



Azul game



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Summary

The full game "Azul", with the board, tiles, score markers and the starter player marker.

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The full game "Azul", with the board, tiles, score markers and the starter player marker.

The tiles are very simple, you just need to print them in different colors. The files include the "color spot", that you will need to glue in the wall section of the board to mark which color goes where.

To make the factories I used <https://www.thingiverse.com/thing:4201414>. Just downsize it to 50% and remove about 50% of the top walls.

Print Settings

Notes:

You should print the board with a color change at around 1.3mm, to make the board numbers easier to read.

The game is meant to be played between 2-4 player, so you will need:

- 4 X Boards
- 1 X "Token - First". (token used to show who is the first player to pick each turn)
- 8 X Score marker. The files include 2 different versions, choose which one you like the most. There is a photo uploaded showing each version.
- 20 X Token of each color. The game uses 5 different colors, so you will need a total of a 100 token.
- 20 X "Color spot" of each color. You will need 5 for each player board's wall.
- Glue

Recommended: make the 20 tokens and 20 color spot of each color on a single print. You will have to print it, change color and repeat.

Post-Printing

Once you have the 4 boards and 100 color spot (20 of each of the 5 colors) you have to glue the color spots to the "wall" section of the boards.

Glue them as indicated below, or use the photo as example.

[C1] [C2] [C3] [C4] [C5]

[C5] [C1] [C2] [C3] [C4]

[C4] [C5] [C1] [C2] [C3]

[C3] [C4] [C5] [C1] [C2]

[C2] [C3] [C4] [C5] [C1]

- C = color

Category: Games

Model files



score_marker_v2.stl



token.stl



score_marker.stl



color_spot.stl



board.stl



token_-_first.stl

[Find source .stl files on Thingiverse.com](#)

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