Boxed In — Rules Version 7 (Stalemate Release)

1. Each player has their own tray with tiles 1–12.

2. Claiming rules remain the same as Version 6, including the catch-up flexibility.

3. Doubles penalties remain active and tied to specific outcomes.

4. A new rule is added to prevent the game from stalling: if a player rolls and cannot claim anything and no doubles penalty applies, they must unclaim one of their own claimed tiles. This is called the Stalemate Release rule.

5. Locked tiles continue to exist and cannot be reclaimed even through Stalemate Release.

6. First to claim 10 tiles wins.

Version 7 solved the late-game freeze problem and kept the game moving when boards became clogged.