

## Edge Cases

If you're looking for the rules for the end of the game, flip back to page 1! These two pages are for settling edge cases that weren't quite important enough to squeeze into the main rulebook—and they're also optional, if the players at the table already came up with different solutions to the same problems!

### Adjacent to VS. Within 1 Tile of



1: Adjacent to the Daybloom

2: Within 1 tile of the Daybloom

## Playing Spidervine

When you play a Spidervine Plant Card, you must place the Spidervine token onto an occupied space instead of an empty space.

## Your Goal:

In order to win the game, you must have cultivated the largest number of unique plant species in your garden of all players by the end of the next full moon.

In the deck of Black Garden, there are 7 unique plant species. In order to prove yourself and win the game you must keep as many of these species alive in your garden as you can.

- Each species has its own strengths, weaknesses, and quirks—and they'll all be competing for the limited space provided to you. Winning will require clever planning and thoughtful positioning.
- You only have 9 cycles to cultivate your garden. Stay sharp!

The winner of the game is decided at the end of the second Full Moon. Whoever has the most Plant Cards in play—and, as a result, the most species alive—wins the game. Ties are broken by counting the raw number of individual plant tokens in the prospective victors' gardens: whoever has more wins.