

Growing Your Gardens

makes up the second half of a Moon Cycle, and everyone goes at once.

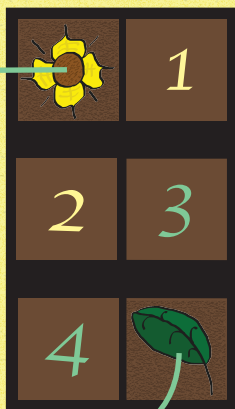
Follow the directions of all of your plant cards carefully, making sure to read them every cycle. When a plant says it grows X tiles, that means you must add X number of tokens to your garden in tiles that are adjacent to other tokens of the same species.

Two tokens of the same species may not occupy the same tile. Plants of differing species may do so, but if they do they will *compete*. You may not add less tokens than the number specified unless it is impossible to do so without violating one of the above rules.

Daybloom grows 1 tile every cycle, so it can grow into either tile 1 **or** tile 2.

Dewleaf grows 2 tiles every cycle if it's not touching another plant, so it **must** grow into both tile 3 **and** tile 4.

Once everyone has finished growing all of their plants, the next Moon Cycle begins! Move the Moon Marker one space along the Moon Wheel, and start the cycle anew.



Let the competition begin!

Black Garden is meant to be learned through play, so for your first game you should play as you read through the rules!

Set Up

1. Give each witch one Planter Box card. This represents your garden: each brown box is a "tile" upon which plant tokens will grow. You will have opportunities to increase the size of your garden during play.
2. Add the remaining Planter Boxes to the Deck and shuffle it. Deal each witch a hand of 3 cards.
3. Set the Moon Wheel where everyone can see it, and place the Moon Marker over the Full Moon.
4. Finally, draw 3 cards from the deck and place them face up next to it—these three cards represent the Coven Supply. Whenever you draw a card, you will do so from the Coven Supply, not the deck. When you do so, replace the card you took with a new one from the deck.