

Boxed In — Rules Version 3 (Doubles as Events)

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),
 - or all three (both dice and the sum) if all relevant tiles are unclaimed.
 4. Regular dice rolls affect only your own tray. There is no direct interaction from non-doubles rolls.
 5. Doubles introduce special events. In this version, these events were experimental and loosely defined, but included ideas such as:
 - gaining an extra claim,
 - forcing your opponent to unclaim a tile,
 - swapping tiles between players.
- These were not yet formalized and were still being tested for balance.
6. If a doubles roll did not generate a meaningful effect (because the event didn't apply or no legal target existed), the roll was treated like a normal turn.
 7. The first player to claim 10 tiles on their own tray wins the game.
 8. If a roll produced no available claim and no doubles event applied, the turn simply ended.

Version 3 marked the first attempt to give doubles a distinct role in shaping the game, introducing early versions of penalties and special actions that later became core mechanics.