

Boxed In — Rules Version 1 (Initial Concept)

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 (if unclaimed),
 - or the sum of the two dice (if unclaimed),
 - or all three (both dice and the sum) if all three tiles are unclaimed.
4. If a tile is already claimed, it cannot be claimed again.
5. There are no penalties, bonuses, locked tiles, or interactions between players in this version.
6. The first player to claim 10 tiles on their own tray wins the game.
7. If a roll produces no new claim, the turn simply ends.

This version is a simple race to see who can fill their board fastest.