OBJECT OF THE GAME
To be the player with the most points at the end of the game. The game ends after the round in which at least one player has completed a horizontal line of 5 consecutive tiles on her wall.

GAMEPLAY
The game is played over multiple rounds, each of which is composed of three phases:

A. Factory offer
B. Wall-tiling
C. Floor-tiling

The starting player places the starting player marker in the center of the table and then takes the first turn. Play then continues clockwise.

Your goal in this phase is to complete as many of your pattern lines as you can. Because during the following Wall-tiling phase, you may only place tiles from the center of the table.

Once all spaces of a pattern line are filled, that line is considered complete. If you have picked up more tiles than you need for your current pattern line, you must place the remaining tiles in the floor line (see Floor line).

Floor line
Any tiles you pick up that you cannot or do not want to place according to the rules, you must place in your Floor line. Filling it from spaces from left to right. These tiles are considered to be in play on the floor and give points in the Wall-tiling phase.

Wall-tiling
All spaces of your Floor line are occupied, return any further deficient tiles or tiles of the same color to the game box.

Once that is done, any remaining tiles on the pattern lines stay on your player board for the next round.

First Turns Example

1. Andrea picks 3 red tiles from a Factory display and places them in the corresponding line of her wall. (C) She may even choose to place both tiles in the floor line (C).

3. Andrea picks 2 red tiles from the factory display and places them in 3 different lines in the center of the table. (C)

4. Then, Andrea picks 3 red tiles from the center of the table. As she places the 3 tiles into the center, she already has the starting tile for the line to her left. She places it in the leftmost space of her floor line.

5. Then, the tiles you picked into the 5th pattern lines on your floor line. She places the last tile to fill this line, the floor line, by simply dropping the last tile on a line, from left to right in your chosen pattern line.

If the pattern line already holds tiles, you may only add tiles of the same color to it.

Once all spaces of a pattern line are filled, that line is considered complete. If you have picked up more tiles than you need for your current pattern line, you must place the remaining tiles in the floor line (see Floor line).

Your goal in this phase is to complete as many of your pattern lines as you can. Because during the following Wall-tiling phase, you may only place tiles from the center of the table.

Once all spaces of a pattern line are filled, that line is considered complete. If you have picked up more tiles than you need for your current pattern line, you must place the remaining tiles in the floor line (see Floor line).

Floor line
Any tiles you pick up that you cannot or do not want to place according to the rules, you must place in your Floor line. Filling it from spaces from left to right. These tiles are considered to be in play on the floor and give points in the Wall-tiling phase.

Wall-tiling
All spaces of your Floor line are occupied, return any further deficient tiles or tiles of the same color to the game box.

Once that is done, any remaining tiles on the pattern lines stay on your player board for the next round.

A. Factory offer
The starting player places the starting player marker in the center of the table and then takes the first turn. Play then continues clockwise.

On your turn, you must pick up one of the following ways:

1. Pick all tiles of the same color from any one Factory display and then pick the remaining tiles from this Factory display to the corresponding line of your wall. (C)

2. Pick all tiles of the same color from any one Factory display and then the starting tile from this Factory display to the corresponding line of your wall. (B)

3. Pick all tiles of the same color from any one Factory display and then the starting tile from this Factory display to the corresponding line of your wall. (B)

Introduce the Moors, azulejos (originally white and blue ceramic tiles) were fully embraced by the Portuguese, when their king Manuel I, on a visit to the Alhambra palace in Southern Spain, was mesmerized by the stunning beauty of the Moorish decorative tiles. The king, awestruck by the interior beauty of the Alhambra, immediately ordered that his own palace in Portugal be decorated with similar wall tiles. Azul brings you, a tile laying artist, to embellish the walls of the Royal Palace of Evora.

On your turn, you must also comply with the following rule:
You are not allowed to place tiles into a pattern line in a new way whose starting tile form a pattern line whose corresponding line of your wall already holds tiles of a different color.

Thin a line, you may add only one from right to left in your chosen pattern line.

If the pattern line already holds tiles, you may only add tiles of the same color to it.

Once all spaces of a pattern line are filled, that line is considered complete. If you have picked up more tiles than you need for your current pattern line, you must place the remaining tiles in the floor line (see Floor line).

Your goal in this phase is to complete as many of your pattern lines as you can. Because during the following Wall-tiling phase, you may only place tiles from the center of the table. If all spaces of your Floor line are occupied, return any further deficient tiles or tiles of the same color to the game box.

Once that is done, any remaining tiles on the pattern lines stay on your player board for the next round.

GAME SETUP
1. Give each player a player board (Figure 1). Flip the board to the side of the player board. Each player must use the same side.

2. Take 1 scoring marker and place it on the space ‘C’ of your score track.

3. Place the Factory displays (1) in any order around the center of the table:

   • In a 3-player game, place 7 Factory displays.
   • In a 2-player game, place 5 Factory displays.

4. Fill the bag (10) with the 100 tiles (20 of each color) from the center of the table.

5. Place the tiles, one by one, according to the rules, you must place in your Wall line.

6. If you are the first player in this round to pick tiles from the center of the table.

7. Continue with the Wall-tiling phase.

Center of the table
B) Afterwards, he removes the remaining tiles from the second and third pattern lines and places them in the lid of the game box.

Or she may place both tiles in the fifth pattern line (B).

She may even choose to place both tiles in the floor line (C).

She may even choose to place both tiles in the floor line (C).

She may even choose to place both tiles in the floor line (C).

8. The tiles in his third and fifth pattern lines remain on his board.

9. Andrea picks 2 yellow tiles from a Factory display.

She is not allowed to place them in her second or third pattern line, as their corresponding wall line has a yellow tile.

Andrea picks both tiles from the 2 black tiles from a Factory display and places them in the remaining 3 and 4 tiles in the center of the table.

Andrea picks both tiles from the 2 black tiles from a Factory display and places them in the corresponding line of her wall. (C) She may even choose to place both tiles in the floor line (C).

She may not place them in the fourth pattern line either, as there is already 1 blue tile and she may not add tiles of a different color to a pattern line whose corresponding line of your wall already holds tiles of a different color.

Or she may place both tiles in the fifth pattern line (B).

She may choose to place both tiles in the floor line (C).
Finally, at the end of the Wall-tiling phase, check if you have any tiles in your floor line. For each tile in your floor line, you lose the number of points indicated directly above it. Adjust your scoring marker on your score track accordingly (however, you can never drop below 0 points).

Afterwards, remove all tiles in your floor line and place them into the lid of the game box.

Note: If you have the starting player marker in your floor line, it counts as a normal tile there. But instead of placing it in the lid, place it in front of you.

C. Preparing the next round

If nobody has completed a horizontal line of 5 consecutive tiles on her wall yet (see End of the game), prepare the next round.

The player with the starting player marker refills each of the Factory displays with 4 tiles from the bag as in the setup. If the bag is empty, refill it with all the tiles that you have placed in the lid of the game box and then continue filling the remaining Factory displays. Then, start the new round.

In this example, placing the blue tile gives you 3 points for the vertically linked tiles.