

Azul

How to Play

What is Azul?

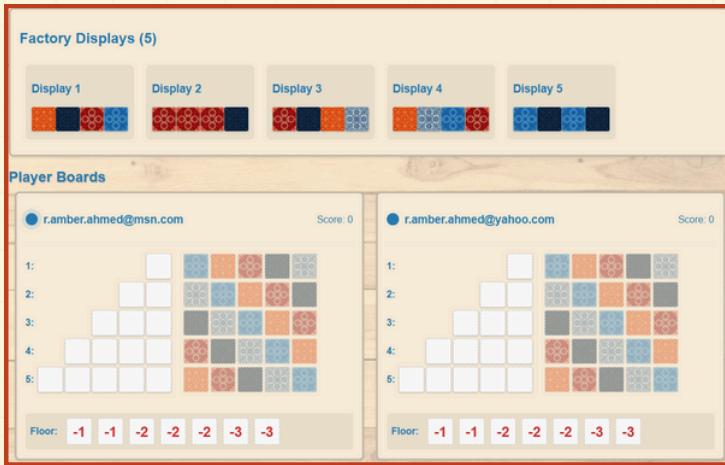
In Azul, 2–4 players take turns drafting vibrant tiles from a central market to decorate the walls of Portugal's royal palace.

On your personal grid you place each tile to complete rows, columns and bonus patterns, scoring points for precision and style while avoiding penalty tiles.

With its easy-to-learn rules, rich tactical choices and beautiful components, Azul delivers an elegant, endlessly engaging experience.

Screen Overview

- **Factory Displays (top):** a row of circular trays (5 for 2 players, 7 for 3, 9 for 4), each holding up to four tiles.
- **Central Pool (middle):** starts empty and collects tiles once all Factory Displays have been drafted.
- **Your Board (bottom):**
 - **Pattern Lines (left):** five rows (1–5) where you place drafted tiles each round.
 - **Wall Grid (right):** a 5×5 mosaic where completed pattern lines score and lock tiles in place.
 - **Floor Line (bottom):** holds any overflow or “misplaced” tiles, these incur penalty points.
- **Score Tracker (top-right of your board):** marks your running total.
- **Turn Indicator:** shows whose turn it is in the drafting phase.



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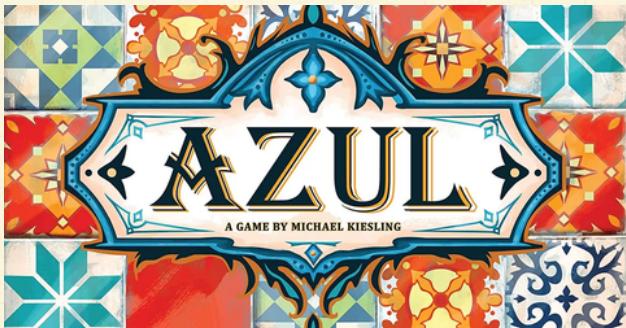
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Draft Phase

- **From a Factory Display:** click any tile in a display to take all tiles of that color; the others slide into the central player boards 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.

Next Round

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



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Score Adjustment for Non-Standard Team Sizes

- While we aim for teams of four students, in exceptional cases teams of 2, 3 or 5 may occur.
- The base points awarded for meeting the minimal requirements are adjusted as follows:
 - **2-member team:** minimal requirements → **20 points**
 - **3-member team:** minimal requirements → **18 points**
 - **5-member team:** minimal requirements → **14 points**
- All other points can be earned through extras, bonus tasks and creative extensions.

End of the Game

- Trigger: as soon as any player completes a horizontal row of five tiles on their wall, one final wall-tiling phase is played.
- Automatic Final Scoring Awards:
 - **+2 points** per complete horizontal row
 - **+7 points** per complete vertical column
 - **+10 points** per color of which all five tiles are placed
- Determining the Winner: the player with the highest total score wins. In case of a tie, compare in this order:
 - Number of complete horizontal rows
 - Number of complete vertical columns
 - Number of complete color sets

