

**Clemens Helldörfer**

# Azuleo

**Game Instruction for 1-4 Players****Age: 10 years up**

## Contents

- 1 game board
- 36 colored set crosses
- 8 blue blockade crosses
- 18 Azuleo cards

*Azuleo is derived by the Portuguese word "azulejo" and means tile. In Arabia a small blue stone originally was called "Azulejo". The art of firing tiles, which was primary cherished in Arabia, revived in Portugal during the 16<sup>th</sup> century and celebrated its climax than. This traditionally art is still performed until today.*

Playing Azuleo you create your own traditional tile-patterns. Achieving as many as possible valuably color-combinations is your goal. A wonderful tile-pattern starts growing as you start to play the game and its appearance looks different each time. This is a fascinating competition for one or more players, which is won by the competitor collecting most points.

One player, who accepts the challenge, to fill in the correct crosses on the whole rink, can even play Azuleo by his self.

Azuleo is a fun game for young and aged.



## Game Preparation

Put the game board in the middle of the table. Put the colored crosses upside down right next to it, as well as the Azuleo Cards. The blue blockade crosses have to be put aside face up. The only thing left you need is a pen and paper.

If you are two or three players, everyone plays for his self. Being four players you'll have to split into 2 teams sitting across from each other. Its one players turn each time.

Each player or team pulls three colored set crosses and puts them face down in front of his self and two Azuleo cards face up as well. The player visiting Portugal last or being the closest to that country starts the game. Apriori put one set cross in one of the four starting points on the game board. Now start your first game move. The other players follow clock wisely.





## Game Instruction

If it's your turn, you have the choice of two alternatively game moves:

- 1<sup>st</sup>** Put down one set card according to the following rules and pull another set card **or**  
**2<sup>nd</sup>** Put away one Azuleo Card and pull a new one. This move can only be done 3 times in a row. Put away Azuleo cards have to be shuffled up with the remaining Azuleo Cards on the table.  
 It's the next players turn, now!

Putting down a set card make sure using the drawn designs on the game board. At least one color combination of your Azuleo cards (you own two) has to show after you made your move.

*Picture A even shows that both patterns fit your Azuleo Card, which brings you more points.*

### Please note:

Analogical to your Azuleo Cards the same color has to show vis a vis. Only two colors are allowed in the combination of four crosses!

**A**



**B**





### It's three kinds of combinations of a rising Azuleo:

Such with two, three or four triangles. The four-triangle combination is called "Azuleo". Building Azuleos the two colors of the set card have to equal one of the two patterns shown on your Azuleo cards. *Have a look at picture B. The shown combination shows, how to get points by putting the right pattern together. (See point rating)*

### Impossible Moves:

During the game patterns might rise which causes a set cross with two equal colored triangles. *In picture C the set cross needs two blue triangles. But the set crosses always have four different colors (blue, red, green and yellow), though!*

Whoever detects one of those patterns has to fill in one blockade cross, showing the other players, no other move can be done. If you caused the impossible pattern, it's the next players turn and you'll have to wait for your next turn to fill in the blockade cross.

The following set cards have to be put around the blockade crosses during the rest of the game. Finding an impossible pattern and putting down a blockade cross is rewarded with two extra points.

Ⓒ



Ⓓ





## Points

One triangle, which is put down as a pattern from your Azuleo cards, counts one point. That means you can get 2,3 or 4 points laying down a set card. Isolated triangles or such with blockade crosses next to them a worth no points. *Have a look at the two yellow triangles shown on picture D.*

Each Azuleo you finish gets you 2 extra points. The pattern has to fit to one of your Azuleo cards, though. If you finish more than one pattern in one move, you get those extra two points for each Azuleo, if at least one pattern equals one of your Azuleo Cards.

## Finish

### You play until:

- 1<sup>st</sup>** no more moves can be done on the game board **or**
- 2<sup>nd</sup>** one player puts down his last cross

**Winner is the player or team with most achieved points.**



## Solitaire Version

You play by the rules above just being one player. Your goal is to put down as many set cards creating Azuleo patterns as possible.

### Version A:

Pull three set cards before you start playing and two Azuleo cards. Azuleo cards can be replaced after laying the shown pattern on the game board. Note your points during the game and try to get as many points as possible.

### Version B:

Play as version A. Instead of writing down the points during the game, count all your Azuleo patterns together and subtract all empty or blockade fields from the sum.

### Version C:

You only play with the set cards. Try to put down as many as possible or all set cards. A huge number of solutions is possible. Don't despair - just try over and over again!

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Oberasbacher Straße 8-10  
D - 90513 Zirndorf  
Internet: [www.nsv.de](http://www.nsv.de)  
E-Mail: [info@nsv.de](mailto:info@nsv.de)

Autor: Clemens Helldörfer  
Design: [grundies.design](http://grundies.design)  
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