

Boxed In — Rules Version 8 (Final Experimental Version)

1. Each player has their own tray with tiles 1–12.
2. Claiming rules include:
 - claiming either die face if unclaimed,
 - claiming the sum if allowed by the rules,
 - using the catch-up option to choose between the sum and an unclaimed die face.
3. Locked tiles and cursed tiles appear, preventing certain numbers from being reclaimed.
4. Doubles penalties are fully defined and include:
 - drains,
 - forced exchanges,
 - tile curses,
 - and the 6–6 devastator.
5. The 6–6 penalty becomes a potential finishing move once all other doubles penalties have appeared at least once.
6. The Stalemate Release rule ensures that dead rolls force a player to reopen a tile.
7. First player to claim 10 tiles wins.

This final version played more smoothly but still showed balance issues. It ultimately led to the creation of Reactor 21 instead of a finished version of Boxed In.