

# Azul

· Tile drafting and placement · 2–4 · 30–45 min · Tiles

## BEFORE YOU START

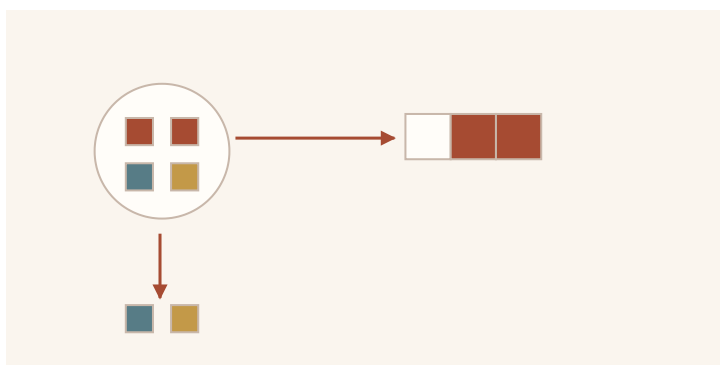
Each round has three parts: factory drafting, wall tiling, and refilling the offer.

### GOAL

*Build the highest-scoring wall while avoiding broken tiles on your floor line.*

## YOUR TURN

- Take all tiles of one colour from one factory and move its leftovers to the centre; or take all tiles of one colour from the centre.
- The first player to take from the centre also takes the starting marker into the first free floor-line space.
- Place all taken tiles into one pattern line from right to left. A line holds one colour only, and that colour must not already appear in its corresponding wall row. Excess goes to the floor.



Take one colour from a factory; the pattern line fills from the right. The diagram is original.

## Setup

Give each player a board and score marker at 0. Use 5/7/9 factories for 2/3/4 players. Fill each factory with 4 random tiles and place the starting-player marker in the centre.

## Wall, scoring and end

When the offer is empty, move the rightmost tile of each complete pattern line to its matching wall space and discard the rest of that line. Incomplete lines stay. An isolated tile scores 1; with neighbours, score its connected horizontal line and then its connected vertical line. Apply floor penalties, never below 0.

The game ends after a wall phase in which someone completes a horizontal row of five. Add 2 per complete horizontal row, 7 per vertical row, and 10 per complete colour set. Highest score wins; break ties by complete horizontal rows.

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## Details that matter

Transfer complete pattern lines top to bottom and score each tile immediately. When a new tile joins both a horizontal and vertical group, count it in both. The gray wall is a separate variant: do not repeat a colour within a row or column.

Further sources: [Next Move Azul rules](#)

Sources: [Next Move Games — official rules](#)

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