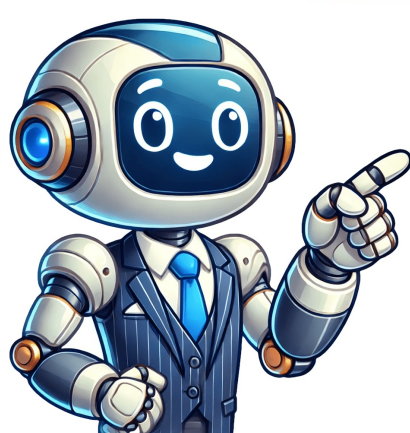


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Download Article Build a tile mosaic to score points in this delightful strategy game Download Article In Azul, each player is a tile-laying artist trying to build the most impressive mosaic to earn the most points. During the game, youll collect tiles that youll place onto your player board. When you place the tiles, you score points for nearby tiles and for completing patterns. While Azul has really simple rules that are easy to learn, there are some special ways to score points to remember. Keep reading, and well walk through how to set up and play Azul so youre ready for your next game night. Player Count: 24Age Range: 8 and upObjective: Collect and place tiles on your player board to create patterns and score the most points.1Take a personal player board and a scoring cube. Each player board in Azul has a score track on top, a set of empty spaces on the left, and a 5 x 5 grid called a wall on the right. Take a player board and set it in front of you so the multicolored wall is face-up. Place a black scoring cube in the 0 slot of the score track. [1]For a more advanced and strategic game, use the side of the player board with the gray wall instead. 2Set the Factory displays and starting tile in the center of the table. The Factory displays are the circular cardboard pieces in the box, and the starting tile is white with the number 1 printed on it. Arrange the Factory displays in a circle in the middle of the table and set the starting tile in the center. The number of factory displays in your game depends on how many players you have.[2]2 players: 5 Factory displays3 players: 7 Factory displays4 players: 9 Factory displays Advertisement 3Place 4 colored tiles from the bag onto each Factory display. Put all 100 tiles in the fabric bag and give them a good mix. For each Factory display, draw 4 tiles at random and set them on top. These tiles are the ones available for the current round. Now youre ready to start the game.[3]There are 20 tiles in each of the 5 colors.Keep the bag and game box within reach because youll use them again at the end of the round. Advertisement 1Take tiles of 1 color from 1 Factory display or the middle of the table. According to the game rules, the last player who visited Portugal takes the first turn. Otherwise, choose a player at random. On your turn, you may choose any one of the Factory displays to take tiles from, but you may only take all the tiles of a single color. Alternatively, if there are tiles in the center of the Factory displays on a later turn, you may choose to take all the pieces of a single color from there as well.[4]This is called the Factory offer phase.If youre the first person to take tiles from the middle of the table, take the starting tile as well and place it into the leftmost slot of the floor line at the bottom of your board. Picking this tile lets you go first during the next round.Strategy Tip: Pay attention to how many open spaces you have available on each of your pattern lines. Try to pick from Factory displays that have enough tiles to fill up the available spaces in a single line.2Add the chosen tiles to a pattern line on the left side of your board. When you select the tiles, choose one of the 5 pattern lines that have between 1 and 5 open spaces on the left side of your board. Set the tiles you took from the Factory display or center of the table into the spaces on the pattern line from right to left.[5]If you took more tiles than the available spaces in the pattern row, put the extra tiles into the spaces of the floor line at the bottom of your board from left to right. The tiles in the floor line are worth negative points at the end of the round, so be careful to only take as many tiles as you need for the pattern lines.Even if you can place the chosen tiles in a pattern line, you may choose to place the tiles in the floor line instead.If its a later turn and you already have tiles in a pattern row, you may not add tiles of a different color to the same row. So if you have 2 dark blue tiles in the third pattern row, you may only play an additional dark blue tile there on a later turn.3Move unchosen tiles to the center of the table. If there are any leftover pieces on the Factory display you took tiles from, place them in the center of the table next to the starting tile. These tiles are now available to take on a later turn.[6]4Take turns choosing tiles until theyve all been taken. After you take your turn, the player to your left takes the next turn. Continue choosing a single color from a display or the middle of the table and placing the tiles on their board until there arent any tiles left available.If you dont have room for your tiles on any of your pattern lines because you already started lines of a different color or because the spaces are filled, immediately place the tiles in your floor line.Strategy Tip: Pay attention to what other players are taking and what they have on their board. Try to take tiles that they need to complete pattern lines so they have fewer options to pick from.5Move 1 tile from a completed pattern line to the walls matching space. Once all the tiles are gone, all players can do the next steps simultaneously. Check the pattern lines on your board, starting from the top and moving toward the bottom. If you filled all the spaces in a pattern line with matching tiles, take the rightmost tile and place it onto the unfilled matching colored space of the wall on the right side of your board. Take the remaining tiles of the completed pattern line (that is now missing the rightmost tile) and empty them into the game box.[7]Every time you move a tile from a pattern line to the wall, score points.If the matching colored space of the wall is already filled, all tiles from the completed pattern line must be moved to the floor line.This is called the Wall-tiling phase.6Leave tiles of uncompleted pattern lines on your board. If you werent able to fill all the spaces in a pattern line, keep all the tiles in that line for the next round. That way, youll be able to collect the remaining tiles you need to complete the line.[8]Try to fill the pattern lines on your board each round because you wont have as much space to collect tiles during the following round.7Refill the Factory displays with 4 tiles and start the next round. Whoever took the starting tile during the last round gets to start the following round. Set the starting tile back in the center of the table and draw 4 new tiles for each of the Factory displays. Continue playing rounds until someone triggers the end of the game.[9]If you ever run out of tiles in the bag, refill it with any tiles you put into the game box. Advertisement 1Score 1 point for placing a tile on your wall without adjacent tiles. When you move a tile from the pattern line to the wall, and there arent any other tiles directly above, below, or to the left or right, then immediately gain 1 point. Move your scoring cube up 1 space on your player boards track.[10]For the first tile you move to your wall, youll always score 1 point.2Earn points for tiles linked vertically or horizontally to one you placed. When you place the tile into your wall, check if there are any tiles immediately above, below, to the left, or to the right. If there are, count the number of tiles that are touching each other in the horizontal row. Then, count the number of tiles that connect in the same vertical column as the one you just placed. Move the total points you earned on the score track immediately after placing the tile.Example: If there are 2 adjacent tiles in a horizontal row and you place a third one next to it, you earn 3 points for it.Example: If the tile you placed has 1 tile adjacent above it and 1 tile adjacent to the left, you earn a total of 4 points (2 points for the linked tiles in the row, and 2 points for the linked tiles in the column).3Lose points for each tile in the floor line at the end of the round. If you added any tiles to your floor line, look for the negative point value printed over each space. Moving left to right along the floor line, remove the tile from the floor line and move your scoring cube back by the number of spaces listed above it. Put any colored tiles from the floor line into the game box.[11]If you fill your floor line during the round, youll lose 14 points total.The starting tile always goes into your floor line, so taking it always means youll lose at least 1 point.4Gain end-game points for finishing rows, columns, and colors. While you wont score points right away for completing pattern goals, theyll earn you a big bonus at the end of the game so youre able to take the lead.[12]For every completed horizontal row with 5 tiles, gain 2 points.For each complete vertical column with 5 tiles, earn 7 points.For each color where you placed 5 tiles on your wall, score 10 points. Advertisement 1End the game after a player finishes 1 horizontal row on their wall. During each Wall-tiling phase, check if you completed 1 horizontal row by placing all 5 tiles. If no one completes a row, then the game continues to the next round. Once you or another player completes a row, finish placing tiles and move on to end-game scoring.[13]The shortest game of Azul will be 5 rounds, but it usually takes longer so players can earn additional points.Strategy Tip: Try to complete a column or two before finishing a horizontal line so you can earn extra points.[14]2Win the game if you earned the most points from placing your tiles. Youll have the points you earned from the games round already marked with the scoring cube on your player board. Just add any points from completed rows, columns, and colors to calculate your final score. Whoever has the most points, wins! [15]If theres a tie for first place, whoever completed the most horizontal rows of their wall wins. If theres still a tie, then the game is a draw.Tiles left over on the pattern lines dont count for additional points. Advertisement Ask a Question Advertisement Thanks Advertisement This article was reviewed by Ashton Wu and by wikiHow staff writer, Hunter Rising. Ashton Wu is a Board Game expert at Shellside. After delving into the Yugioh tournament community while growing up, Ashton launched himself into the board gaming community in 2014 and went into reviewing board games as a career full-time in 2019. His YouTube channel Shellside has over 35K subscribers and over 4 million views, assisted by written reviews on the Shellside website and BoardGameGeek.com. He also consults with gaming companies to build high-quality gaming products. Ashton is a tournament commentator, board game playthrough director, and host of the Shellside Podcast, where he talks about board games with his business partner, Daniel. He received a Bachelor of Arts in Economics at the University of California, Santa Barbara, in addition to the Technology Management Certificate. This article has been viewed 58,482 times. 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The room name can be anything you like (ex: "joan's room"). If you're playing with others, they can join your game by using the exact same room name, or by copying the room link. Players take turn taking tiles from the circular Factorines in the middle of the screen, and placing them on on their Pattern lines- the pyramid-like shape on the left side of the screen. To start, click or a tap on a colored tile in a Factory. This will select all the tiles of that color in the factory. Note that when picking a tile, you must pick up all the tiles of the same color in their Factory. Then, select a row on your pattern line onto which to place those tiles. If your pattern line already has tiles on a row, you can only add other tiles of the same color. If you've selected more tiles than can fit in a row, the extra will go onto the Floor. You lose points for each tile on the Floor, so be careful! Note that in the case where you can't place a tile into any of your pattern line rows, you'll also be forced to place the tile on the Floor. Once you've place your tiles, the other tiles in the Factory that were of a different color than what you picked will be placed in a row underneath the Factories, known as the Center. In future turns, other players can pick tiles from the Center or from other Factories. The first player to pick from the center will also get the First Player Tile added to their floor. This will cause them to lose points, but also will allow them to go first next turn. Play continues like this until players have taken all the tiles from the Factories and the Center. Once this happens, any row in your Pattern Line that is fully completed will move onto your wall, and your score will be updated. Scoring works as follows: Whenever a tile gets added to your wall, you get: If it is touching no tiles, you get 1 point If it is part of a horizontal line, you get 1 point per tile in the horizontal line If it is part of a vertical line, you get 1 point per tile in the vertical line You also get one-time bonuses as follows: 2 points for each complete horizontal line 7 points for each complete vertical line If you've added all five of a color to your wall, get 10 points for that color Each turn, you lose points if you had tiles on your Floor - the amount is indicated by the numbers on the floor. If your floor fills up, you cannot lose any more points, even if you add tiles to the floor. Once scoring is complete, new tiles are added to the Factories, your floor is cleared, and a new round begins. The first player to pick is the one that got the First Player tile the previous round. The game proceeds this way until the first player completes any horizontal row on their wall. Once that happens, at the end of that round, the game will end, and the player with the highest score will win. At its core, Azul is simple: Two to four players sit around a number of bins in the center of the table, which all contain tiles. It takes Root from 2-4 players up to 1-6, which is great if your regular group is more than four. I really like the two new factions, they both feel like a breath of fresh air. If were in the mood to think through a lot of options and planning, well grab Azul: Summer Pavilion. If were on the other end and want to play a quicker game but still enjoy some fun drafting choices, well go with the original Azul game. Azul, again, is a great game for everyone that likes playing board games. It works exceptionally well as a beginner game, but it is not the type of beginner game that intermediate players will have an issue with playing. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Step by step instructions on how to play Azul Board Game. Azul is a relatively new game with a 2017 release that has been really wowing people in the puzzle strategy space. Learning how to play Azul is easy, though some of the math gets a little intense. It is very quick and simplistic, but there are many options making for a difficult game to master. The perfect recipe for a board game. You can play with 2 4 people and games last about 25 minutes. This is our guide to how to play Azul.FOR MORE: Azul Page | Azul Review | Games Like Azul | Buy Azul on Amazon HOW TO PLAY AZUL WHAT IS IT?You are designing a palace and the king wants you to use the beautiful Portuguese tiles known as azulejos to do the job. Each player gets their own game card which represents their own personal palace. Communally in the center are many discs that represent tile factories.The square grid on the right corner of each board is the space to fill in. The way to fill it in is by loading up a full row to the left with one color. At the bottom of the palace you need lots of details but as you move up you need less, which is why there is a five-row, then four, then three, then two and finally one. If you fill one of these, at the end of a round you get to move that color into your grid. There are many rounds of this game. Each round of pulling tiles from the disc factories is going to go around the circle around 3 5 times, then tiles are moved, then a round of scoring happens and then you start all over again. It is very fluid but lots of scoring. The way you get points if by having tiles in the grid. Each one by itself is worth one point, but if it is next to another tile, then each is worth two, and if it is by two then each is worth three points and so on. So it is key to set up groupings. HOW TO PLAY AZUL GAMEPLAYSETUPSetup is easy when learning how to play Azul. Everyone playing gets a board and a score marker. The score is kept at the top of the board. You start with it at zero. Then you have to set up the communal disc tile factories. This has to do with the number of players you have. With 2 players play with 5 discs, with 3 players play with 7 discs and with 4 players play with 9 discs.Each disc in play gets four random tiles placed on it (this happens every round). Use the giant cloth bag included to shake up, randomize and draw the needed tiles. There is also a special 1 tile. This is worth -1 points but whoever gets it goes first the next round, a big advantage. Start by putting this in the middle, which will become the junk pile which we will get into.EACH ROUNDSo now that you are set up, someone kicks things off. The gameplay portion of how to play Azul kicks in. The first player to go has the option of taking all of ONE color from any of the available discs. That player then puts the 1, 2, 3 (rare), 4 (incredibly rare) tiles they just grabbed in one of the working rows on your board. These are the blank sections to the left in varying amounts of 1 5 spaces. Each of these rows can only have one color/type in it, and the tiles you grabbed can only go into one row (you cant split them up).The remainder tiles that were not chosen go into a middle junk pile where you put the 1 title at the start. This becomes another valid pile to pull from. Just like any disc, you can choose the take any ONE color type from the middle, but remember you MUST take all of that color. The only downside is that the first person to take from this pile gets the 1 tile.You can get screwed by getting more tiles than you actually need to complete a row. If this happens, these fill up the bottom row on a card which will give you negative points. The more you fill, the stiffer the penalty. You have to weigh the pros and cons of all situations.Once a player has made their choice and put tiles down, it now moves to the next player and then they get to choose from the available to take all of ONE color from a disc (or the middle). This continues until all the tiles are gone. It usually gets to the point where there are so many of one color in the middle that no one wants to take it and then whoever grabs last gets screwed, so something to keep in mind for strategy.END OF ROUND SCORING AND RESETIn between each round, a lot happens. First, take a look at your worker rows. If you have filled one entire row, take one of those tiles and move it into that corresponding spot into that row in your grid. Congrats, you successfully added a tile to your palace, this is going to now score you points immediately based on where it is placed. If you have not fully completed the worker rows, no worries, leave it as is and try and finish it next round.Next is scoring, and this can get daunting because there is lots of math. As you can see from your grid, it is a 55 square. Each tile is worth one point, but if it is part of a row or a column with more tiles touching it, it is then worth more points. Start in the top corner and go space by space. Every time there is a tile that was just placed that round, calculate its points and then move to the next space. If it has one to the left and right (row of three) and one above it (column of two) it is worth 5 points (3 + 2). You take your total and then you subtract and minus points from the bottom. Move your scorekeeping piece at the top up the number of points you get that round.As you go along, it gets harder and harder to fill rows but the points get more and more lucrative. And this leads to the most difficult thing you will encounter via this how to play Azul guide.After you did all this, you put the extra tiles back in the bag, shake it and then put four fresh new tiles on each disc. Whoever has the 1 title puts it back in the middle and that person will go first next round. HOW TO PLAY AZUL ENDING GAMEThe game ends when a player successfully fills one row in their grid completely across. This does not mean that person wins, it just triggers that this will be the last round. So if you know you are behind in the score, probably not the best idea to complete a row.When the game ends, you do the same scoring you have been doing, but in addition, there are some bonus points. For every row in your grid, you complete you get points, the same thing with every column and then finally if you get every space on your grid of one particular color you get a big bonus.HOW TO PLAY AZUL IMPORTANT THINGS TO NOTEYou can only cover a tile spot once. Say you get the yellow sun looking tile into your grid on the top row, well then you no longer can put the yellow sun tile in that working row, because it is already complete. This is part of the difficulty of the game, its easy at the beginning, but you start running out of options the further you get in. Besides that, when it comes to learning how to play Azul, you should know what you need to know.OR WATCH THIS VIDEO: How To Play Azul in 4 Minutes by Teach The TableIn CLOSINGWe hope now you can say you have mastered How To Play Azul Board Game. As long as you can get over the high level of math, this game is top-notch. It is one of the simplest but satisfying puzzle games to come out in a while and it won the most impressive board game award, the Spiel des Jahres, for a reason.SEE ALSO GAME SHOWDOWNS:Azul vs (All Others)Azul vs SplendorAzul vs PatchworkAzul vs SagradaAzul vs Kingdomino Share copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution You must give appropriate credit , provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. 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