

Wizard's Garden

game by Tim Schutz
graphics by Rita Lombardi



Components: the 4x4 game board on the bag, 16 game pieces called seeds, and the Wizard's Tome (this rule book).

Introduction

Welcome to the Wizard's Garden, a game about planting and harvesting. The game pieces are called seeds. Players take turns planting (placing seeds on the board) from a common seed basket (the pile of seeds). Once a player gets four seeds of the same color in a straight row it creates a harvest condition, he harvests them by removing all four from the board and keeps one flower (a point). The remaining three seeds go back into the seed basket. The wizard who harvests the most flowers wins.