

## Boxed In — Rules Version 2 (Shared Interaction Experiment)

1. Each player has their own tray with tiles numbered 1 through 12. All tiles start unclaimed.
2. On your turn, roll two dice.
3. After the roll, you may claim:
  - either die result on your own tray (if unclaimed),
  - or the sum of the dice on your own tray (if unclaimed).
4. If you roll a number that you have already claimed, you may instead force your opponent to unclaim that same number on their tray (if they have it claimed). If they do not have it claimed, nothing happens.
5. The sum of the dice may only be used on your own tray. Sums cannot be used to affect your opponent.
6. No bonuses, penalties, locked tiles, or doubles effects exist in this version.
7. The first player to claim 10 tiles on their own tray wins the game.
8. If a roll produces no possible action, the turn ends.

This version introduced light interaction between players but became chaotic and hard to balance, and was not kept for later versions.