

Significantly Slimmer

Kosmos sets the standard with its two-person games. Not only in content but also in the way the box is presented. In its own first game for two, Lookout is clearly following their example.

Each player starts with six parcels of land. On one of them is a hut, on the others fields waiting to be grazed by animals. Before we send the animals to pasture, we must ensure that they do not immediately run away. Thus, we need fences. The material is free; it just needs to be installed. A fenced plot offers space for two animals – which isn't very much, but if we put in a feeding trough, we get room for twice as many animals. Should we fence in a large-scale grazing area, the trough affects the neighboring fields as well. Should we install another trough, we can get into factory farming.

Stalls are another way to accommodate the beasts. These require construction materials, but we can later expand them to stables. Also available are other buildings which have different purposes, even if only as borders for fields.

Get to work!

So, there is much to do, and each player has three workers who we take turns sending onto the board (which is actually a field of action spaces). Each space can only be used once per round. Since there are a total of 17, none of the six work-

ers will be forced into inactivity. There is always *something* they can do.

For example, there are spaces where, round after round, new building materials pile up in different quantities. To claim them for ourselves costs nothing. The animals are also continuously reproducing, following ingenious breeding rules not yet known to science. For example, if no one claims a pig, in the following rounds a sheep appears. Only when the space has been cleared does a new pig once again come into play.

When increasing his herd, a player must take all the animals from the corresponding space and place them in available locations in

his pasture or his stables; otherwise the extra animals run away. Thankfully, there is also the opportunity to expand one's area. However, the new fields need to be fenced in before they can hold part of the herd. It's all a matter of timing. One should also consider that at the end of each round, animals multiply, unless they are the only one of their kind. Mixing animals is forbidden, by the way.

Most building materials and animals are present in sufficient numbers, so the tougher competition comes over the action spaces that allow extensions. Only one space allows the establishment of a stable, expanding the stables or the construction of feed



troughs – giving a clear advantage to the player who goes first. The privilege of being first player does not automatically change from round to round; you must secure it using another action space.

People Livestock census

After just eight rounds, it is time to take stock, and all the beasts are counted up. Depending on the species, different amounts of extra points are awarded. It is here that one can be hit with negative points if they neglect a particular species – or even completely ignores them. Points are also awarded for buildings and expansions. Whoever has the most points wins, of course. (The "extra bonus points" are confusingly described in the manual.





It's best to ignore the words and simply use the table printed on the side of the box.)

AGRICOLA connoisseurs will recognize many things here, but some parts are missing. The farmer's family has been replaced by three workers who cannot reproduce during the game. The same set of action spaces are available from round to round. Agriculture is omitted completely, and we also don't need to take care of our diet. From the harvest phase, just animal reproduction remains, and occupations and improvements or other cards are not needed in this game. That doesn't mean that the components are sparse.

I Luckily, there is no luck

Inside the little box romp around a lot of animals: more than 60 pigs, sheep, cattle and horses. There are also building materials, fences and feeding stations. Everything is made of wood. In the event that there are not enough components (which happens more than expected!), there are some cardboard multiplier chits. While the wooden animals are shaped ("Animeeples"), the building materials come only in the

form of small wooden discs. At first, this seems inconsistent, but it is totally practical because they can be accommodated better in the action spaces on the board. In general, all the game materials were designed very well, so there are no questions about the function of the pieces.

The path to becoming a successful rancher rests solely in the hands of the players. By this, I mean that nothing is left to chance. What resources emerge, and when, is clearly stated on the board. The necessities are evident, at least initially. Fields need to be fenced, building materials procured. Player strategies differ only in detail. Afterwards, one must make the best of the current situation: What animals are currently on the market because the other player didn't snag them?

In the big AGRICOLA game, which can be played quite well for two, there is already a stripped-down family option. That version demands, however, that one still struggles through the complete rules, and thus represents a much higher hurdle than ALL CREATURES BIG AND SMALL. Here, including explaining the rules, we can manage a game in half an hour. Because of this, AGRICOLA fans might feel unchallenged.

KMW/sb



Title:	Agricola All Creatures Big and Small
Publisher:	Lookout Games
Designer:	Uwe Rosenberg
Artist:	Klemens Franz
Players:	2
Age:	about 10 and up
Duration:	about 30 minutes
Price:	about 23 €
Reviewer	Playing appeal
KMW	7
Udo Bartsch	6
L. U. Dikus*	8
Alan How	7
Edwin Ruschitzka**	7
*As an appetizer or as a snack in between.	
** Crisp and short. Doesn't get as deep as its big brother, but that was never the goal.	

SETTLE WHERE NO ONE HAS GONE BEFORE



Age: 10 years up, Retail price: € 36,99

SPACE ...

... the Final Frontier. It's time to bring The Settlers of CATAN together with the adventures of the Starship Enterprise! The many resource – rich planets within the limits of Federation territory await exploration and settlement. Build, trade and settle where no one has gone before!



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