

# AZUL

A GAME BY MICHAEL KIBSLING

## CRYSTAL MOSAIC

### GAME SETUP

1. Swap all the player boards of the base game (A) with the enclosed player boards (B), and give one to each player. Players then agree which side of the board to use and place that side face up in front of them.



2. Each player receives an overlay (C) and places it on their player board (D) so that it lines up perfectly.



3. All other steps are identical to the base game.

### OBJECT OF THE GAME SO WHAT'S NEW?

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 their wall.

The values of the spaces in the floor line have changed. In addition, each side of the board has its own characteristics:

#### SIDE 1

On the wall, some of the spaces are pre-printed with a tile color and a multiplier (x2): you may only place tiles of a matching color on these spaces.

When you place a tile on one of these spaces, you immediately double the points earned with this tile.

To do this, score the tile like in the base game, and then double the result.

*In this example, placing the yellow tile on the x2 scores 10 points, as follows:*

- Score 3 points, because the yellow tile becomes part of a horizontal group of 3 linked tiles;
- Score 2 more points, because the yellow tile becomes part of a vertical group of 2 linked tiles;
- The resulting total, scored like the original game, is 5 points. Now apply the x2, doubling the total to 10 points.



## SIDE 2

On this side of the board some fields are also pre-printed, and you may only place tiles of a matching color these spaces.

The additional points that you can score on this board are different compared to the original game, as follows:

- Gain 3 points for each complete horizontal line of 5 consecutive tiles on your wall.
- Gain 10 points for each complete vertical line of 5 consecutive tiles on your wall.
- Gain 12 points for each color of which you have placed all 5 tiles on your wall.



## END OF THE GAME

As soon as one player has filled at least one **horizontal** line, the game ends following the rules of the base game.

The player who after the final scoring has the highest score is declared the winner.

In the case of a tie, the tied player with more complete horizontal lines wins the game. If that does not break the tie, the victory is shared.



**Designer:** Michael Kiesling

**Development:** Peter Eggert, Katja Volk,  
André Bierth & Moritz Thiele

**Art Direction:** Sophie Gravel

**Illustration:** Chris Quilliams

**Graphic Design:** Stéphane Vachon &  
Maryse Hébert-Lemire

**Editing:** Katja Volk

**Development by:**



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4001 rue F.-X. Tessier, suite 100  
Vaudreuil-Dorion QC J7V 5V5  
Canada

[info@planbgames.com](mailto:info@planbgames.com)  
[www.nextmovegames.com](http://www.nextmovegames.com)

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