

PLAYIRO

How to Play Azul (Complete Rules)

Azul is a strategic tile-drafting board game focused on efficiency, timing, and smart placement. Players compete to build the most beautiful and highest-scoring mosaic wall.

Game Overview

Players	2–4
Components	100 tiles, factory displays, player boards, score tracker
Objective	Score the most points by completing rows and sets
Phases	Tile Drafting → Wall Tiling & Scoring
Game End	Triggered when a player completes a horizontal row

Drafting Rules

- Take all tiles of one color from a factory or the center
- Move leftover tiles from factory to center
- First center pick takes first-player token (-1 point)
- Place tiles in pattern lines (one color per row)
- Extra tiles go to floor line (negative points)

Scoring & Bonuses

Bonus Type	Points
Complete Row	+2
Complete Column	+7
Complete Color Set	+10
Single Placement	1 + adjacency bonuses

Strategy Tips

- Fill lower rows first for efficient scoring
- Deny opponents key tiles when possible
- Plan ahead for full color bonuses
- Stay flexible and avoid overcommitting early