

Black Garden's gameplay takes place in Moon Cycles, and each cycle has two parts: the witches' turns and growing your gardens.

The Witches' Turns

are the first half of a cycle, and take place in turns. Decide amongst yourselves who will go first; turns will proceed in a clockwise order from them.

On your turn, you may choose to do any or all of the following:

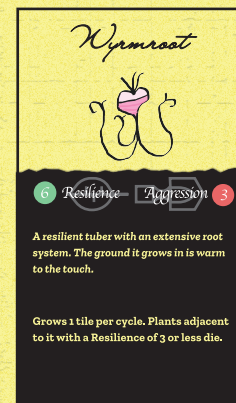
- Draw 1 card from the Coven Supply and add it to your hand.
- Play 1 card from your hand.
- Prune plants by removing up to 2 plant tokens from your garden and discarding them.
- Cast 1 spell that you've played already, paying the cost if there is one.

You *must* take at least one of these actions. Once everyone has taken their turn, turn to the next page: it is time to grow your garden.

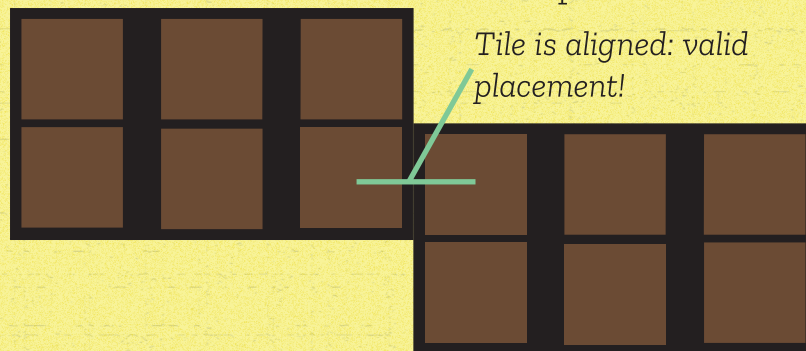
Playing a Plant Card: when you do, place a matching plant token in an empty space in your garden.

The only time you discard a Plant Card is if all of its corresponding tokens are removed from your garden.

Note: When, anywhere in the game, something states that a plant "dies," that means the plant token in question is removed from the garden and discarded—NOT the entire species.



Playing a Planter Box: when you do, place it adjacent to one of your other Planter Boxes—making sure that at least one tile from each box is lined up.



Casting a Spell: you may only cast a spell you have already played, but casting a spell does not consume it! However, some spells do have a cost: if one does, remove the tokens it specifies from your garden every time you cast it.