

Boxed In — Rules Version 4 (Two-Tray Combat Focus)

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 a die result matches a tile you have already claimed, you may instead unclaim that same tile on your opponent's tray (if they have it claimed). If the opponent does not have that tile claimed, nothing happens.
5. The sum of the dice can only be used on your own tray. Sums cannot be used to affect your opponent.
6. Doubles trigger early forms of special penalties. These were still experimental but included:
 - forcing the opponent to lose a claimed tile,
 - swapping tiles between players,
 - temporarily blocking a tile.These ideas were not fully balanced at this stage.
7. If a roll produces no legal action (no claims and no applicable doubles effect), the turn ends.
8. The first player to claim 10 tiles on their own tray wins the game.

Version 4 was the first version where the game fully shifted toward a head-to-head structure. Player choices started to matter more, and doubles penalties became a core feature that shaped how each board developed.