



Azul

How to Play

Screen Overview

- **Factory Displays (top):** five circular trays, each showing up to four tiles.
- **Central Pool** (middle of board, initially empty).
- **Your Board** (lower left/right):
 - **Pattern Lines** (rows 1–5, left): where you draft tiles.
 - **Wall Grid** (5×5 on right): where tiles get placed.
 - **Floor Line** (bottom): holds overflow tiles and shows penalties.
- **Score** (top-right of your board): updates in real time.
- Turn Indicator: highlights whose turn it is.

Draft Phase

- **From a Factory:** click any tile in a display to take all tiles of that color; the others slide into the central pool.
- **From the Center:** click a color in the central pool to take all of that color.
- **Place Tiles:** hover over a pattern line and click to drop your tiles there.
 - Each line holds exactly N tiles (row 1 holds 1, row 2 holds 2, ... row 5 holds 5).
 - Excess tiles auto-go to your floor line.
- **First-Player Marker:** the first player to draft from the center receives it and incurs -1 point at scoring.
- **Wall-Tiling Phase** (once all factory displays and center are empty)
- Completed pattern lines are highlighted.
- Click the highlighted tile in each full line to move it onto the matching spot in your wall grid.
- Points pop up showing base + adjacency bonuses.
- Remaining tiles from each completed line, and any tiles on incomplete lines, return to the common tile bag.
- Floor-line penalties are applied automatically and your floor line resets to empty.

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Next Round

- The player with the first-player marker begins the next draft.
- Factory displays are refilled automatically with four new tiles each.

End of Game

- Triggered when any player completes a horizontal row of five on their wall.
- One final wall-tiling phase is played.
- Automatic final scoring awards:
 - +2 pts per complete horizontal row
 - +7 pts per complete vertical column
 - +10 pts per color of which all five tiles are placed
- The player with the highest total wins; tie-breakers follow rows → columns → color sets.

