
Bienenkönigin

Reine des abeilles
Bijenconingin
Ape Regina
Queen Bee

7. Ogni giocatore porta le sue api al più presto possibile sui campi muniti di numero che si trovano nella diagonale.
8. Se un'ape si trova vicina ad un campo, può raggiungerlo anche con meno passi di quanto indicato su quel lato della pedina. Se si vuol portare un'ape da un campo già raggiunto ad

un altro, si può spostarla solo di uno spazio per volta.

9. I numeri dei campi-meta non devono esser uguali a quelli bianchi segnati sulle pedine.
10. Vinca chi per primo riesce a mettere 6 api sui campi-metà.

Queen Bee

How to play Queen Bee:

Chase the Queen

1. Place the counters bearing numbers (bees) on the cells of the board bearing coloured numbers as follows:
 - a) Blue counters — with pink numbers — on the pink board numbers.
 - b) Orange counters — with yellow numbers — on the yellow numbers — on the yellow board numbers.
 Fit the counters so that their white number lies exactly on the same number on the board.

2. Place the two coloured counters showing the queens on the two cells marked with a crown.
3. The starter is decided by lot or toss of a coin.
4. Both players move in turn one counter in any direction.

5. Bees and queen may be moved in all directions in a straight line as follows:
 - a) Bees advance by as many cells as the number on the edge facing in the direction of the move.
 - b) Queens may move by one cell only in any direction.

6. Players may **not jump over** their own or the opponent's counters.

7. If an opponent's counter lies on the **last cell** of any route, it is captured and taken from the board.
8. If the route of a player's bee encounters the enemy queen **within** the number of cells marked on the edge of his counter facing in the direction of his attack, he calls out a warning „Buzz“. The other player now must ward off the threat to his queen in one of 3 ways:
 - a) He moves the queen to a different cell.
 - b) He bars the way with one of his own bees.
 - c) He captures and eliminates the attacking bee.
9. As soon as a player sees that the enemy queen can no longer be removed from the danger zone, he calls out „Buzz, buzz“ . . . and has won.

Race of the Bees

1. Place the counters bearing numbers (bees) on the cells of the board bearing coloured numbers as follows:
 - a) Blue counters — with pink numbers — on the pink board numbers.
 - b) Orange counters — with yellow numbers — on the yellow board numbers.
 - c) Green counters — with turquoise numbers — on the turquoise board numbers.

- d) Mauve counters — with light-green numbers
— on the light-green board numbers.

Again, place the counters so that their white numbers exactly cover the same numbers on the board.

2. The coloured queen bee counters are taken out of play for this variant of the game.
3. The starter is decided by lot or toss of a coin.
4. Players move in turn one counter in one direction.
5. They may move their bees in straight lines along six routes, always by as many cells as marked by number on that edge of the counter.

6. Players may not jump over or capture their own or the opponents' counters.
7. The object is to move one's bees as fast as possible to the numbered cells diagonally opposite on the board.
8. On the last move, players may advance to the numbered cell even though the number on the counter edge is larger than the required steps. To move one bee from one goal space to another, players may only advance by one cell at a time.
9. The numbers of the cells in goal need not agree with the white numbers on the bee counters.
10. Winner is the first player to move all 6 bees to the numbered goal cells.