

## Boxed In — Rules Version 6 (Catch-Up and Locked Tiles)

1. Each player has their own tray with tiles 1–12, all starting unclaimed.
2. On your turn, roll two dice.
3. After the roll, you may claim either die result or the sum, if unclaimed. If only one of the three options is available, you may take it.
4. A catch-up rule is added: if one of the die results is already claimed but the sum is unclaimed, you may choose to claim either the other die result or the sum.
5. Some penalties and doubles effects now create “locked tiles,” which cannot be reclaimed once unclaimed. Locked tiles remain unclaimable for the rest of the game.
6. Doubles penalties from Version 5 are retained but adjusted to work with the new locked-tile idea.
7. First player to claim 10 tiles wins.

This version introduced locked tiles and a small catch-up system, improving flow and giving players more meaningful decisions.