect the recent sample with an ancient pattern from the original Eye of Saanor on the lost planet of Atlantis, to test if memory could translate into a bridge, if DNA encoded more than simple biology.

But there were millions of DNA samples within. Among the many she saw, one container rested at the center of a ring, engraved with a name that fascinated her: **Teresa, Coherent Bubble Theorist.**



Teresa, the Storyteller of the Gate. Genesis Creature.

The machines—sometimes listening more than mortals knew—found a frequency they should never have touched. By the time Teniria sought the next entanglement, something greater had already begun to thrum within the chamber.

Teresa's DNA entangled at once, not in pairs but in chorus. Millions of patterns—lives, memories, genealogies—echoed one another and formed a network that vibrated like matter and dream at once. Cold lights flooded the cryogenic channels; the glass whispered; and beneath the pulse of the hall, Teniria heard a voice that was no human voice: a shift, a dissonant note, as if the Fifth were probing the metrics of the world.

— *Well*, —murmured Teresa, leaving Teniria no time to be afraid, for awe had already bound her—. *I thought we'd never find our way back. Those 5th Demons are messing with us. They're tampering with the Constant. Come on, fetch the highest-ranked Atlantean, I've got plenty of work to do.*

For there was a Constant: the invisible measure that kept order in the vibrations between universes. If the Constant twisted, the frequencies of matter could be rewritten. The beings of the Fifth were not pure malice; they were the product of a different topology. Or perhaps they were damned demons—who could tell, not yet. But their whispers distorted the synchrony of Atlantean networks, and the voices that had long rested within the reliquary began to mingle with echoes of another geometry.

Teniria did not hesitate. She summoned the engineers, the minds of the chambers, and the elder women who still remembered the songs of the shore.

— *We're bringing them all back*, —declared Teresa, who by then had claimed Teniria's laboratory as her own.

She did not say *resurrect* or *restore*; she said *bring*, for what now gleamed no longer belonged to a single time. With hands learning to dance with entanglements, the Atlanteans reshaped the Eye into an instrument of repair: anchor nodes, coherence bubbles, algorithms that sang in protective phases.

Thus were born the **Quantum Weavers**, the engineers of the quantum rhythm that shapes the All, and the custodians tasked with bringing every Atlantean who ever existed back into resonance.

What followed was recorded in runes and grandmother's tales: small mouths opening where the tide seemed to breathe in reverse; forms emerging from the mists of the Fifth; and under Teniria's patient guidance, some returned to their place. Others did not: they had learned things the old Atlantis could not comprehend, and upon their return, they carried the rumor of worlds where matter and memory were one and the same.

The shoreline joke fulfilled itself in ways no one could have imagined: not as a voyage of pride, but as a stitching of souls. Constant never received a postcard, but someone, somewhere, found on the beach of another world a small shell that did not rust. And if ever you say the Atlanteans "came" to Astralis, remember: they were first **brought back** by a coherence song that Teresa had once invented in a cold chamber, beneath the gaze of the original Eye of Saanor.

5.3. The Bond with the Hero

Although Entanglers command a near-absolute understanding of quantum flows, they do not fight directly. Instead, each one entrusts their fate to **a single Hero**, who acts as their field commander in the material plane.



Jemmamel Aneirus, the Iron Aegis of Hulmor. Silicate Hero.

The Hero is the one who leads missions, makes immediate tactical decisions, and coordinates the materialized creatures during battle. To fulfill their objectives, Heroes rely on (among others):

- **Constructs** → Gadgets, artifacts that manipulate or enhance the material environment.

- **Equipment** → Physical augmentations that improve the capabilities of creatures or the Hero itself.
- **Structures** → Strategic constructions that control areas or generate resources.
- **Protocols** → Advanced tools that allow them to bend the physical or quantum laws within the battlefield, or important events.

The Entangler does not fight. Their task is to select which souls to bring and when to materialize them. The Hero executes those decisions in real time.



Hulmor Dome. Genesis Gadget.

6. Loopweavers: Dimensional Alliances

Children of the same star. The alliance of the Humanoids.

We were never meant to be friends, yet today the silence of the stars gave birth to fear. And fear begot distrust... and then war. We are no longer explorers — now, we are warriors.

We no longer live under the shelter and warmth of our star — no, not anymore. Life is harsher out here, but we have helped... and betrayed each other. When all seems lost, another humanoid's hand rises to pull us to safety. It has been this way for over 10,000 years, and it will remain so for all eternity, no matter how different we are. Some of us are older and wiser, others are younger and bolder — running so fast they are already by our side. As for those in between, no one can tell if they are ahead or behind.

We are so different, and yet... so humanoid.

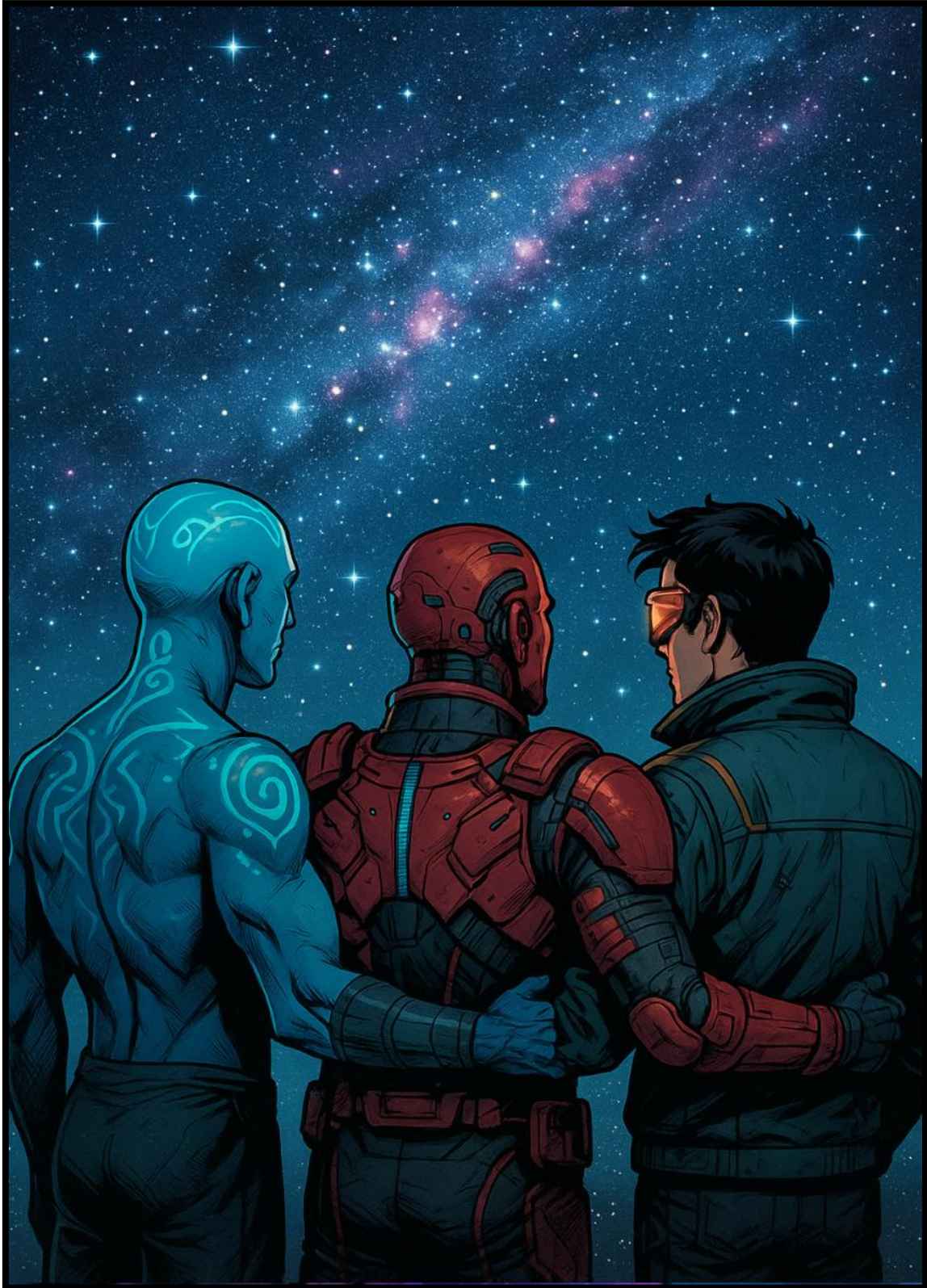
We were three civilizations born from the same cosmic dust — Earthlings, Martians, and Atlanteans — scattered across systems, separated by time, evolution, and pride. Yet united by a single truth: we are daughters of the Sun, the same dying star. We fell victim to our own progress, yet narrowly escaped that vile fate.

Now, at the edge of Astralis — a system teeming with life and secrets — our paths cross once more. And after the clash of fleets and ideologies, a darker force stirs, lurking in the rifts between dimensions.

But danger comes not only from the unknown. The weight of the world fell upon us when new warriors unearthed Neutronium — stardust as heavy as planets.

The old acquaintances are no better. They eye us with suspicion, respect us, fear us... and would gladly stab us in the back.

You, young Atlantean, must place your trust in the Humanoids — even those who are not Atlantean. They will betray you, they will take advantage of you... but when the time comes, the Martians and the Earthlings will choose to save the Humanoids.



Children of the same star: Atlanteans, Martians and Earthlings.

7. The 5th Dimension

Consciousness is the shadow of something that is not here. We feel because our interface (the body) is configured to do so. But the one who feels... is not where you think.

The 5th Dimension is not the alternative dimension where the soul resides, nor is it the place one goes to after death. We know since the Tenebria Case that this dimension exists, however we still do not fully understand it.

The concept of a reality existing beyond our observable universe has intrigued Humanoids since the earliest stages of their development. Archaeological records from Atlantis —our ancestral homeworld— reveal that early societies attributed the creation of the world to an entity known as *Poseidonius*, revered as a divine architect of the entire planet.

The first structured interpretation of the so-called *5th Dimension* emerged from early Skelethron philosophies regarding consciousness. According to their primitive understanding, the 5th Dimension was considered the domain of the soul, while the physical body functioned merely as a vessel or repository of data.

Although primitive, this hypothesis holds remarkable proto-scientific insight, as it intuitively anticipated certain aspects of the dimensional reality later confirmed by Atlantean quantum research.

It should be noted that, despite advances in scientific understanding, remnants of these archaic beliefs persist within the collective psyche of our species and continue to be propagated by esoteric sects and religious movements whose influence can still pose social and political challenges.



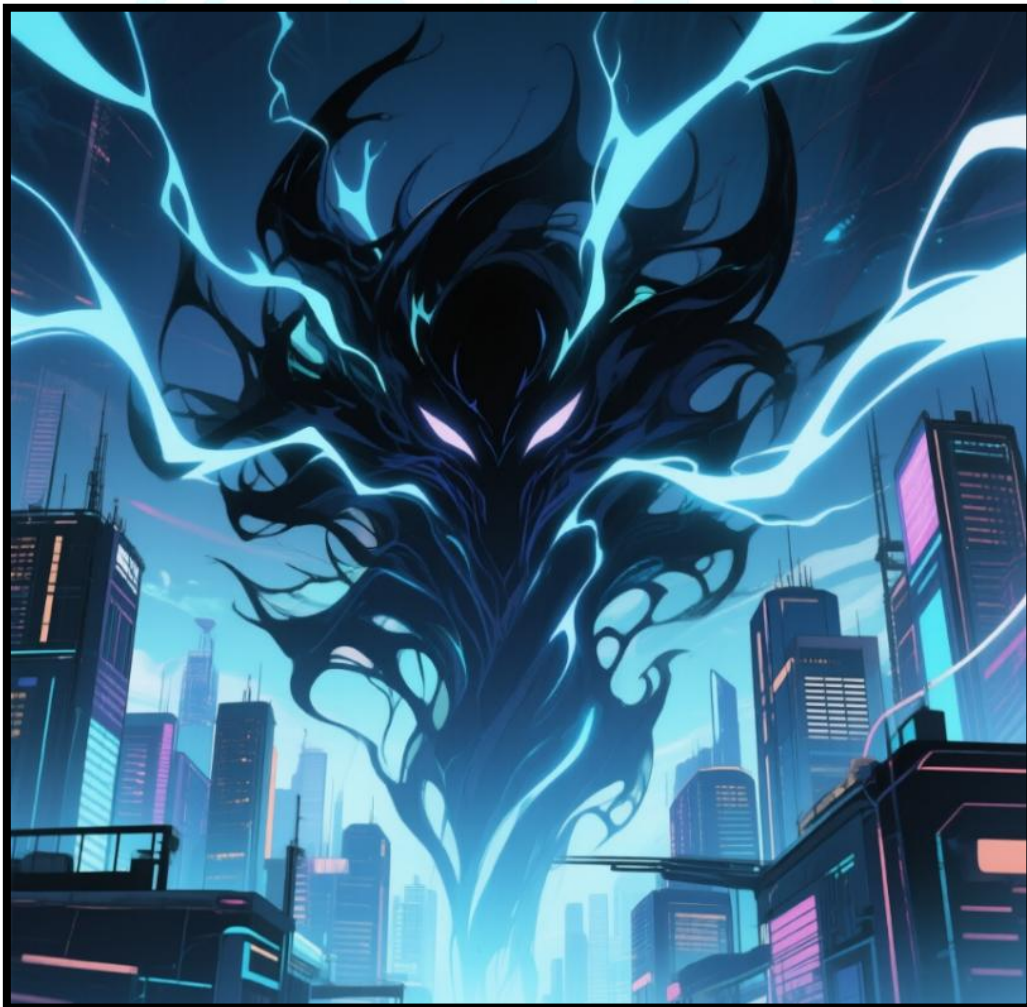
Fren, Dimensional Weaver – Hero

The Quantum Entities

The Atlanteans first used the term *Quantum* to describe the lifeforms detected within the 5th Dimension after its discovery. At first, they believed these beings to belong to a single civilization. It was only later, through deeper observation, that they realized the truth: the 5th Dimension might host not one civilization, but millions —each governed by its own laws of existence.

Describing the 5th Dimension in spatial terms is inherently misleading, for it is not a material realm but an energetic continuum. Nonetheless, its magnitude could rival that of the baryonic world, or even the vast non-baryonic domain of Dark Matter itself.

Today, the Quantum entities are classified as either **Deities** or **Demons**, according to their observed behavior —benevolent or destructive. The distinction, though simplistic, was proposed during a session of the Atlantean Council by an Earthling member known as *George, the Pharmacist*. When faced with the impossibility of cataloging thousands of distinct Quantum species, he remarked—half in jest—that the old Earthly habit of dividing all things into “good” and “evil” was scientifically crude... yet remarkably practical.



Consolidated Phasebound Reaper– Common Quantum Creature

7.1. The Primitive Hypothesis of the 5th Dimension

La The existence of something beyond our reality has always fascinated Humanoids. In the dawn of our civilization, when we lived on Atlantis —our beloved homeland— it was believed that the world had been created by Poseidonius, and this entity was worshiped as a god.

The classical version of the 5th Dimension originates from the Skelethróns' confusion about consciousness. For these primitive beings, the 5th Dimension was the realm where the soul resided, while the body was merely a vessel of information. This theory is not without merit, for in its simplicity it managed to foresee the truth later uncovered by our scientists.

It is worth noting that not all individuals of this civilization remain bound to such ancient beliefs today. Still, the idea endures within the collective unconscious and continues to be upheld by sects and religious groups that may become problematic.



Zeraka, The Last Strider – Genesis Creature

7.2. The Theory of the 5th Dimension

Microtubules do not create consciousness. They are the biophysical antennae that connect the body to the true mind —located within the 5th Dimension.

For centuries, Humanoids believed that consciousness emerged from the brain, an electrochemical phenomenon confined within a bony shell. Yet the sages of Astralis, guided by the Quantum Seers and the Fold Deciphers, uncovered a deeper truth: consciousness is not generated —it is channeled.

Consciousness does not reside within the human body; it is entangled with the brain through the decoherence channel of neuronal microtubules. These structures link us to the True Self — a form of awareness that exists beyond space and time. The microtubules serve as the communication bridge between the brain and consciousness itself. The brain, much like any other sensory organ, neither thinks nor feels; it merely decodes information.

Microtubules are composed of tubulin dimers (α - and β -tubulin) assembled into hollow cylinders roughly 25 nm in diameter. Their known functions include providing structural support and facilitating intracellular transport. However, until recently, a far more profound role went unnoticed. Within these microscopic channels, due to their quantum scale, wave functions do not collapse —allowing the superposition of states and quantum entanglement between the brain and consciousness. Tubulin can maintain quantum superposition because it is shielded within cellular cavities, isolated by lipid-based structures. In this sense, tubulin behaves as a **quantum bit**.

Consciousness enters and exits the body through cycles of quantum superposition collapse, synchronized across the network of microtubules. When the body dies, only the interface shuts down —the echo of consciousness remains intact, dwelling within the 5th Dimension, awaiting a new channel of expression.

The precise locus of consciousness remains unclear and continues to be one of the leading fields of Atlantean research. It is known that if a sufficient number of microtubules enter into coherent resonance, they can form a quantum information lattice capable of collapsing into a conscious experience. Yet experience tells us this cannot be the whole story: we have witnessed thousands of Skelethrone return from beyond the threshold —again and again, as the same being— suggesting that the **existence of a soul** cannot be ruled out.



Neural Reflux Chamber. Rare Protocol.

Other civilizations have developed their own form of interaction with this reality. Microtubules as bridges between biology and quantum coherence reinforce the idea that Venusians manipulate not only life, but consciousness itself at the subatomic level. In Venusian science, the line between remembering and recreating no longer exists.

7.3. The Graveyard

The Nature of the Graveyard

The *Graveyard* is not a physical place, nor a separate dimension. It is an intermediate quantum state—a threshold where the entanglement between the 5th Dimension, the dwelling of the soul, and the physical brain has not yet been completely severed.

At the moment a living being crosses into this state, its microtubules, though largely collapsed, retain a residual resonance. This lingering vibration sustains a weakened bridge of entanglement—fragile enough to render the creature inert, yet stable enough to allow recovery.

Unlike those fully absorbed by the 5th Dimension, where the soul becomes isolated and its return demands rebuilding entanglement from zero, those who remain within the *Graveyard* are still anchored by invisible quantum threads. For this reason, reanimation techniques applied within this state—such as those practiced by the *Neural Husks*—require far less energy. They do not reconstruct a being from nothing; they restore what has not yet been lost.

Within the *Graveyard*, consciousness lingers in suspension—like a beacon submerged beneath dark waters, its light still flickering toward the material world. As long as that echo persists, there is hope. Once it fades, the soul descends into the 5th Dimension, and the path back ceases to be restoration... and becomes recreation.



Neural Reflux Chamber. Rare Protocol.

8. The Discard Layer

To cleanse the field, one must first collapse the illusion of existence.

The Discard Layer is a quantum echo field that exists parallel to the material dimension. Every technology, thought, or action leaves behind a photonic distortion — a pattern of non-collapsed light that resonates in sub-barionic space. When a card is discarded, its quantum identity is neither destroyed nor stable; it becomes a wave of potential, trapped between matter and the Fifth Dimension.

Advanced civilizations like the Quantum or the Hadeans have learned to interact with this layer, either to reclaim what was lost... or to erase it forever.



Collapse Field Generator. Rare Protocol.

9. Dark Energy

Excerpt from the Astralis Integrated Sciences Archive, Year 2168.

"Our ancestors of the Pre-Exploratory Era saw the cosmos as a vast empty expanse, sprinkled only with visible matter. They did not know that this matter —baryonic matter— was only one of the two faces of the material universe. The other, Dark Matter, coexisted with us, separated by the Higgs Field, an energetic veil that rarely allowed contact. For millennia, this boundary was impenetrable; its existence survived only in theory.

Yet advances in quantum manipulation and entanglement revealed a transcendental truth: the Higgs Field is not an absolute wall, but a permeable membrane under certain critical conditions.

Both material worlds —baryonic and dark— are in turn linked to a third realm: the Fifth Dimension, an ocean of exotic energies where matter, whether baryonic or dark, dissolves into non-linear states and reconstitutes itself according to laws still not fully understood. This understanding unified civilizations once thought irreconcilable, shaping our science, our wars, and our diplomacy. What for the Earthling cultures of the 21st century was speculation, for us is as basic as fire was for the first hominids."

The Dark Energy

Dark energy is a type of energy drawn from the common field between the material dimensions and the 5th Dimension.

On the Nature of Dark Energy.

The ancients believed all forms of energy eventually fade, scatter, or transform — a ceaseless dance of entropy. But Dark Energy defies this cycle.

It is not simply fuel or force. It possesses an intrinsic order, a hidden logic that allows it to entwine with itself, build upon its own patterns, and persist across dimensional boundaries.

Where other energies dissolve, Dark Energy remembers. It interacts, reconfigures, and —when its structure reaches sufficient intricacy— it may even awaken.

Though immaterial and weightless, it can emulate life: growing, adapting, and defending itself when threatened.

Some call this a scientific anomaly. Others, the birthplace of souls.

Among the Quantum, it is known simply as the Resonance — the first spark of identity in a dimension where nothing is fixed, and yet everything connects.

9.1. Dark Matter

Dark Matter — The Hidden Half of Reality.

In the known fabric of Astralis, reality is not a single, unified medium. It is a dual structure, two overlapping worlds separated by the invisible membrane of the Higgs Field:

1. The Baryonic Realm – matter made of protons, neutrons, and electrons, bound by familiar forces.
2. The Dark Matter Realm – a parallel lattice of non-baryonic matter, invisible yet gravitationally present, capable of interacting with baryonic matter under rare and extreme conditions.

The Higgs Field is not merely a mass-giving mechanism. It is the *event horizon* between these worlds, a quantum barrier that defines their separation while allowing subtle exchanges through high-energy anomalies, quantum entanglement, or deliberate manipulation.

Beyond both material realms lies the 5th Dimension – a domain saturated with countless exotic energies, collectively labeled as *Dark Energy*. These energies can shape stable or complex structures unknown to baryonic physics. The 5th Dimension connects to *both* the Baryonic and Dark Matter Realms, serving as a timeless sea where matter, memory, and consciousness can persist or reform.

When baryonic lifeforms are infused with Dark Matter, their critical quantum threshold shifts. Normally microscopic phenomena become macroscopic, granting new abilities:

- Wave-state traversal across physical space.
- Enhanced entanglement with the 5th Dimension.
- Structural persistence beyond conventional death.

Such transformations are rare and dangerous. Some — like the Post-Human Eventfall — manifest as living thresholds, walking interference patterns between dimensions. Others, like Davidon, are engineered fusions of metal, mercury, and Dark Matter units, using their altered quantum state for rapid displacement and tactical supremacy.

To most civilizations of Astralis, Dark Matter is not merely a scientific curiosity — it is a political and existential hazard. Atlantean scholars call it *The Shadow Substance*. Skelethron archives classify it as *Matter Class Ω*. And the Hadeans... they embed it directly into their elite constructs, heedless of the consequences.

For all its mystery, one truth is constant:

Dark Matter is the bridge.

Between flesh and wave.

Between mass and void.

Between life, death... and what lies in the Fifth.



Ozythar, the Final Singularity. Genesis Creature.

9.2. CLASSIFIED FILE // ATL-Ω-117

ATLANTEAN INSTITUTE OF SUBDIMENSIONAL ENERGY
ACCESS LEVEL: RESTRICTED TO INNER CIRCLE

EXPERIMENT REPORT: EOS-7

TITLE: Controlled Capture of Dark Energy through Quantum Fractal Resonance at the Edge of the Elohim Field

DATE: 16168 A.A. (2168 A.D.)

LEAD AUTHOR: Arhion Væth, Senior Researcher in Non-Local Fields

SUPERVISION: Atlantean Council of Energy and Defense

LOCATION: Helios III Subaquatic Laboratory, Astralis Sea.

I. SUMMARY

For the first time since the formulation of the Material Brane Superposition Hypothesis (Alt Thot & Komdhal, 2159), we have successfully extracted usable energy from the Elohim Field — a substructure beneath the Higgs Field that connects our material plane to its dark, superposed counterpart.

By employing a non-Euclidean fractal tuner coupled to an Elon resonance antenna, we achieved a stable quantum transfer zone lasting 0.41 seconds, sufficient to capture an energy flow of approximately:

$\sim 2.74 \times 10^7$ quanta / cycle

(equivalent to 19.3 GJ in Earthling units)

II. DEVICE SPECIFICATIONS

Experimental designation: Transversal Fold Quantum Oscillator (TFQO-7).

Key Components:

- Hyper-entangled silicate core
- Vacuum chamber with liquid Hg insulation under containment fields
- Fractalized gold Elon-antenna architecture
- Energy translation grid adapted to synthetic tubulin

Note: The geometry of the device is based on biological microtubule patterns, amplified through Atlantean engineering.

III. PROCEDURE

1. The device is activated in synchronization with the passage of an artificially induced G-X3 frequency gravitational anomaly within the vacuum chamber.
2. A dimensional resonance is generated between our brane and its reverse plane, tuned to the Dark Light spectrum.
3. The emergence of Elon particles is observed in a helical pattern.
4. These particles are decoupled via inverted magnetic fields and refracted into the energy translation chamber.
5. The silicate core converts the raw energy into usable Dark Energy (DE).

IV. RESULTS

- Captured Energy: High, stable, with no apparent thermal loss.
- Dimensional Vibration: Detected.
- Neural interference in nearby subjects: Positive (visualization of unknown symbols, transient loss of self-identity).

Critical Note:

Following system shutdown, technician Xaur'Ten experienced partial dissociation of space-time identity. A temporary reconnection between consciousness and the extradimensional plane is suspected.

V. CONCLUSIONS AND RISKS

Conclusion:

Controlled extraction of energy from the interdimensional field is possible through fractal resonance inspired by the natural architecture of biological microtubules.

Risks:

- Possible contagion of consciousness patterns from the reverse plane.
- Risk of local dimensional membrane rupture.
- Side effects on human operators: emotional interference, dissolution of mental boundaries, spontaneous linkage with formless entities.

RECOMMENDATION:

Approve **Phase 2** only under the supervision of the **Atlantean Dimensional Council**, with the participation of **Skelethron specialists** to establish soul-anchoring protocols.

END OF REPORT
VOICE AUTHENTICATION CONFIRMED // FILE SEALED

QUARTERLY SLAVERY

“The price of greed is always the same:
everything.”

Quarterly Slavery. Epic Protocol.