



AZUL Procedures

Before the game begins, all players should confirm that 20 tiles of each color are placed into the draw bag.

All games will be played using the preprinted wall side of the player boards.

The player in Seat One will begin the game.

In the case of a tie at game's end, the player with the most completed rows will advance. In the case of a further tie, the tying player in the highest numbered starting seat (Seat 4 in a four player game) will advance.

The player in the seat to the right of the player with the first draw of the round will fill each factory with tiles.

If too few tiles are initially drawn when filling the next factory, then tiles must be drawn one at a time until that factory is full.

If too many tiles are initially drawn when filling the next factory, then all of those drawn tiles must be placed back in the bag and the tiles filling the next factory must be drawn one at a time.

When the draw bag needs to be filled, all players should confirm that it is empty before filling it with the discarded tiles in the common area.

Players MAY NOT change tile selections once they are made. Once a player picks up a tile, they are bound to proceed with legal play using that selection.

Scoring will proceed as follows:

- 1) No player will touch any tiles on any player board until it is their turn to score.
- 2) Beginning with the player in possession of the starting player marker, scores will be tallied one player at a time and recorded on the assigned written score sheet. The recorded score will be initialed by the scoring player and then the player on their left, who will then proceed to tally their own score and repeat this process until all players have scored the round.
- 3) After scoring is completed, the player with the starting player marker will remove any colored tiles (NOT THE STARTING PLAYER MARKER) from their round's completed pattern lines and floor line and set them aside in a single common area. This process will continue in a clockwise direction until all players have completed this step.

- 4) The player to the right of the player with the starting player tile will now fill the factories, after which the competitor with the starting player marker will place it in the center and begin the next round.

Table #	Player Name:	Player Name:	Player Name:	Player Name:
Round 1	Round	Round	Round	Round
Round 2	Round Total	Round Total	Round Total	Round Total
Round 3	Round Total	Round Total	Round Total	Round Total
Round 4	Round Total	Round Total	Round Total	Round Total
Round 5	Round Total	Round Total	Round Total	Round Total
Round 6	Round Total	Round Total	Round Total	Round Total
Round 7	Round Total	Round Total	Round Total	Round Total
Round 8	Round Total	Round Total	Round Total	Round Total
Total Score				
Winner's Name		AZUL	WSBG WORLD SERIES OF BOARD GAMING	Opponents' Initials

An Active Player Card will be used to indicate whose turn it is and will be passed to signal the end of a player's turn.

*These procedures are designed to ensure fair play and minimize problems with the game state. They may be amended at any time by a WSBG tournament administrator.