Boxtures

a Dice Augmented Card Game
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1. Objective

Boxtures is a two-player tactical tag-team game. You win by reducing your opponent's shared **Sync Total** to 0, causing their Boxtures to derezz and lose connection to the physical world.

2. Components & Board Layout

Each player brings a pre-built tag-team loadout:

- **1 Hero Boxture:** Your primary fighter and the only Boxture eligible for Gear and Ability upgrades.
- **1 Second Boxture:** Your support fighter and Sync anchor. The Second Boxture cannot receive Gear or Ability upgrades; however, it may lend its type to the Hero Boxture for using Gear and Abilities outside of its own.
- **4 Gear & Ability Bookmarker Cards:** Type-matched loadout cards used strictly to enhance the overall game state or your **Hero Boxture**.
- **6 Standard Six-Sided Dice (d6):** All abilities trigger off standard 1-6 pip faces.
- **Trackers:** Counters or dials for tracking **Sync Total** and **Energy**.

Table Setup:

1. **Top Row (Boxture Zone):** Place your **Hero Boxture** and **Second Boxture** side by side.
2. **Bottom Row (Loadout Zone):** Directly underneath your Boxtures, place your **4 Gear & Ability bookmarker cards** in the 4 dedicated table spaces.
3. **Starting Totals:** Add the Sync Power values of your Hero Boxture and Second Boxture together to set your starting **Sync Total** (typically 26). Set your starting **Energy** to 0.
4. **First Player:** Roll a d6 to decide who takes the first placement action.

3. Core Resources

- **Sync Total (Health & Bandwidth):** Sync is both your life total and your action fuel. Opponent attacks subtract directly from your Sync Total. You can also voluntarily **burn Sync** to pay for card actions or manipulate your dice (rerolling a die or shifting its pip value up or down by 1). Burning Sync accelerates the game clock, forcing you to balance aggressive tempo against survivability.
- **Energy:** Generated by resolving specific pip abilities on your Boxtures and bookmarker cards. Energy is spent to activate high-tier abilities, trigger Gear/Ability effects, and refresh spent slots.

4. Slot Occupancy & Refresh Rules

Every ability slot across your **Hero Boxture**, **Second Boxture**, and **4 Gear & Ability bookmarker cards** follows strict single-die occupancy:

- **One Die Per Slot:** Each individual ability slot can be assigned **only one die** per round. Once a die occupies a slot, that ability cannot be triggered again that round.
- **Refreshing a Slot:** A locked slot can only accept another die in the same round if a card effect or Energy action explicitly **refreshes** that slot (clearing its occupied status so a new die can be placed there).

5. Round Sequence

Step 1: Open Roll

Both players roll all 6 of their standard d6 dice in full view of each other.

Step 2: Alternating Placement

Starting with the first player, players alternate placing **one die at a time** onto any open, unoccupied slot on their Hero Boxture, Second Boxture, or one of the 4 Gear & Ability bookmarker spaces below them.

- **Matching Pips:** Unless an ability states otherwise, a die can only be placed on a slot matching its exact pip number (1 through 6).
- **Immediate Resolution:** As soon as you place a die on an open slot, resolve that slot's ability (dealing Sync damage, generating Energy, recovering Sync, manipulating unplaced dice, enhancing your Hero Boxture or the game state, or refreshing another slot).
- **Burning Sync for Dice Control:** On your turn, before placing a die, you may burn Sync points from your Sync Total to reroll unplaced dice or nudge a die face by +/- 1 pip to hit a needed slot.

Step 3: Round Cleanup

Once all 6 dice per player have been placed (or both players pass), remove all dice from your Boxtures and the 4 bookmarker spaces to clear every slot for the next round. Pass the first-player marker to the other player and start the next round.

6. Winning the Game

The game ends immediately when either player's **Sync Total** drops to 0 (whether from opponent attacks or over-burning Sync). The losing player's Boxtures derezz and lose connection to the physical world, leaving the surviving player as the winner.