

Boxed In — Rules Version 5 (Fixed Doubles Penalties)

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 they do not have it claimed, nothing happens.
 5. The sum of the dice continues to affect only your own tray.
 6. Doubles now trigger specific, fixed penalties. In this version, each doubles roll had one assigned effect, such as:
 - draining a tile from the opponent,
 - blocking or "locking" a tile,
 - forcing an unwanted tile swap.
- These penalties were consistent for each doubles value but were still being tested for balance.
7. If a doubles penalty could not apply (for example, if no legal target existed), the roll was treated as a normal turn.
 8. If a roll produced no claim and no doubles effect could apply, the turn ended.
 9. The first player to claim 10 tiles on their own tray wins the game.

Version 5 marked the first time doubles penalties were formalized, giving the game clearer structure and more predictable interaction. Balance issues remained, but the core direction of the game became clearer.