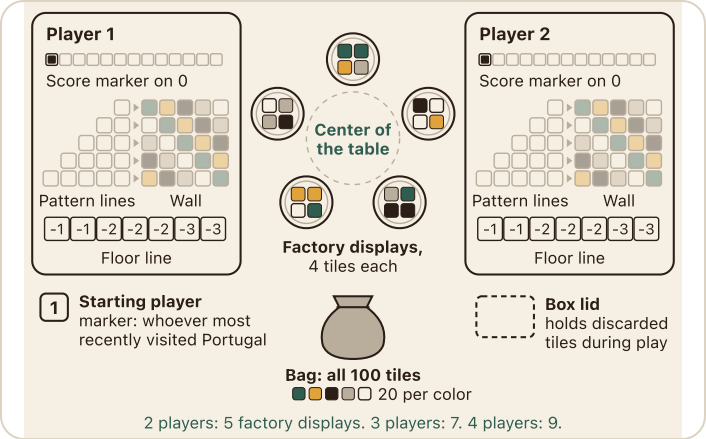
THE LUDARIUM · TEACH SHEET

Teach Azul in ten minutes

2 to 4 players · 30 to 45 minutes · Ages 8 and up

The goal: Score the most points by moving tiles to your wall, where tiles that touch score more.



On your turn

1. The starting player puts the marker in the center. Play goes clockwise.
2. Take all tiles of one color from one display. Push the rest to the center.
3. Or take all of one color from the center. First to do so puts the marker on their floor line.
4. Put your tiles in one pattern line, filling right to left. One color per line.
5. No color in a line whose wall row already has that color.
6. Tiles that do not fit, or that you do not want, go on your floor line.
7. When displays and center are empty, everyone tiles their wall.

Three tips for your first game

1. Fill pattern lines exactly. Every extra tile is a floor penalty.
2. Place tiles next to each other. Connected tiles score more.
3. Watch what you push to the center. Someone has to take it.

Setup

1. Each player takes a board, colored wall side up, with their score marker on 0.
2. Circle the factory displays: 5 for two players, 7 for three, 9 for four.
3. Put all 100 tiles in the bag.
4. Whoever most recently visited Portugal takes the starting player marker.
5. That player fills every factory display with 4 tiles from the bag.

Scoring

- Top to bottom: each full pattern line moves its rightmost tile to its color on the wall.
- Clear the rest of that line to the box lid. Unfinished lines stay put.
- A tile alone scores 1. Otherwise count its connected row, then its connected column.
- Floor line: lose 1, 1, 2, 2, 2, 3, 3. Your score never drops below 0.
- End bonus: 2 per full row, 7 per full column, 10 per color with all 5 placed.

Game end: The game ends after the round in which anyone completes a horizontal row of 5. Add bonuses; most points wins. A tie goes to more complete rows, then is shared.

Free course: theludarium.com/academy/azul/

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