

# GANZENBORD



Je blijft plakken = beurt overslaan



Je krijgt extra energie = twee vakjes vooruit



Je bent gevangen door de imker; ga terug naar start

The board game grid consists of 70 numbered hexagonal cells arranged in a winding path. The path starts at cell 1 (labeled 'start') and ends at cell 70. The numbers are: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70. Special icons are placed on specific cells: a bee on cell 9, a sunflower on cell 17, a bee on cell 35, a sunflower on cell 44, a bee on cell 56, a sunflower on cell 66, and a beekeeper on cell 60. A large beehive is located at the bottom left of the board.