

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 player board, you'll place tiles to complete rows, columns, and bonus patterns—scoring points for precision and elegance while avoiding penalties.

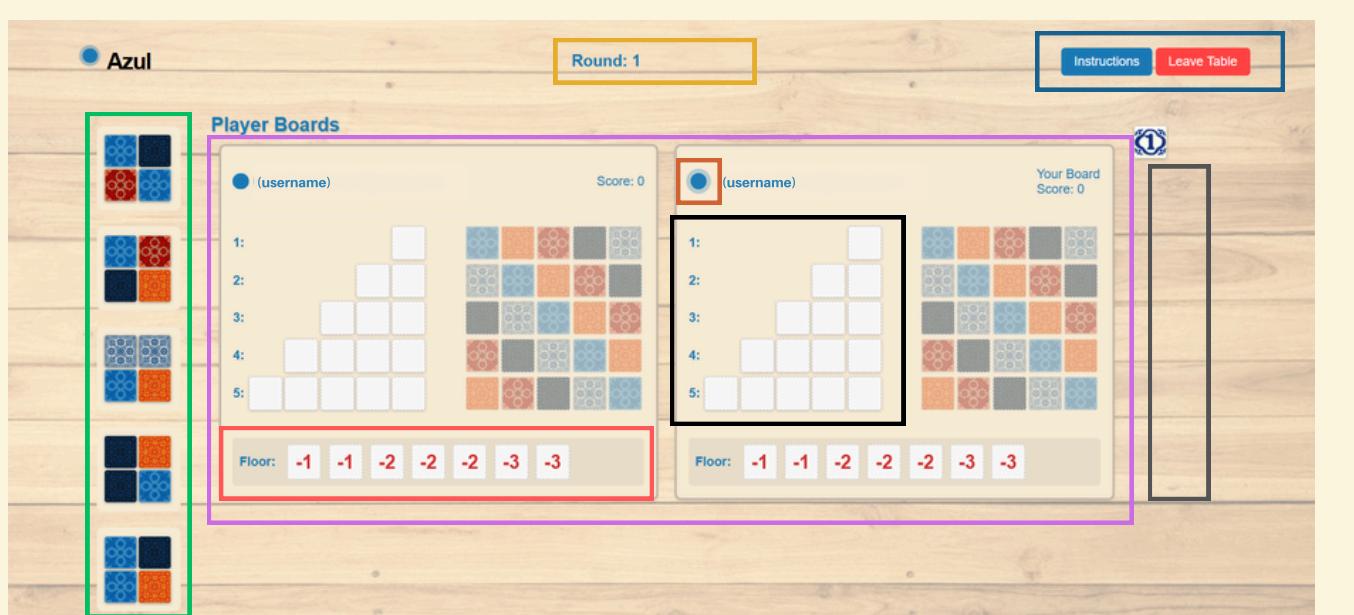
With its easy-to-learn rules, deep strategy, and beautiful presentation, Azul offers a rich, rewarding experience.

- ✓ **Special Feature:** In this online version, you can also play against smart bots—a great way to practice or enjoy solo sessions!
- **Turn Indicator:** A blue blinking circle highlights when it's your turn, so you never miss your move.

Navigating the Game Screen

Here's where to find key elements on your screen:

- **Player Board:** Located in the middle of the screen.
- **Wall Grid (right):** your final mosaic where tiles are locked and scored.
- **Floor Line (bottom):** collects overflow or misplaced tiles.
- **Factory Displays:** Shown at the left side with 4 tiles each.
- **Score and Round Tracker:** Displayed in the top-right corner of your board.
- **Turn Indicator:** A blue pulsing circle shows when it's your move.
- **Instruction Button:** Tap this anytime during the game to reread the rules.
- **Leave Button:** Located in the corner. Use this to exit the match.



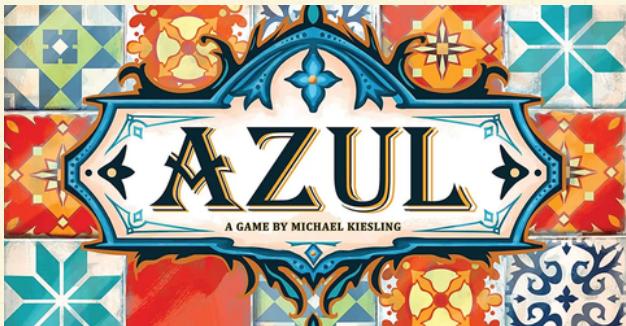
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Draft Phase

- **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

