



GAME



AZUL



OBJECTIVES

Score the most points by drafting and arranging tiles to complete beautiful wall patterns.



SETUP

1. Place factory displays in the center with 4 tiles each.
2. Each player takes a personal board.



GAMEPLAY

1. On your turn, pick all tiles of one color from a factory or the center.
2. Place tiles in a row on your board, filling from right to left.
3. After all tiles are drafted, score completed lines and move them to the wall grid.
4. Unused tiles may cause penalties.



WINNING

The game ends after a player completes at least one horizontal row. Highest total score wins.



PLAY

