

Azul

Players: 2–4

Objective: Score the most points by placing tiles to complete patterns on your board.

Setup:

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Each player receives a player board.

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Place factory displays in the center based on the number of players.

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Place 100 tiles in the bag and draw tiles to fill each factory display.

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Gameplay:

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Players take turns selecting all tiles of one color from a factory display or the center and placing them in a row on their board.

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Once all tiles are taken, players move tiles from completed rows to the wall, scoring points based on placement.

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Penalties are applied for unused tiles.

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The game continues for multiple rounds.

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Winning: The game ends when a player completes a horizontal line on their wall. The player with the highest score wins.