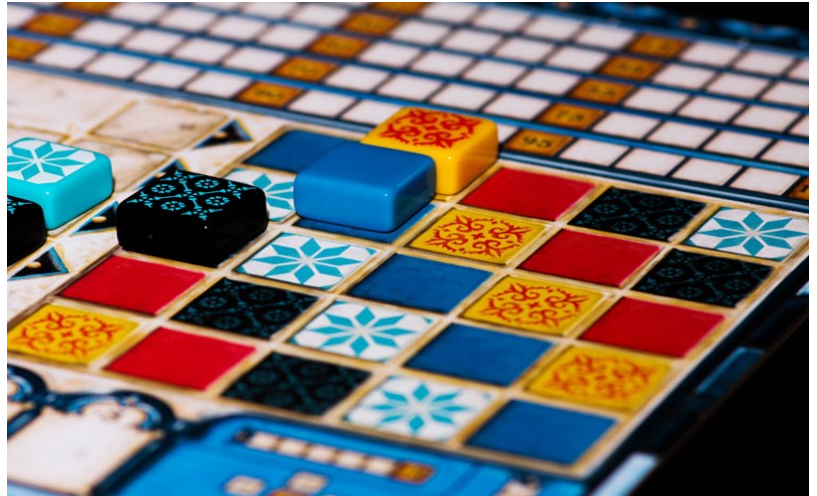


# Azul



## Game Type

- Abstract

## Category

- Abstract Strategy

## Mechanisms

- Tile Drafting
- Pattern Building
- Set Collection
- Tile Placement

## Board Game Description

Players: 2-4 // Time: 30-45 Min

Age: 8+ // Weight: 1.83/5

In the game Azul, players take turns drafting colored tiles from suppliers to their player board. Later in the round, players score points based on how they've placed their tiles to decorate the palace. Extra points are scored for specific patterns and completing sets; wasted supplies harm the player's score. The player with the most points at the end of the game wins.

*Easy to teach, easy to play,  
yet challenging to master.  
Instant classic!*

# Azul

## Inventory

- 1 rulebook
- 4 player boards
- 4 black scoring cubes
- 9 round factory displays
- 1 tile bag
- 100 tiles (20 of each color)
- 1 white starting player tile