AZUL

Setup Factory Displays:
Place the *Displays* around a *Central* area.
  2P = 5 *Displays*
  3P = 7 *Displays*
  4P = 9 *Displays*
  Draw 4 tiles for each *Display*.

Play:
  A. Factory offer
  B. Wall-tiling and Scoring
  C. Prepare the next round

End of the Game:
The game ends after a player completes a horizontal row on the wall. Additional points are scored.

A. Factory offer:
Place the *Starting Marker* in the *Centre*. From a *Display* or the *Centre*, add all the tiles of a color to a pattern row.*
Play continues clockwise until no tiles remain.

B. Wall-tiling:
Move the rightmost tile from completed pattern rows onto the wall and score immediately. 1 point for the tile and 1 point for each continuously horizontal and vertical adjacent tile. Subtract points for tiles on the floor row.

End Game Scoring
2 points for rows
7 points for complete columns
10 points for sets of five tiles

*Excess tiles of the chosen color goes to the floor row. The first player to take tiles from the Centre also places the Starting Marker on their floor row. If tiles were taken from a Display, all the remaining tiles are moved to the Centre.

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Play:
  A. Factory offer
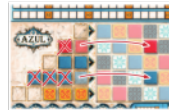 B. Wall-tiling and Scoring
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